

BAT

Source: 3.5e *Monster Manual* (bat swarm, dire bat); 1e *Fiend Folio* (giant vampire bat)

Bats are flying mammals. Although many bats are harmless, eating fruit or insects, some monstrous types are quite dangerous to human and demihuman settlements.

Bat Swarm

Medium natural beast (swarm)

Level 2 Skirmisher

XP 125

HP 36; **Bloodied** 18

Initiative +6

AC 16; **Fortitude** 13; **Reflex** 16; **Will** 12

Perception +1

Speed 2, fly 6 (hover)

Blindsight 10

Resist half damage from melee and ranged attacks; **Vulnerable** 10 against close and area attacks

TRAITS

Swarm Attack * **Aura** 1

A creature that ends its turn in the swarm takes 4 damage and is blinded until the start of its next turn.

Swarm

The swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

STANDARD ACTIONS

(mbasic) Battering Wings * **At Will**

Attack: Melee 1 (one creature); +7 vs. AC.

Hit: 2d4 damage and the target is blinded until the start of its next turn.

TRIGGERED ACTIONS

(close) Blinding Burst of Bats * **Encounter**

Trigger: The bat swarm is reduced to 0 hit points.

Effect (Free Action): The target is blinded until the start of its next turn.

Str 5 **Dex** 17 **Wis** 10

Con 12 **Int** 2 **Cha** 6

Alignment unaligned

Languages -

Dire Bat

Medium natural beast

Level 8 Skirmisher

XP 350

HP 89; **Bloodied** 44

Initiative +11

AC 22; **Fortitude** 20; **Reflex** 22; **Will** 20

Perception +12

Speed 3, fly 8

Blindsight 10

Vulnerable 10 thunder (plus see *sensitive hearing*)

TRAITS

Sensitive Hearing

If the dire bat takes thunder damage, it is deafened and loses blindsight until the end of its next turn.

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 1 (one creature); +13 vs. AC.

Hit: 2d8+7 damage.

Flyby Attack * **At Will**

Effect: The dire bat flies up to 8 squares without provoking opportunity attacks and uses *bite* at any point during that movement.

Skills Stealth +14

Str 15 **Dex** 21 **Wis** 17

Con 17 **Int** 2 **Cha** 11

Alignment unaligned

Languages -

Giant Vampire Bat

Level 10 Minion Skirmisher

Small shadow beast

XP Value

HP 1; a missed attack never damages a minion

Initiative +12

AC 24; **Fortitude** 22; **Reflex** 23; **Will** 21

Perception +8

Speed 2, fly 8

Blindsight 10

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +15 vs. AC.

Hit: 5 damage and the giant vampire bat attaches to the target. The target can free itself by killing the bat or by making an Acrobatics or Athletics check, DC 18, as a move action. While it is attached to the creature, whenever the target moves, shifts or teleports, the giant vampire bat moves, shifts or teleports with it. The target does not provoke opportunity attacks from the giant vampire bat and the giant vampire bat does not provoke opportunity attacks at all.

(melee) Bloodsucker * At Will

Requirement: The giant vampire bat must be attached to a creature.

Attack: Melee 1 (the creature to which the giant vampire bat is attached); +13 vs. Fortitude.

Damage: 12 damage and the target is weakened until the end of its next turn.

Str 5 **Dex** 21 **Wis** 17

Con 18 **Int** 3 **Cha** 13

Alignment unaligned

Languages -