

NAME Witchbat RACE Bat SIZE 1 HEIGHT 2'5" WEIGHT 50lbs HL 2 EL 0

CON	<u>2</u>	AGI	<u>4</u>	INT	<u>4</u>	STR	<u>2</u>	WILL	<u>2</u>	CHA	<u>1</u>
Hit Points	<u>30</u> / <u>30</u>	Initiative	<u>8</u>	C. Mastery	<u>8</u>	Armor	<u>4</u>	SP Armor	<u>4</u>	Song Effect	<u>2</u>
Vitality	<u>60</u> / <u>60</u>	Speed	<u>8</u>	H. Mastery	<u>8</u>	MAD	<u>4</u>	M. Mastery	<u>4</u>	M. Speed	<u>2</u>
		RAD	<u>8</u>	SP Mastery	<u>8</u>					M. Damage	<u>2</u>

ATTACK # 1

Description: Bite

Type: **N. Melee Weapon** Range: **1** Accuracy: **3/4/5/6**DMG: 19 Crit DMG: 23 | SP-DMG: Crit SP-DMG:

Other: _____

ATTACK # 2

Description: Arcane Bolt

Type: S.N. Ranged Weapon Range: 6 Accuracy: 4/5/6DMG: _____ Crit DMG: _____ | SP-DMG: 23 Crit SP-DMG: 31

Other: _____

ABILITIES

Name: <u>Hex of Air</u>	Description: <u>Target within 5 spaces tests WILL 8</u>	DPD: <u>Knockback & 5 SP-DMG</u>
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Name: <u>Hex of Fire</u>	Description: <u>Target within 5 spaces tests WILL 8</u>	DPD: <u>Burning</u> & <u>5 SP-DMG</u>
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Name: Hex of Earth	Description: Target within 5 spaces tests WILL 8	DPD: Slow	& 5 SP-DMG
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Name: Hex of Spirits	Description: Target within 5 spaces tests WILL 8	DPD: Lose 3 HP & 3 Almighty DMG
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Name: Hex of Water	Description: Target within 5 spaces tests WILL 8	DPD: Knockback & Frost
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IMMUNITIES, VULNERABILITIES, & TRAITS

Immunities: **Blind**

Vulnerabilities: _____

Traits: Enhanced Abilities, Flying, Haunted, True Sight

EQUIPMENT, ITEMS, GOLD, & LOOT (If any)

LORE

Witchbats are sinister creatures crafted by witches, trained to use magic, and used as familiars. However, when the witch dies, these familiars roam the land with absolute freedom, and since they're somewhat intelligent creatures, you could expect anything from them.

When it comes to food, Witchbats eat insects, but may also consume larger creatures, and smaller humanoids. They're nocturnal creatures, but are known to lash out during the day if awoken by any source. Since they're able to hex creatures using the five elements of witchcraft (Air, Earth, Fire, Spirit, and Water), they're never afraid of a fight.

Witchbats are quick and intelligent creatures. Since they can use sound and acoustics for spatial orientation, Blind does not affect them.

APPEARANCE

Witchbats look like normal bats, except they're larger and have a glowing purple pentagram above their foreheads. They are not holy, spiritual, or unholy creatures, but are tagged as such by their creators.

As for weapons, Witchbats use their teeth for melee attacks. They're also able to shoot arcane bolts as their ranged attack. Their Hex abilities all challenge an individual's mental resistance. Should the individual fail to resist the hex (*inability to break the hex/decipher a false reality*), they will be dealt a blast of unreal energy, either in the form of spectral winds, fire, magical gravity, spiritual energy, or cold ghostwater.

COMBAT BEHAVIOR

Witchbats are casters, and will typically use their abilities above all else. They will rarely resort to using melee attacks.

Because they have True Sight, Stealth Heroes won't be able to hide from them. Since they're Haunted, any creature that defeats them must test WILL 10, or become cursed.