

DEMENTIA BAT

Large construct, 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)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Blindsight 60 ft., Passive Perception 11

Languages --

Challenge 1/2 (100 XP)

Axiomatic Mind. The bat can't be compelled to act in a manner contrary to its nature or its instructions.

Magic Resistance. The bat has advantage on saving throws against spells and other magical effects.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) psychic damage. If the target is a creature with spell slots, it must make a DC 12 saving throw using its spell casting ability or lose its highest available spell slot.

DEVICES OF TERROR

Powerful and evil mages use and manipulate gnomes to create corrupted constructs, including the dread-inducing dementia bat. These bats are often found swarming around wizard towers, guarding foyers to grand mansions, or serving as sentries over much prized tomes and scrolls.

A dementia bat is rarely found alone. Where there is one, there are likely many. Not only do those behind their creation seek to weaken fellow spell casters, but some can even feed off the arcane energy harvested from their victims.

Since they are programmed to feed off the innate power of spell casters, dementia bats exclusively target spell casters with their attacks. If no such enemy spell caster is present, the bats retreat to their perch awaiting an opportunity to fulfill their programmed mission.

