

Species, Breed: Bat, Catalyst

Type: Not applicable.

Class: Enchanted (mammal)

Align: 01-50 = Evil, 51-00 = Good

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

Level: 30 + 1-D20

Number encountered: 1

Experience points: 100 x level.

Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 70

Coordination: 60

Dexterity: 60

Intelligence: 25

Mental-strength: 45

Strength: 120

Wisdom: 25

Movement:

Flying: 42

Grounded: 14

Swimming: Can't

Luck: 300

Oxygen-points: 135

Blood-points: 210

Attack descriptions

Bites: 2

Damage: 1-D12 x7 +20 + possible "Acid Poison" in "Special Offenses").

Range: 2 spaces (10')

Attack Type: Needle.

and:

Claws: 4

Damage: 1-D12 x6 +20

Range: 2 spaces (10')

Attack Type: Sharp.

Defense: 60 / 90 if 32nd+ level

Offense: 60 / 90 if 32nd+ level

Damage-Points: Roll 2-D20 +20 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 10+ to have 1-D12 x 1,000

Bronze: 10+ to have 1-D10 x 1,000

Silver: 10+ to have 1-D8 x 1,000

Electrum: 10+ to have 1-D6 x 1,000

White-gold: 10+ to have 1-D6 x 500

Yellow-gold: 10+ to have 1-D6 x 250

Black-gold: 10+ to have 1-D6 x 100

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 10+ to have 2-D4 +2

Legendary: 30+ to have 1-D4 +1

Note:

The Catalyst Bat will have a chance of possessing extra treasure (other than the items rolled for in the above chart):

35% chance of having 1 Oracle.

30% chance of having 1 Relic.

Description:

Annihilation Strike?: Yes.

Description: This creature appears as an onyx-black, dragon-sized, bat.

Eye color: Black.

Eye shape: Large and slanted.

Fur color: Black.

Fur texture: Thick and long.

Height: 12'-0"

Length: 12'-0"

Skin color: Black.

Skin texture: Leathery.

Posture: Avian (Birds, or relating to the family of birds).

Weight: 1,200 lbs.

Wing contour: As a bat's wings.

Wingspan: 36'-0"

Dislikes: Sunlight reflecting through a crystal. This creature will back off if this type of light is shined at it. It does not harm it, but it does not like it.

Disposition: This creature lives its life alone, except during the mating season (which is in the early spring). The Catalyst Bat is a hunter, daring to even attack a dragon. If raised from birth, it can be trained as a steed by anyone, for once it bonds with another creature, its loyalty is sure.

Fears: Water. See: "Susceptibilities"

Habitat: Acid Dimension.

Immunities: Acid, Disease, Poison and Sickness.

Life-span: 5 ages (5,000 years).

Likes: Giant insects.

Needs: Basic instinct creature.

Note: None.

Special Abilities: Echolocation: Catalyst Bat have superb awareness and eyesight. They are also gifted with the ability of echolocation: The ability to send out a sound that will bounce back from all objects, telling the precise shape and pattern of objects. With the added ability of echolocation, and a high awareness, this creature can hunt or evade a potential collision with objects with an adept fluency. See: "Echo Awareness" in the "Special Defenses".

Shape-Shift: This creature can appear as a normal sized human at will (black hair, black eyes, black skin). It will take 3 turns (15 seconds) to shift into humanoid form, and the same amount of time to shift back into its natural form.

Special Defenses: Echo Awareness: During a conflict, Echo Awareness will give this creature a second chance to evade a physical strike. If this creature fails to evade an attack as normal, a D10 will be rolled. If a 1, 2, 3, or 4 is rolled, the attack will be evaded. The most incredible thing about this ability is that if this creature falls victim to a Sudden-Death (99-00 attack-roll) or Annihilation-Strike (000 attack-roll), this ability can be evaded in the same manner.

Resistances: Annihilation-strike: See: "Echo Awareness" in the "Special Defenses", Fear: 80%, Magic: 50%, Mental-attack: 50%, Mind alterations: 50%, Shock: 90%.

Special Offenses: Acid Venom: The Catalyst Bat will inject an acid-like venom into its victim if the damage of its bite causes 65+ damage.

Acid Venom effects: Victim of poison will suffer 1-D20 damage, per turn, in all areas of the body for the "Duration". This ability can be executed while in humanoid form if the Catalyst Bat wishes.

Avoidance-roll: None.

Successful: Not applicable.

Unsuccessful: Not applicable.

Complications: None.

Duration: 1-D4 turns.

Effect time: Instant.

Poison quantity: 5-D6 uses.

Poison value: 3,000 white-gold per use.

Susceptibilities: Water based spells that cause physical damage will inflict x2 damage upon this creature.

Weapon susceptibility: Rank-2 (or better) enchanted weapon to harm.