

Azmyth Tiny Magical Beast

Hit Dice: 1d8 (4 hp)
Initiative: +3 (Dex)
Speed: 5 ft (1 square), Fly 50 ft (good)
Armor Class: 16 (+2 size, +2 Dex, +2 Natural)
 touch 15, flat-footed 14
Base Attack/Grapple: 0/-12
Attack: Bite +4 melee (1d2-2)
Full Attack: Bite +4 melee (1d2-2), tail (1d4-2)
Space/Reach: 2-1/2 ft / 0ft
Special Attacks: Spell-like abilities
Special Qualities: Blindsense 20 ft, Darkvision
 Vision 90 ft, SR 10
Saves: Fort +2, Ref +5, Will +5
Abilities: Str 6, Dex 17, Con 10, Int 14, Wis 12,
 Cha 10
Skills: Hide +14, Listen +8*, Move Silently +6,
 Spot +8*
Feats: Alertness, Weapon Finesse
Environment: Any land and underground
Organization: Solitary
Challenge Rating: 1
Treasure: None
Alignment: Chaotic Neutral
Advancement: ---
Level Adjustment: ---

Azmyths are rare, strange bats that live on flowers, small plants, and insects. They are solitary wanderers (although they do have favorite haunts to which they often return), but often form partnerships with (larger) beings of other races (such as elves and humans) for mutual benefit, sometimes establishing loyal friendships with them.

Azmyths have been known to accompany creatures for their entire lives, and then accompany the creatures' offspring. The lifespan and mating details of azmyths are unknown. They are not 'familiars,' as wizards understand the term, but closer to a druid's 'woodland companions'; no direct control can be exercised over an azmyth except by magic or psionics.

Combat

The jaws of an azmyth do 1 point of damage per bite. In a fight, one will bite and also stab with its needle-sharp tail (1-2 points of damage), but the creatures prefer to avoid direct conflict and employ their spell-like powers from afar.

Blindsense (Ex): An Azmyth uses echolocation to pinpoint creatures within 20 feet. Opponents still have total concealment against the bat unless it can actually see them.

Spell-like Abilities: At will – *Telepathy*, 3/day – *Know Alignment*, 2/day – *Shocking Grasp* (DC 11), 1/day – *Invisibility*, Silence (centered on itself). Caster level 6th. The Save DC's are charisma based.

Skills: Azmyth have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated



Tactics Round-by-Round

An azmyth will generally seek to avoid combat whenever possible.

Prior to combat: Invisibility, Silence.

Round 1: Bite, tail
 Round 2: Shocking Grasp
 Round 3: Shocking Grasp
 Round 4: The Azmyth will attempt to Flee.

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