

Creature Feature #16

Hyrda Stalk

(165 Points)

Type: Plant

Sub Type: -

Size: Giant

Move: -

Vigor Bonus: +36 (per stalk)

B 35, A 5, E -, M -, S 20, C-, L

1

PRSB + 4

MRSB + 2

DefB (+11); MCB (+35 Bite
(for creatures Large-size and
up) or +69 Swallow Grapple
Bite) / RCB (+5 base) / IM+15

Special Abilities / Attacks:
(Reach 6"); Many Heads One
body 3; All melee and grapple
damage is Crushing, Poison
Cloud 20 as a (Me) action;
Engulf grappler; Plant traits,
Motion sense 12"; no land
move and (see talents)

Skills: Observe +22 (12" motion
sense), Stealth +14, Survival +11

Gear: none

Treasure Rating: Scavenger

Lore Rating: +15 Scarce

Talents: **Plant Traits** (Immunity to Mind
Effects including Fear, Immune to Dazed
and Down & out Injury Conditions;
Immunity to fatigue; Base Vigor bonus 6
per size; **(Sp) Many Heads One Body 3**
(Creature has number of heads (stalks)
equal to rating, each head acts as



separate creature for Attack, Defense,
Injury, Avoid, Resistance, Listen, Observe
and Vigor Rolls but, all heads (stalks)
share the stats of the main creature.
Each head (stalk) must be destroyed
before main creature dies); **(Sp) Poison
Cloud 20** (as a (Me) action a Hydra Stalk
can release a 8" Round AOE Rating 20
Inhaled Mind Poison, the AOE is
centered on the Hydra Stalk and affects
any living non plant creature it touches
who breathes it. Affected Creatures must
pass a Endurance 20 test of reduce their
Mind Core Ability by 20); **Crushing
Blows** (All melee attacks, including
Grapple count as CRUSHING DAMAGE);
Swallow Attack 20 (Gains a +20 bonus
on all Swallow Grapple and Grapple
Attacks and Injury rolls); **Extend Reach**

1-4 (Adds 1" reach per level); **Expert Grappler 1-4** (Adds level to all combat rolls involving grapple); **(Sp) Massive Encumbrance** (Combat Encumbrance X50); **Motion Sense 12"** (Allows blind Creatures to Observe threats and objects within range and attack at no penalty); **Rapid Reaction** (+10 to initiative rolls); **(Sp) Vice-like Grip** (+10 Bonus to grapple attacks and injury rolls); **Immunity to Sweep Attacks** (grants immunity to Sweep Attacks and Effects); **(Flaw) Blind** (all creatures count as having full soft cover beyond Motion sense range); **Mindless (Flaw)**; **No Land Movement (Flaw)** (creature has a 0" Land Based Move) **Charmless(Flaw)**; **Vulnerability (Cold) (Flaw)** (Straight 1d20 roll to resist Cold Effects);

Templates: none

Max Core Ability Caps: B 40, A 20, E -, M-, S 25, C-, L 20 / VB +36 (per Stalk)
(These are the maximum values that you may increase the creature using Build Points)

Description: These massive (giant-sized) plants have a hard bark-like covered, round base, which protects a mass of stiff, strong roots that can adhere to almost any natural surface. Broad, thick leaves cover numerous orifices that cover its base. Long trunk-like stalks sprout from the base, ending in fluted, four lipped pods. The pods are lined with tooth-like thorns and conceal a round, maw of gnashing teeth. Coloration is dependent on the environment the plant dwells in, (granting it a bit of natural camouflage) the base being the darkest, followed by the leaves and flutes leaving the stalks as the brightest coloration of the plant.

Environment: Any non desert (even underground)

Personality / Behavior: Hydra Stalks are for the most part immobile, moving only a few inches each month (treat as Move 1" every 24 hour period), if any. Most find a ready source of water to dwell by, since most living creatures need water the Hydra Stalk feeds on anything that enters it's area. Hydra stalks attack any movement they sense, expelling a cloud of mind numbing gas (a by product of their digestion process) from the pore-like holes in their base and then snatching and swallowing any prey they sense. Hydra Stalks chew up the edible pieces (anything not stone or metal) and drop everything else near their base. They need animal matter to survive, but can go for weeks without a meal, supplementing sunlight or nutrients taken in from their root system.

Tactics: Sense motion, spray poison gas cloud, strike, and eat (whole if possible) anything they sense as quick as possible. they will continue to attack and eat as long as prey is within range. They use their poison clouds liberally once a round if possible.

Treasure: Hydra Stalks have no concept of treasure, though they do accumulate a bit from their meals.

Note: You may Purchase more Head Stalks for 10 Build Points Each.