

# Species, Breed: Bat, Ice

Type: Not applicable.

Class: Fiend.

Align: Evil.

Gender: Not applicable.

Level: 1-D30 +1

Number encountered: 1

Experience points: 60 x level.

## Characteristics

Awareness: 40

Charisma: Not applicable.

Constitution: 60

Coordination: 30

Dexterity: 30

Intelligence: 4

Mental-strength: 60

Strength: 50

Wisdom: 4

## Movement:

Flying: 21

Grounded: 7

Swimming: Can't

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

## Attack descriptions

Bite: 1

Damage: 1-D20 x2 +1

Range: 1 space (5')

Attack Type: Sharp

and:

Claws: 2

Damage: 1-D20 x2 +1

Range: 1 space (5')

Attack Type: Sharp

or:

Ice-Blast: 1

Damage: 1-D4 x the level of the Ice Bat (in all areas of the body)

Range: 3 spaces (15') out from the Ice Bat in all directions.

Attack Type: "Area of Effect". See: "Special offenses"

Defense: 40

Offense: 40

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

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

Copper: 40+ to have 1-D100 x3

Bronze: 45+ to have 1-D100 x4

Silver: 50+ to have 1-D100

Electrum: 55+ to have 4-D20

White-gold: 60+ to have 3-D20

Yellow-gold: 65+ to have 2-D20

Black-gold: 70+ to have 1-D20

Treasure item(s):

Common: 00+ to have 1-D4

UnCommon: 00+ to have 1-D4

Rare: 00+ to have 1-D4

Legendary: 00+ to have 1-D4

# Description:

**Annihilation Strike?:** No.

**Description:** This creature looks like a very large bat made of clear ice.

**Eye color:** Clear, like ice.

**Eye shape:** As a bat's.

**Fur color:** None.

**Fur texture:** None.

**Hair color:** None.

**Height:** 2'-0"

**Length:** 3'-0"

**Skin color:** Clear, like ice.

**Skin texture:** Ice.

**Posture:** Quadruped.

**Weight:** 180 lbs.

**Wing contour:** As a bat's, yet the composition of this entire bat is ice.

**Wingspan:** 12'-0"

**Dislikes:** Fire, though it does not fear fire.

**Disposition:** This creature appears and seems like an animated creature. It is not. Though this creature solely consists of the composition of ice, it is a fiend, and not an animated creature. Like the Abomination, who's physical body is created from lava, the Ice Bat's physical composition is solely created from the natural element of ice.

This creature will attack anything that moves, and is a treasure collector.

**Fears:** Nothing. This creature harbors no fear for anything.

**Habitat:** Arctics.

**Immunities:** All forms of cold have no effect on this creature. In fact, any cold damage this creature sustains will heal it for the amount of damage it should have caused.

**Life-span:** Undying. This creature never ages.

**Likes:** Not applicable.

**Needs:** To dwell in permanently cold climates.

**Note:** None.

**Special Abilities:** None.

**Special Defenses:** None.

**Special Offenses:** Ice-Blast: The Ice Bat, like the dreaded phoenix, will spread its wings out, emitting a globe of frigid arctic cold in an "Area of Effect" (3 spaces (15') out from the Ice Bat in all directions). Any creature caught within the "Area of Effect" will suffer 1 point of damage x the Ice Bat's level in all areas of the body. Example: A level 10 Ice Bat will cause 10 points of cold damage in all areas of a creatures body. A level 21 Ice Bat will cause 21 points of cold damage in all areas of a creatures body.

**Susceptibilities:** Fire causes x3 damage.

**Weapon susceptibility:** Rank-1 (or better) magical weapon to harm.