

Hundar ('Horse-Bat')

Large Magical Beast

Hit Dice: 6d12+12 (42 hp)

Initiative: +2 (dex)

Speed: 20 ft (4 squares), Fly 120 ft (average)

Armor Class: 14 (+2 Dex, -1 size, +3 Natural)
touch 11, flat-footed 12

Base Attack/Grapple: +7/+15

Attack: Wing +10 melee (2d8+4)

Full Attack: 2 Wings +10 melee (2d8+3),
Bite +8 melee (1d8+3),
Tail +8 melee (1d6+3)

Space/Reach: 10 ft / 5 ft

Special Attacks: Improved grab

Special Qualities: Blindsense 20 ft,
Darkvision 120 ft

Saves: Fort +7, Ref +7, Will +6

Abilities: Str 17, Dex 17, Con 15, Int 6,
Wis 12, Cha 9

Skills: Hide +14, Listen +8*, Move Silently +6,
Spot +8*

Feats: Alertness, Flyby Attack, Multiattack^B

Environment: Any land and underground

Organization: Solitary, pair, or brood (3-6)

Challenge Rating: 5

Treasure: Standard

Alignment: Neutral Evil

Advancement: 7-10 HD (Huge)

Level Adjustment: ---

The heavy-bodied, fearsome black hundar resembles a vast worm with bat-wings and a horselike head (hence its nickname), appearing rather like a wyvern. It is a solitary hunter and will always be encountered alone except when mating. Hundars live in ruins, sea-caves, swamps, or atop moorland crags, preferring desolate places to wellpopulated areas.

Hundars can swim almost as well as they can fly (by powerful beats of their tail and leathery wings) and can survive at great depths, although they prefer to hunt in shallow waters. An ungainly crawler on land, the hundar is a powerful but stodgy flier, badtempered and vain (one is often found gazing at its own reflection in still water).

The creatures are black, with blue and purple iridescence when wet, and have fiery red eyes. When angered, horse-bats snort vapor from their nostrils and emit deep, rumbling roars. The manes of older individuals turn grey and then white with age; hundars are thought to have a lifespan of some hundreds of years.



Hundars mate seldom (every thirty years or so, Elminster believes), the parents cohabiting for a year or so until their young achieve full strength and flight ability. Young hundars strike out on their own when they acquire their full powers at 3 HD size (the wing-buffet attack of such a youngling does only 2-6 damage). Hundars and perytons will tolerate each other, but hundars will generally attempt to slay or drive out other large predators, aerial or aquatic, living within a mile of their lairs.

Combat

If an opponent irritates them, they grasp with tail and jaws, and dive from the air deep into the water, to drown their foe - or conversely, if the foe is aquatic, burst up into the air and fly toward land so that their foe will expire from being out of water or suffer injury when dropped from on high.

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

Improved Grab (Ex): To use this ability, a Hundar must hit with both its tail and jaws. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and may carry a smaller creature into the air on the subsequent round.

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

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