

Firebat

CR 3

N Medium Elemental (Fire)

Initiative: +8; **Senses:** Darkvision 60 ft.

Defense

AC: 17, **Flat-Footed:** 13, **Touch:** 14
(+4 DEX, +3 natural)

HP: 16 (3d8+3)

DR: None

Fort: +2, **Ref:** +7, **Will:** +2

SR: None

Resistances: None

Immunities: Critical hits, fire, flanking, paralysis, poison, *sleep* effects, stunning

Defensive Abilities: Molten Form

Offense

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

Melee: Fiery Touch +6 touch (1d6 fire)

Special Abilities: Consuming Flames, Fiery Swoop

Statistics

STR 6 (-2) **DEX** 19 (+4) **CON** 12 (+1)

INT 2 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Base Attack +2; **Grapple** +0; **Space/Reach** 5 ft. / 5 ft.

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

Feats: Improved Initiative, Weapon Finesse

Skills: Spot +7 (+6 ranks, +1 wis)

Languages: None

SQ: Elemental Traits, Vulnerability to Cold

Combat Gear: None

Other Gear: None

General Information

Environment: Elemental Plane of Earth, Elemental Plane of Fire

Organization: Solitary, pair, wing (4-16)

Treasure: None

A large flaming bat flies before you; this immediately strikes you as out of place, until you notice that the thing's physical form is that of molten rock, instead of flesh and bone.

Firebats are elemental beasts composed of the base elements of the elemental planes of earth and fire; their physical form is that of a vaguely shaped bat that appears to be composed of magma which is constantly wreathed in flames.

On non-material planes, firebats are often thought of nothing more than mere nuisances, though on the material plane they become far more dangerous; partly due to their fiery nature and partly due to the general populace's inability to effectively combat them. When encountered on the material plane, firebats are often found at the locations of large scale fires and there are also reports of them being encountered at the bases of recently erupted volcanoes.

In combat, firebats attack the nearest living creature, attempting to reduce their physical form to ash. Should opponents mass in a group, a firebat will execute its fiery swoop attack.

While firebats are incapable of speech, they understand ignan and they are a favorite pet among the efreet.

Ability Information

Fiery Swoop (Ex): A firebat may make a swift charge through the ranks of its enemies, leaving fiery ruin in its wake. As a full round action, a flying firebat may charge 80 feet in a straight line, this charge may move through squares occupied by enemies and it does not draw attacks of opportunity. Any enemy whose square the firebat charges through must succeed on a DC 15 reflex save or take 2d6 points of fire damage.

This ability is usable once per minute.

Molten Form (Ex): A firebat's molten core causes fiery suffering to those who dare strike it. Any enemy who hits a firebat with a non-reach melee weapon suffers 1d4 points of fire damage (no save). If a firebat takes more than half its hit points in cold damage at any one time, this ability ceases functioning for 1d4+1 rounds.

Vulnerability to Fire: A firebat takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Lore

A successful knowledge (the planes) check will reveal the following information about a firebat:

DC 13 This creature is a firebat, a pseudo-elemental that is a mixture of earth and fire. This reveals all elemental traits.

DC 18 In battle, those striking a firebat in melee often find themselves the victims of horrible burns.

DC 23 A firebat is capable of launching a deadly charge attack that burns all enemies in its path.