

Species, Breed: Bat, Gazer

Type: Not applicable.

Class: Fiend (Mammal)

Align: Basic Instinct creature.

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

Level: 1-D30 +1

Number encountered: 1

Experience points: 100 x level.

Characteristics

Awareness: 30 See: "Special Abilities".

Charisma: Not applicable.

Coordination: 40 Grounded. 60 While in flight.

Coordination: 40

Dexterity: 40

Intelligence: 4

Mental-strength: 35

Strength: 25

Wisdom: 4

Movement:

Flying: 40

Grounded: 8

Swimming: Can't

Luck: None.

Oxygen-points: 105

Blood-points: 120

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

% Roll: Type of attack:

01-20: Bite / Claws

21-25: Dive attack

26-00: Gaze See: "Special Offenses".

Attack descriptions

Bite: 1

Damage: 1-D12 x4

Range: 1 space (5')

Attack type: Sharp

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: 40 or 60 (see: "Coordination").

Offense: 40

Damage-Points: Roll 4-D12 +1 x level.

Treasure: %Roll needed to have money and treasure:

None.

See: "Note".

Description:

Annihilation Strike?: No.

Description: This creature appears to be a common bat, though Gazer in size.

Eye color: Jade-green. This creature's eyes seem to glow slightly, giving its presence away in dark areas.

Eye shape: Medium-sized and round.

Fur color: It's leathery pale-brown skin is lined with a vest of light-brown 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: Bright light. If a bright light comes within 16 spaces of this creature, it will attempt to find a darkened spot to hide within.

Disposition: The Gazer Bat is an extremely shy and timid creature that instinctively seeks the peace of solitude.

This creature will remain neutral to a creature if approached. If the Gazer Bat is picked up it will have a 10% chance of using its dreaded Gaze in self defense. If wounded, it will use this Gaze instantly and then defend itself.

If this creature is first fed moths, it will allow the feeder to pick it up (it will befriend one who feeds it moths and is kind to it). As long as it does not feel threatened, it will take a liking to the one who has fed it, following it around in hopes of being fed again (as long as it remains in unlighted areas).

If trust is not broken, the dreaded Gazer Bat will allow one to carry it around . . . even play with it. For this creature is actually quite gentle (like a tame fox).

Fears: Other creatures.

Habitat: Jungles. This creature is very rarely found in other regions.

Immunities: All forms of paralysis and petrification attacks.

Life-span: 80 years.

Likes: Large insects; especially moths. They also enjoy the serenity of complete solitude.

Needs: Basic needs of life (food, water, shelter, etc.). This creature craves solitude.

Note: The eyes of this rare creature are quite valuable. If removed they will appear as ordinary green marbles. If they are thrown and strike another creature, it must make a successful avoidance-roll vs. "Paralysis" or be turned to liquid.

Each eye can be used once only.

Special Abilities: Night-Vision: As the Psychic's spell.

Special Defenses: Evasion: This creature will have a 60% chance of automatically evading a strike against it while in flight (this does not apply to area of effect attacks).

Special Offenses: Gaze: If the Gazer Bat must defend itself, it will initially (always) emit a flash of brilliant green light from its eyes. All within the area of effect, which the Gazer Bat sees as a threat, are in danger of being turned into a green liquid and destroyed. One does not have to see its eyes to be effected, as is the case with the dreaded Medusa or the Basilisk.

This terrifying ability can be used 1 / 3 turns (15 seconds).

Area of Effect: 8 spaces (40') out in all directions.

Avoidance-roll: Win initiative against this creature to avoid its effects.

Invoke time: Instant.

Susceptibilities: Sunlight will always drive this creatures away, for it blinds (-60 to Defense and Offense) and hurts them, causing 1-D10 points of damage per turn while exposed.

Weapon susceptibility: Rank-3 (or better) magical weapon to harm.