

Species, Breed: Gripper

Type: Not applicable.

Class: Organic

Align: Basic instinct creature

Gender: Not applicable.

Level: 1-D30+1

Number encountered: 1-D4

Experience points: 40 x level

Characteristics

Awareness: Not applicable.

Charisma: Not applicable.

Constitution: 15

Coordination: Not applicable.

Dexterity: 18

Intelligence: Not applicable.

Mental-strength: 27

Strength: 30

Wisdom: Not applicable.

Movement:

Flying: Can't

Grounded: The gripper cannot move (if in mud = 1 space per day).

Swimming: The gripper cannot move (if in mud = 1 space per day).

Luck: None

Oxygen-points: None.

Sap-points: 45 Effects which drain blood-points will drain sap-points.

Attack descriptions

2 Grip and drag : No damage / 2 space (10') / Blunt attack

Defense: 10

Offense: 18

Damage-Points: Roll 1-D8 per level.

Treasure: %Roll needed to have money and treasure:

Copper: 30+ to have 1-D100

Bronze: 40+ to have 1-D100

Silver: 50+ to have 4-D20

Electrum: 70+ to have 3-D20

White-gold: 90+ to have 1-D20

Yellow-gold: 00+ to have 1-D12

Black-gold: 00+ to have 1-D10

Treasure item(s):

Common: 60+ to have 1-D8

UnCommon: 76+ to have 1-D6

Rare: 80+ to have 1

Legendary: 96+ to have 1

Description:

Annihilation Strike?: No.

Description: This creature appears to be a huge four plant with four limbs. This plant is similar in appearance to the aloevera plant (yet massive in size).

Height: 6'-0"

Length: 10'-0"

Plant color: Grass-green.

Plant texture: Smooth and firm.

Posture: Plant.

Weight: 1,500 lbs.

Dislikes: Non-living and Undead creatures. This creature will quickly retreat down into the ground from acid, cold and electricity.

Disposition: The Gripper is a great concern to farmers and travelers within fertile regions. Grippers do not see, or hear, but feel the vibrations of movement acutely. They cannot detect body heat while under ground, but as soon as they burst forth and grab their victim they will either continue the attack, or spit them out and return to the earth; if no body heat is felt, it will let go, discontinuing the attack.

Every time one is struck and damaged do a moral check on it to see if it will continue the attack (see: "Moral" in the M section of the Basic Rules book).

The gripper will devour its prey underground and spit out the non-living parts and pieces within its hole. If a gripper is defeated the treasure - should there be any - will have to be excavated. The gripper will discard all undesirable items and bones below it. This will be about 10' below the plant.

Fears: Acid, cold, and electricity.

Habitat: Grasslands

Immunities: None

Life-span: 100 years.

Likes: Any type of living meat.

Needs: Earth to grow in.

Note: None.

Special Abilities: Can acutely sense vibrations on the earth up to 100 spaces away. Cunning in the creating of traps and snares.

Special Defenses: Fire does only 30% damage to a gripper. Only physically damaging spells can harm a gripper.

Special Offenses: Suction grip: Once a gripper has a hold of something it will not let go. Pit your strength against it and you can escape its grasp. But this can only be attempted on your first attack turn. After your first turn you will be slowly drawn into the soil towards an earthy grave. At this point the gripper's strength will double as it will have the very earth to draw its strength from.

Susceptibilities: The Gripper will have the Lowest of two rolls when attempting to avoid vs. "Poison".

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