

Species, Breed: Bat, Glacier

Type: Not applicable.

Class: Monster (mammal)

Align: Basic instinct creature.

Gender: %Roll: 01-50 = Female, 51-00 = Male

Level: 1-D30 +1

Number encountered: 1-D6 x4

Experience points: 15 x level.

Characteristics

Awareness: 80 See: "Note"

Charisma: Not applicable.

Constitution: 36

Coordination: 40

Dexterity: 40

Intelligence: 3

Mental-strength: 36

Strength: 25

Wisdom: 3

Movement:

Flying: 40

Grounded: 10

Swimming: Can't

Luck: None.

Oxygen-points: 108

Blood-points: 108

Attack descriptions

Bite: 1

Damage: 1-D20 x3 +1

Range: 1 space (5')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x3 +1

Range: 1 space (5')

Attack Type: Sharp

Defense: 40

Offense: 40

Damage-Points: Roll 1-D10 x2 +2 x level.

Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: 81+ to have 1-D20 This creature has a fascination with the color of yellow-gold.

Black-gold: None.

Treasure item(s):

Common: 75+ to have 1-D4

UnCommon: 85+ to have 1-D4

Rare: 95+ to have 1-D4

Legendary: 00+ to have 1-D4

Description:

Annihilation Strike?: No.

Description: This creature looks like a very large, pure-white bat.

Eye color: Pink.

Eye shape: As a bat's.

Fur color: White.

Fur texture: Soft.

Hair color: See: "Fur".

Height: 3'-0"

Length: 4'-0"

Skin color: As a bat's.

Skin texture: As a bat's.

Posture: Quadruped.

Weight: 110 lbs.

Wing contour: As a bat's, yet covered with fur.

Wingspan: 9'-0"

Dislikes: Fire.

Disposition: This breed of bat is a pack hunter, just as the desert dwelling lion. When it takes down its quarry, it will bring the meal back to its den of ice (always an ice cave) for the rest to feed upon.

Fears: Fire.

Habitat: Arctics.

Immunities: None.

Life-span: 50 years.

Likes: The Arctic Hair (common or giant-sized are a delicacy to this creature).

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

Note: Unlike the normal type of bat, this bat can see and hear very well.

Special Abilities: None.

Special Defenses: This creature has a damage-reduction of 6 against cold-based attacks.

Special Offenses: None, other than they hunt in groups.

Susceptibilities: Fire causes fear in these creatures. If they see a fire (any form) they will shy away.

Weapon susceptibility: Rank-0 (or better) weapon to harm.