

# Species, Breed: Bat, Acid

Type: Not applicable.

Class: Fiend (mammal)

Align: Basic instinct creature.

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

Level: 1-D12 +20

Number encountered: 1-D4

Experience points: 20 x level.

## Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 40

Coordination: 50

Dexterity: 50

Intelligence: 4

Mental-strength: 40

Strength: 30

Wisdom: 4

## Movement:

Flying: 24

Grounded: 8

Swimming: Can't

Luck: None.

Oxygen-points: 120

Blood-points: 120

## Attack descriptions

Bite: 1

Damage: 1-D12 x5 +2 + 1-D12 x3 acid burn (See: "Acid Bite" in "Special Offenses").

Range: 1 space (5')

Attack Type: Sharp.

and:

Claws: 2

Damage: 1-D12 x4 +2

Range: 1 space (5')

Attack Type: Sharp.

Defense: 50 / 80 if 32nd

Offense: 50 / 80 if 32nd

Damage-Points: Roll 2-D12 +2 x level.

## Treasure: %Roll needed to have money and treasure:

Copper: None.

Bronze: None.

Silver: None.

Electrum: None.

White-gold: None.

Yellow-gold: None.

Black-gold: None.

Treasure item(s):

Common: None.

UnCommon: None.

Rare: 80+ to have 1-D4

Legendary: 90+ to have 1

Note:

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

10% chance of having 1-D4 random Gems that house a random magical spell.

10% chance of having 1-D4 random Gems that house a random enchantment.

20% chance of having 1-D4 random Special Gems

7% chance of having 1 Oracle.

5% chance of having 1 Relic.

# Description:

**Annihilation Strike?:**No.

**Description:** This creature appears as a huge bat, yet snow-white.

**Eye color:** Pink.

**Eye shape:** Large and round.

**Fur color:** White.

**Fur texture:** Soft.

**Height:** 4'-0"

**Length:** 4'-0"

**Skin color:** White.

**Skin texture:** Leathery.

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

**Weight:** 200 lbs.

**Wing contour:** As a bat's wings.

**Wingspan:** 12'-0"

**Dislikes:** Bright light.

**Disposition:** This creature very solitary, living in very few numbers. They are hunters, and are very aggressive toward all but their own kind, killing for the pleasure of killing.

**Fears:** Unknown.

**Habitat:** Acid Dimension.

**Immunities:** Acid, Disease, Poison and Sickness.

**Life-span:** 120 years.

**Likes:** Unique treasure items. This creature loves treasure items of a most magical nature, and seizes them to keep in its abode. It is speculated that the Acid Bat will can sense unusual auras of magic and enchantment within more powerful items.

**Needs:** Basic instinct creature.

**Note:** None.

**Special Abilities: Echolocation:** Acid Bats not only have keen eyesight and awareness, but 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".

**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, or 3 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: 20%, Magic: 10%, Mental-attack: 15%, Mind alterations: 15%, Shock: 10%.

**Special Offenses: Acid Bite:** Upon each successful bite, the Acid Bat's saliva will burn its target for an additional 1-D12 x3 burning damage.

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

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