

Beam Bat

by Erol Otus (from "Booty and the Beasts", a small paperback booklet containing monsters and treasure from 1979. Extra stats and addendum by DM Superelf.)

FREQUENCY: Very rare

NO. APPEARING: 1-4

ARMOR CLASS: 5

MOVE: /18" (MC: B)

HIT DICE: 6

% IN LAIR: 35% (at most; depends
on time & place)

TREASURE TYPE: Nil

NO. OF ATTACKS: 3 (claw/claw/beam)

DAMAGE/ATTACK: 1-3/1-3/special

SPECIAL ATTACKS: Beam; drains Constitution

SPECIAL DEFENSES: Silver or +1 or better weapon to hit

MAGIC RESISTANCE: Standard

INTELLIGENCE: Animal

ALIGNMENT: Neutral

SIZE: S (3' long body, 5'-6' wingspan)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

LEVEL/X.P. VALUE: V/350+6/hp

One of the more uncommon creatures of the night, the Beam Bat looks like a giant bat with a large red jewel in place of its face. It has the ability to project from this jewel a red beam (*DM Superelf Note: up to 6"*) once per melee round, affecting one target draining all the blood from the victim's body unless a save is made, in which case the victim has his constitution halved for 1 week. A victim's constitution may only be halved once, so additional hits by the beam on a target will not affect the victim's constitution. The Beam Bat may also attack with its claws doing 1-3 points of damage per claw. These creatures can be encountered in groups at night numbering from 1-4 and can be found in larger groups in vast dark caverns. Finally, Beam Bats are not affected by normal weapons, only silver and magical weapons having effect.

