Bat Swarm

written by CresthavenRPG Guru | 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