

Giant Bat

Large, Beast, Unaligned

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ARMOR CLASS

13

HIT POINTS

22 (4d10)

CHALLENGE

1/4 | 50 XP

PROFICIENCY

+2

Speed Fly 60 ft., Walk 10 ft.

Initiative +3

Saving Throws N/A

Skills N/A

Senses Blindsight 60 ft.; Passive Perception 11

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Languages None

STR

15
+2

DEX

16
+3

CON

11
+0

INT

2
-4

WIS

12
+1

CHA

6
-2

Traits

Echolocation. The bat can't use its Blindsight while Deafened.

Keen Hearing. The bat has Advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

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