**VOLT**

Small Aberration (Electricity)
Hit Dice: 2d8+1 (10 hp)
Initiative: +4 (Dex)
Speed: Fly 30 ft (good)
AC: 17 (+1 size, +4 Dex, +2 natural)
Attacks: Bite +5 melee, tail slap +0 melee
Damage: Bite 1d4-1 and blood drain, tail slap 0 and 2d4 electricity
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Attach, blood drain, electricity
Special Qualities: Electricity immunity, darkvision 60 ft
Saves: Fort +1, Ref +3, Will +4
Abilities: Str 8, Dex 18, Con 12, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +4
Feats: Weapon Finesse (bite)

Climate/Terrain: Any land and underground
Organization: Gang (2-4), mob (6-11), or swarm (12-20)
Challenge Rating: 2
Treasure: None
Alignment: Always neutral
Advancement: 3-4 HD (Small); 5-6 HD (Medium-size)

This creature appears as a near-spherical bundle of bristly gray hair with two bulbous eyes, two small curved horns, and a 3-foot long tail. Its mouth is lined with needle-like teeth, and it floats as if by levitation.

**COMBAT**

A volt attacks by latching onto its foe’s neck and draining blood each round. A volt will strike a held foe with its tail, dealing electrical damage. A volt will maintain its hold until either it or its opponent is dead.

**Attach (Ex):** A volt that hits with its bite attack latches onto its foe’s neck and drains blood each round. An attached volt automatically hits a foe with its bite and tail slap each round. An attached volt has an AC of 13.

**Blood Drain (Ex):** A volt drains blood, dealing 1d4 points of temporary Constitution damage each round it remains attached.

**Electricity (Su):** A volt deals 2d4 points of electrical damage with its tail slap. An attached volt automatically hits a held opponent each round with its tail slap.

**Electricity Immunity (Ex):** Volts are immune to all electrical effects.

The Volt first appeared in the 1e FF (1981).