

Bat Swarm

written by A J | November 20, 2014

Common | Tiny | Neutral | Animals

Hundreds of high-pitched squeaks fill the air as a mass of small, carnivorous bats surges forth, all of them hungry for blood.

Armor Class	Hit Points	Move
14	12 (3.0 Hit Dice)	120 feet Flying

Appearing d100

Habitat Coastline, Desert, Forest, Hills, Jungles, Mountains, Plains, Bog/Marsh/Swamp, Underground

Intelligence Animal intelligence

Negotiation No

Morale DC 14 (Never Run)

Challenge 0.1 (19 XP per monster)

Combat

Has 6 attacks. Hit Bonus +2. Damage 1 damage

Special Attack

Wounded: Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

Treasure

Individual: None

Lair: None