

# Species, Breed: Bat, Giant

Type: Not applicable.

Class: Monster (Mammal).

The Mother is a Fiend (Mammal).

Align: Basic Instinct creature.

The Mother's align is Good (Apathetic).

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

Level: Brood: 1-D12

The Mother: 10 + 1-D30 +1

Remember to add +30 to her  
Defense and Offense if she is 32<sup>nd</sup> +  
level.

Number encountered: 1-D20 +5 x5

Experience points: Brood: 7 x level.

The Mother: 140 x level.

## Characteristics

Awareness: 5      See: "Special Abilities".

Charisma: Not applicable.

The Mother's Charisma will be 5-D6 +5 x2 while in humanoid form.

Constitution: 20

Coordination: 30 Grounded. 50 While in flight.

Dexterity: 30

Intelligence: 2

Mental-strength: 16

Strength: 10

Wisdom: 2

See: "Note" in the "Disposition" Section concerning the characteristics of The Mother (this will not apply to her Charisma; it is listed above).

## Movement:

Flying: Brood: 30

The Mother: 48

Grounded: Brood: 6

The Mother: 16

Swimming: Brood: Can't

The Mother: 8

Luck: Brood: 0

The Mother: 100

Oxygen-points: 48

Blood-points: 60

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

% Roll: Type of attack:

01-50: Bite / Claws

51-00: Dive attack

Attack descriptions

Bite: 1

Damage: 1-D12 x2

Range: 1 space (5')

Attack type: Sharp

and:

Claws: 2

Damage: 1-D12

Range: 1 space (5')

Attack type: Sharp.

or:

Dive attack: 1

Damage: 1-D12 x3

Range: 1 space (5')

Attack type: Sharp.

Defense: 30 or 50 (see: "Coordination").

Offense: 30

Damage-Points: Roll 2-D12 x level.

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

Copper: 87+ to have 1-D20 x2

Bronze: 89+ to have 1-D20

Silver: 91+ to have 1-D12

Electrum: 93+ to have 1-D10

White-gold: 95+ to have 1-D8

Yellow-gold: 97+ to have 1-D6

Black-gold: 99+ to have 1-D4

Treasure item(s):

Common: 88+ to have 1-D4

UnCommon: 90+ to have 1-D4

Rare: None.

Legendary: None.

Note:

Check for treasure one time only (not for each creature encountered). Any Treasure found will be found within the bats cave/home on fallen creatures.

This creature will take down its quarry and then work together to bring it to their cave where the corpse will be safely out of the reach of other predators.

# Description:

Annihilation Strike?: No.

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

Eye color: Onyx-black.

Eye shape: Medium-sized and round.

Fur color: It's leathery red skin is lined with a vest of brown-black 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 and Fire.

**Disposition:** Giant Bats are as Common Bats in that they like solitude, infesting dark places, clinging high to roofs, waiting for nighttime to come. Once night arrives, they take flight from their lair seeking food.

These creatures take turns watching their young for others that go out and hunt for food. They are family oriented and watch out for one another. Unlike Common Bats, the Giant Bat will aggressively attack an intruder while young are present.

It is not common that a Giant Bat will attack other than giant insects and rodents, but has been known to occur. A single % roll of 71+ (for all bats present) will indicate a deadly aggression.

If more than 50% wounded, a Giant Bat will break off the attack and flee.

The Giant Bat will hibernate during the cold season. If they are encountered during this time, it will be only within a sheltering cave, or the like, where the cold cannot penetrate.

Females give birth to but one offspring per year in the early spring, in which the males are attacked if they come near the nest (some of the females stay behind to guard the nest when nighttime comes (as the others are out hunting for food)).

These creatures are highly organized. One female will always dominates the entire nest, taking the role of protector. The title of the female leader is known as "The Mother" (she will be worth x10 experience).

Note:

The Mother will have the following stat adjustments:

Attack-Damage will be x3

Characteristics: 1-D10 +3 x3 added to all. These added characteristics will adjust her Defense, Offense and other rulings for her. Make sure you pay attention to her characteristics and write them down. You may wish to create a character on a character sheet for her.

Damage-Points will be at x3

If The Mother confronts an intruder, and a fight ensues, all her brood, who are not protecting young, will aid her to the death.

The Mother will never leave her cave, only in the most extreme circumstances.

**Fears:** Fire. The Mother is fearless.

**Habitat:** This creature can be found in many regions.

**Immunities:** Disease and Sickness. The Mother does not feel the effects of Fear.

**Life-span:** 60 years. The Mother's life-span = 600 years.

**Likes:** It's main diet are giant insects and small rodents. As lethal pack-hunters, they will swarm monster classed insects, and rodents, attempting to take them down quickly in one mass rush and take the remains back to their nest to feed the collective.

**Needs:** Basic needs of life (food, water, shelter, etc.).

**Note:** This creature will remain neutral to a person who has the ability to cast Darguhl's Bat (as long as he or she does not attack this creature). If trust can be gained from such, these bats will eventually become allied with any who befriend and benefit them, adopting him or her into their family circle.

**Special Abilities: Control Offspring:** Under ANY circumstances, The Mother will have a 90% chance to will the actions of her children, commanding them to do anything she wills. The Mother will always attempt to keep safe her brood if possible.

**Echolocation:** This creature has very poor eyesight, but they make up for it with the ability to send out sound that will bounce back from all objects, telling the precise shape and pattern of the obstacles being approached. With this ability, bats can effectively hunt or evade a potential collision with objects.

**Languages:** In bat or humanoid form, The Mother can speak the languages of all known bats as well as the Human tongue.

Modification-points can be used to learn more languages.

**Modification-points:** The Mother will have modification-points as follows: 2-D6 +3 per level advanced. These points can be used to learn any ability or spell without having to meet Seeker Ability prerequisites. To use abilities and spells, The Mother must be in humanoid form.

**ShapeShift:** The Mother can shift into a dark-haired, beautiful, woman at will. This transformation will take 3 turns (15 seconds). To shift back to her natural state will take 1 turn (5 seconds). Even when in ShapeShift form, The Mother will retain her wings for flight.

**Special Defenses: Evasion:** This creature will have a 50% chance of automatically evading a strike against it while in flight (this does not apply to area of effect attacks). The Mother's Evasion chance = 70%.

**Resistances:** The Mother will have the following resistances:

Beguile: 50%

Charm: 50%

Cold: 50%

Enchantment: 30%

Magic: 30%

Mental-attack: 30%

Pain: 90%

Paralysis: 30%

Petrification: 40%

Shock: 90%

Sleep: 90%

Spiritual-attack: 30%

Stun: 30%

Trap: 80%      If a trap is laid for this creature, or is she happens upon a trap, there will be a chance of her feeling uncomfortable, thus evading the area where it is.

**Special Offenses: Adoption:** The Mother can permanently transform another into a Giant Bat and adopt it into her brood. The Mother is very against using this ability, but will if she deems it necessary for the survival of her brood. This is not magic, thus the effect cannot be expelled by magic.

**Avoidance-roll:** The Mother will pit her mental-strength vs. the mental-strength of her target (single roll chance). The Mother can reverse this effect at will to release a creature from its grip.

**Invoke time:** 3 turns (15 seconds).

**Susceptibilities:** Bright light blinds this creature for 1-D6 turns (-30 Defense/Offensive).

**Weapon susceptibility:**     **Brood:** Rank-0 (or better) weapon to harm.  
                                      **The Mother:** Rank-2 (or better) magical weapon to harm.