

# Species, Breed: Vine, Raesia

Type: Not applicable.

Class: Organic.

Align: Basic instinct creature.

Gender: Not applicable.

Level: 1-D30 + 1

Number encountered: 1-D20

Experience points: 50 x level.

## Characteristics

Awareness: 30

Charisma: Not applicable.

Constitution: 60

Coordination: Not applicable.

Dexterity: 40

Intelligence: Not applicable.

Mental-strength: Not applicable.

Strength: 30

Wisdom: Not applicable.

## Movement:

Flying: Can't

Grounded: 0      The Raesia Vine can move 20 spaces per turn, which is their full length. They cannot move from their rooted position.

Swimming: Can't

Luck: None

Oxygen-points: None.

Blood-points: None.

## Attack descriptions

Tentacle strikes: 2

Damage: 1-D12 x9

Range: 4 space (20')

Attack type: Blunt.

**Defense:** 0 The roll of the % dice is the only defensive roll this plant creature has.

**Offense:** 40

**Damage-Points:** Roll 3-D20 +1 x level per vine.

Treasure: %Roll needed to have money and treasure:

Copper: 60+ to have 1-D100

Bronze: 70+ to have 1-D100

Silver: 80+ to have 4-D20

Electrum: 90+ to have 3-D20

White-gold: 91+ to have 1-D20

Yellow-gold: 96+ to have 1-D12

Black-gold: 99+ to have 1-D10

Treasure item(s):

Common: 81+ to have 1-D4

UnCommon: 86+ to have 1-D4

Rare: 91+ to have 1-D4

Legendary: 96+ to have 1

Note:

Check for each tentacle to have treasure.

# Description:

Annihilation Strike?: No.

Description: Length: 20'-0", Weight: Each vine weighs approximately 50 Lbs. Skin color: Green, Skin texture: Smooth. Krakkin-steel barb-spikes grow from the Raesia Vine, just as the thorns of the blackberry vine (although the Krakkin-steel barb-spikes are about six inches long).,

**Dislikes:** Fire.

**Disposition:** The Raesia Vine is a creature that has up to 30 Krakkin-steel spikes on each arm-thick tentacle. It feels the vibrations of prey within 12 spaces (60') nearing it and will lash out when a creature comes within range. It will then, if it can defeat its victim, drag in to the center of itself and devour its victim with an acidic fluid, much the same way the Gripper does. Each spike is valuable, as it is the actual metal, "Krakkin-Steel". It would take the following amount of spikes to create the following armors:

# of spikes: Armor types

60: Skin

50: Ring

55: Scale

65: Chain

120: Banded

130: Splinted

140: Plate

Each tentacle is independent of the other others, in that it can attack other creatures that might wander within its trap.

**Fears:** Fire and cold.

**Habitat:** Jungle.

**Immunities:** None.

**Life-span:** 400 Years

**Likes:** Meat. This plant is carnivorous. Druids. The Raesia Vine will not attack a Druid who is in harmony with nature.

**Needs:** Basic instinct creature.

**Note:** None.

**Special Abilities:** Can sense, by vibration, where a person or creature is on a successful avoidance-roll vs. "Awareness" (one check per turn for all vines present).

Special Defenses: None.

**Special Offenses:** If a successful strike occurs it will wrap around its victim with the tentacle and drag it in close while the other tentacles beat it to death. Once its victim has stopped moving, it will pick it up and lowers it down into the top center of itself - its mouth - and digest it slowly over a period of 10 days before the non-digestible items are spit out at its base as a lure for other prey.

**Susceptibilities:** Electricity and Fire causes x2 damage on this creature.

**Weapon susceptibility:** Rank-0 (or better ) weapon to harm.