# BAT, Azmyth

**Small Magical Beast**  
**Hit Dice:** 2d10+2 (13 hp)  
**Initiative:** +2 (Dex)  
**Speed:** 10 ft, fly 60 ft (perfect)  
**AC:** 18 (+1 size, +2 Dex, +5 natural)  
**Attacks:** Bite +4 melee, tail stab –1 melee  
**Damage:** Bite 1d4-1, tail stab 1d4-1  
**Face/Reach:** 5 ft by 5 ft/5 ft  
**Special Attacks:** Spell-like abilities, shocking grasp  
**Special Qualities:** Telepathy, darkvision 90 ft  
**Saves:** Fort +4, Ref +5, Will +1  
**Abilities:** Str 7, Dex 15, Con 12, Int 13, Wis 13, Cha 12  
**Skills:** Hide +11, Intuit Direction +6, Listen +8, Move Silently +7, Search +4, Spot +8  
**Feats:** Alertness, Weapon Finesse (bite, tail)  

**Climate/Terrain:** Any land and underground  
**Organization:** Solitary  
**Challenge Rating:** 2  
**Treasure:** None  
**Alignment:** Usually chaotic neutral  
**Advancement:** 3-6 HD (Medium-size)  

The azmyth is a solitary wanderer that lives off of flowers, plants and insects. They often form partnerships with humanoids for mutual benefit, though they do not serve as familiars (at least not of their own accord).

An azmyth appears as a small bat with a 3-foot wingspan, crested head and bearded chin. They have white, pupilless eyes, and leathery gray or green skin.

## COMBAT

The azmyth attacks by biting its foe and stinging with its needle-sharp tail. It can combine its shocking grasp ability with its bite or tail stab.

**Spell-Like Abilities:** 3/day—detect thoughts; 1/day— invisibility (self only) and silence. These abilities are as the spells cast by a 6th-level sorcerer (save DC 11 + spell level).

**Shocking Grasp (Su):** Twice per day an azmyth can deliver a shocking grasp by contact. This attack deals 1d8+2 points of electrical damage. It is otherwise similar to the spell of the same name.

**Telepathy (Su):** Azmys can communicate telepathically with any creature within 60 feet that has a language.

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The Azmyth first appeared in the *Forgotten Realms MC Appendix* (TSR).