

Bat, Shadowhunter

CR 1/2

XP: 200

N Medium Animal

Initiative: +4; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 16, **Flat-Footed:** 12, **Touch:** 10

(+4 dexterity, +2 natural)

HP: 13 (2d8+4)

DR: None

Fort: +5, **Ref:** +7, **Will:** +1

SR: None

Resistances: None

Immunities: None

Defensive Abilities: None

Offense

Base Attack: +1; **CMB:** +2; **CMD:** 16; **Space/Reach:** 5 ft. / 5 ft.

Speed: 10 ft., fly 40 ft. (good)

Melee: Tail Slash +5 (1d6+1)

Special Abilities: None

Tactics

During Combat: In battle, shadowhunter bats typically perform flyby attacks, quickly attacking and then fleeing back into the shadows to hide from their quarry.

Morale: A shadowhunter bat typically flees from combat if it takes more than 5 points of damage, though some strains shadowhunter bats have been known to fight to the death.

Statistics

STR 10 (+0)

DEX 10 (+0)

CON 10 (+0)

INT 10 (+0)

WIS 10 (+0)

CHA 10 (+0)

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Flyby Attack⁵, Weapon Finesse

Skills: Fly +8 (+4 dex, +4 maneuverability), Hide +9 (+2 ranks, +4 dex, +3 class skill)

Languages: None

SQ: Dark Assassin

Combat Gear: None

Other Gear: None

Ecology

Environment: Underground

Organization: Solitary, pair, colony (5 – 50)

Treasure: None

Special Abilities

Dark Assassin (Ex): When fighting in dim light or darkness, a shadowhunter bat gains a +2 bonus to attack and damage rolls.

A large bat, nearly the size of a grown man, flits from shadow to shadow. A long whip-like tail trails behind it.

Shadowhunter bats are bred by various races (notably the drow) as either sentries or cheap assassins. Unlike most bats, shadowhunter bats are carnivorous and will go to great lengths to dine on the flesh of halflings and elves.

While they show no great intelligence, a properly trained shadowhunter bat is capable of understanding orders (typically no more than a sentence or two) given in undercommon. Training a bat in this way requires several months of time and costs roughly three-hundred gold pieces.

Lore

A successful knowledge (nature) check will reveal the following information about a shadowhunter bat:

- DC 12 This is a shadowhunter bat, a rare type of subterranean bat that is used by the drow as cheap and easily replicable sentries. This reveals all animal traits.
- DC 17 Shadowhunter bats are trained from birth to fight against opponents in the darkness and they gain advantages when fighting in such conditions.