

Species, Breed: Bat, Fire

Type: Not applicable.

Class: Fiend (Mammal)

Align: Basic Instinct creature

Gender: 01-50: Female, 51-00: Male

Level: 1-D30 +1

Number encountered: 1-D8

Experience points: 20 x level

Characteristics

Awareness: 5 See: "Special Abilities".

Charisma: Not applicable.

Constitution: 30

Coordination: 30 Grounded. 50 While in flight.

Dexterity: 30

Intelligence: 2

Mental-strength: 18

Strength: 10

Wisdom: 2

Movement:

Flying: 30

Grounded: 6

Swimming: Can't

Luck: 0

Oxygen-points: 54

Blood-points: 90

The following roll will determine the type of attack this creature will attempt per turn:

% Roll: Type of attack:

01-50: Bite / Claws

51-00: Dive attack

Attack descriptions

Bites: 2

Damage: 1-D12 x4 + 1-D12 Fire-Saliva burn for 1-D4 turns after being bitten.

Range: 1 space (5')

Attack type: Sharp + Chemical (Fire-Saliva).

and:

Claws: 2

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp.

or:

Dive attack: 1

Damage: 1-D12 x7

Range: 1 space (5')

Attack type: Sharp.

Defense: 30 or 50 (see: "Coordination")

Offense: 30

Damage-Points: Roll 3-D12 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D20 x7

Bronze: 40+ to have 1-D20 x6

Silver: 50+ to have 1-D20 x5

Electrum: 60+ to have 1-D20 x4

White-gold: 70+ to have 1-D20 x3

Yellow-gold: 80+ to have 1-D20 x2

Black-gold: 90+ to have 1-D20

Treasure item(s):

Common: 36+ to have 1-D6

Uncommon: 56+ to have 1-D6

Rare: 76+ to have 1-D4

Legendary: 96+ to have 1-D4

Note:

Check for treasure one time only (not for each creature encountered). Any Treasure found will be found within the bats cave/home on fallen creatures.

This creature will take down its quarry and then work together to bring it to their cave where the corpse will be safely out of the reach of other predators.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a giant bat, though red like the flames of a fire.

Eye color: Within it's flame-red eyes there seems to kindle and writhe in flame, causing the spectacle of fire burning within.

Eye shape: Medium-sized and round.

Fur color: It's leathery red skin is lined with a vest of Fire-red fur covering its chest and back areas.

Height: 3'-0"

Length: 3'-0"

Posture: Avian (like a bird, or relating to the family of birds).

Weight: 40 lbs.

Wing contour: Bat.

Wingspan: 12'-0"

Dislikes: Cold.

Disposition: The Fire Bat is as much a predator as the Fire-Breathing Dragon. Its voracious nature compels it to attack a sighted target, even if it is not hungry. It is rumored that this creature is spawned from the depths of volcanic lava deep within the earth. If encountered there will be a 96% chance (roll 05+) that a current lava flow will be within one day's travel on foot. As the Giant Bat, this breed will always take its fallen victim back to its abode to devour it.

Fears: Cold.

Habitat: Dimension of Fire and Volcanic Regions. This creature is rarely found in other regions as well.

Immunities: Fear and Fire.

Life-span: 300 years.

Likes: Not applicable.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: This creature will remain neutral to a person who has the ability to cast a fire spell, or invoke a fire ability (as long as he or she does not attack this creature). If trust can be gained from such, these bats will eventually become allied with any who befriend and benefit them, adopting him or her into their family circle.

Special Abilities: Echolocation: This creature has very poor eyesight, but they make up for it with the ability to send out sound that will bounce back from all objects, telling the precise shape and pattern of the obstacles being approached. With this ability, bats can effectively hunt or evade a potential collision with objects.

Special Defenses: Evasion: This creature will have a 50% chance of automatically evading a strike against it while in flight (this does not apply to area of effect attacks).

Resistances: This creature has the following resistances:

Disease: 70%

Magic: 10%

Mental-attack: 10%

Sickness: 70%

Spiritual-attack: 10%

Special Offenses: Fire-Saliva: 1-D12 Fire-Saliva burn for 1-D4 turns after being bitten. This terrible effect stacks with each and every successful bite.

Susceptibilities: Cold-base attacks cause x2 damage.

Weapon susceptibility: Rank-1 (or better) magical weapon to harm.