

Giant Bat

March 8, 2023



Large beast, unaligned

Armor Class 13

Hit Points 22 (4d10)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	11 (+0)	2 (-4)	12 (+1)	6 (-2)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses blindsight 60 ft., passive Perception 11

Languages --

Challenge 44930 (50 XP)

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 Weapon Attack: +4 to hit, reach 5 ft., one creature.
Hit: 5 (1d6 + 2) piercing damage.