

Species, Breed: Bat, Darguhl's

Type: Not applicable.

Class: Spell

Align: As caster.

Gender: Not applicable.

Level: As the Necromancer who created it. Roll up the level of the caster first (this spell creature will be the same level).

Number encountered: 1

Experience points: 25 x level.

Characteristics

Awareness: 25

Charisma: Not applicable.

Constitution: 30

Coordination: 30 Grounded. 50 While in flight.

Dexterity: 30

Intelligence: As spell-caster.

Mental-strength: 15

Strength: 13

Wisdom: As spell-caster.

Movement:

Flying: 30

Grounded: 6

Swimming: 1

Luck: As spell-caster.

Oxygen-points: Does not need oxygen to live. This bat is a necromancer's spell.

Blood-points: Does not need blood to live. This bat is a necromancer's spell.

Attack descriptions

Bite: 1

Damage: 1-D12 x2 + 1-D12 per 5 levels of the caster.

Range: 1 space (5')

Attack type: Sharp.

and:

Claws: 2

Damage: 1-D12 + 1-D12 per 5 levels of the caster.

Range: 1 space (5')

Attack type: Sharp.

or:

Dive attack: 1

Damage: 1-D12 x3 + 1-D12 per 5 levels of the caster.

Range: 1 space (5')

Attack type: Sharp.

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

Offense: 30

Damage-Points: Roll 3-D12 x level.

Treasure: %Roll needed to have money and treasure:

None.

Description:

Annihilation Strike?: No.

Description: This creature appears to be a common giant bat, though it is black as lightless shadow.

Eye color: Black.

Eye shape: Medium-sized and round.

Fur color: It's soft, shadowy, skin is lined with a vest of Dark-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: 5 lbs. This creature is very light as it is a spell.

Wing contour: Bat.

Wingspan: 12'-0"

Dislikes: Not applicable.

Fears: Not applicable.

Habitat: Not applicable.

Immunities: Beguile, Charms, Disease have no effect upon this creature.

Magic which requires an avoidance-roll vs. "Intelligence", "Wisom", or "Mental-attack" will not effect it, unless it deals directly with dead or undead creatures (in which the caster must make the avoidance-roll as if the spell is being cast at him or her (of course the bat will be effected and not the caster).

Mental-attack (mind attacks attempted upon Darguhl's Bat will have a 10% chance of effecting its creator as if cast directly upon him or her).

Pain, Paralysis, Poison, Shock, Sickness, Spiritual-attack (this spell-creature has no soul) and Stun have no effects.

Life-span: Not applicable.

Likes: Not applicable.

Needs: This creature does not think for itself, for it is a Necromancer spell.

Special Abilities: 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.

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).

Resistances: This creature has the following resistances:

Magic: 30%

Special Offenses: Channel-Spell: The Necromancer who creates this spell-creature can cast spell through it, but the spell-points used to cast must be doubled.

Susceptibilities: Not applicable.

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