

# Species, Breed: Venus Fly Trap, Giant

Type: Not applicable.

Class: Organic

Align: Basic instinct creature.

Gender: Not applicable.

Level: 1-D12+19

Number encountered: 1-D6

Experience points: 15 x level

## Characteristics

Awareness: 35

Charisma: Not applicable.

Constitution: 30

Coordination: 10

Dexterity: 28

Intelligence: Not applicable. See: "Immunities".

Mental-strength: Not applicable. See: "Immunities".

Strength: 40

Wisdom: Not applicable. See: "Immunities".

## Movement:

Flying: Can't

Grounded: The Giant Venus Fly Trap cannot move (if in mud = 1 space per day).

Swimming: The Giant Venus Fly Trap cannot move (if in mud = 1 space per day).

Luck: None

Oxygen-points: None.

Sap-points: 90 Effects which drain blood-points will drain sap-points.

## Attack descriptions

Bite: 2

Damage: 1-D12 x5

Range: 2 spaces (10')

Attack type: Blunt.

Defense: 10

Offense: 28

Damage-Points: 1-D12 x2 +2 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 39+ to have 1-D12 x8

Bronze: 49+ to have 1-D12 x6

Silver: 59+ to have 1-D12 x5

Electrum: 69+ to have 1-D12 x4

White-gold: 79+ to have 1-D12 x3

Yellow-gold: 89+ to have 1-D12 x2

Black-gold: 99+ to have 1-D12

Treasure item(s):

Common: 60+ to have 1-D4

UnCommon: 90+ to have 1

Rare: None.

Legendary: None.

# Description:

Annihilation Strike?: No.

Description: This creature appears as a common Venus Fly Trap, yet huge in size.

Height: 8'-0"

Plant color: Grass-green with a darker green stem.

Plant texture: Smooth and firm.

Posture: Plant.

Weight: 500 lbs.

**Dislikes:** Unknown.

**Disposition:** The Giant Venus Fly Trap do not see, or hear, but feels the vibrations of movement upon the earth and in the air acutely.

This creature will devour its prey within itself, then spit out the non-living parts and pieces onto the ground. If this creature is defeated, it discard all non-edible items and bones out onto the ground.

**Fears:** Immune.

**Habitat:** Jungle.

**Immunities:** Beguile, Charm, Faith, Fear, Gases, Illusion, Manipulation (mental), Manipulation (spiritual), Mental-attack, Mind Alteration, Pain, Shock, Spiritual-attack.

**Note:** Concerning mind attacks on this creature. Because it has no intellect, mental-strength, or wisdom, it is completely oblivious and immune to such influences.

**Life-span:** 400 years.

**Likes:** Any type of living creature.

**Needs:** Earth to grow in.

**Note:** None.

**Special Abilities:** Can acutely sense vibrations on the earth and in the air up to 20 spaces away.

## Special Defenses: Resistances: This creature has the following resistances:

Acid: Causes only 50% of the normal damage (rounded up).

Air: Although air spells can damage, or stun this creature, tumbling damage will not be taken, due to it being rooted into the earth.

Blunt weapon attacks: Cause only 30% of the normal damage (rounded up) against this creature.

Breath: See: "Air".

Hurled: Hurled projectiles (i.e., arrows, bolts, darts, etc.) Cause only 10% of the normal damage against this creature.

Needle attacks: Cause only 10% of the normal damage against this creature.

Paralysis: 50%

Petrification: 50%

Sickness: 30%

Sleep: 30%

**Special Offenses: Caged Prey:** Once this creature has another creature within its hood, it will not let go, but begin devouring it over time.

To be free of this natural cage, a creature must successfully its strength against it (the victim's strength will be considered at ½ rounded down). This can only be attempted one time after being caught. After its first turn, a victim will be helpless . . . slowly devoured, unless it is aided.

**Susceptibilities:** This creature only has the lowest of two rolls when attempting to avoid vs. "Poison".

**Weapon susceptibility:** Rank-0 (non-magical) weapon to harm.