

# Encounter type: Bat, Vampire

# Encountered: 1

Attacks per turn: 2 (bites)

Attack types / Damage per successful attack: 2 Bites: 1-D12 x6.

D20 roll needed to have Gold / # of gold coins found: 9+ / 1-D12 x6

D20 roll needed to have Silver / # of silver coins: 8+ / 1-D12 x12

D20 roll needed to have **Treasure** / # of treasure items found: 9+ / 1-D8 +4

Defense: 18

Experience: 80

Life-points: 240

Offense: +3

Region: Volcanic Wilderland Tomb of Unrest.

**Special:**      Enchantment and Magical Spell immunity: Archfiend is not effected by communication-based Enchantments or Magical Spells.

**Vampiric Curse:** If the Vampire Bat's bite causes maximum damage, you will become inflicted with Vampiric Curse.

**Curse benefit:**      +1-D12 damage on all physical strikes, whether inflicted by a body weapon, such as claws, or a bit, or with a weapon you are wielding.

**Curse penalty:**      You will take 1-D12 x5 damage per Travel Turn when traversing any lands under the open sky.

Each time an ally is wounded physically in battle, you must roll a 5+ in order to resist feeding off them.

**Damage per bite:**      1-D12 x2 (the "Curse benefit" is already added into the bite).

**Number of bites per turn:**      2 (if you have the racial ability to bite more than 2 times per turn, use your racial ability).

Now your maximum damage bite will spread the Vampiric Curse to creatures that have blood flowing through their veins. If you are a race type that can cause more damage with your natural bite, use your natural race's bite damage (+ 1-D12 additional damage). Note: The 1-D12 roll for additional damage is not considered when spreading the Vampiric Curse (only the main damage-roll is).

**The cure:**      Only a Mystic can cure the Vampiric Curse inflicted by a Vampire Bat. A Mystic must cast the spell while holding one of the teeth or a claw of the Vampire Bat that caused the Vampiric Curse (or it will not work). There will be a 10% chance of death occurring when a Mystic cures you of this curse. If death occurs, you can be brought back to life, but you will lose all current experience-points and one full level.