

Creature Name

No. Appearing: xx

Hit Dice: xx (xxx) **Armour Class: xx (Plate, etc)**

Move: xx

S: xx | **D:** xx | **C:** xx | **I:** xx | **P:** xx | **W:** xx | **Ch:** xx

Luck: 00

Creature Type: *Undead*

Attacks (+X): Bite 1d3

Attack Description. For example: After landing a hit, the bat clings on, causing 1 hp loss each round unless removed (eg: action and Str check to pry it off). Some bats also carry debilitating diseases which the host might contract, at the GM's discretion.

Nat 19: Whatever happens on a roll of Nat 19 (or, alternatively, I changed it to Nat 19-20: or Attack Roll 18+ or similar depending on the monster ability. For example: the target suffers a random disease (**Luck (Con) save** resists).

Description of the monster goes down here. For example: These blood drinking bats have 4 ft wing spans and drain blood to survive

Formatting Notes:

In the Attacks section each section starts with this format:

Section Name: xxx

the section name is bolded and is CMYK color 56/90/100/0

Saves, Immunities, and other important called out information use the format:

Luck (Stat) save

which is the same as the section name but also Italicized

