

Species, Breed: Leech, Vitality

Type: Not applicable.

Class: Monster.

Align: Basic instinct creature.

Gender: 01-50: Female, 51-00: Male.

Level: 1

Number encountered: 1

Experience points: 100. 1,000 if this creature is captured and milked for the energy it has.

Characteristics:

Awareness: 40

Charisma: Not applicable.

Constitution: 5

Coordination: 5

Dexterity: 5

Intelligence: 1

Mental-strength: 5

Strength: 1

Wisdom: 1

Movement:

Flying: Can't

Grounded: 1

Swimming: 1

Luck: None

Oxygen-points: 15

Blood-points: 15

Attack descriptions:

Absorption

Damage: Read all this creature's abilities before using this as an encounter.

Range: Touch.

Attack type: Touch ability.

Defense: 5

Offense: 5

Damage-Points: Roll 1-D20

Treasure: %Roll needed to have money and treasure:

See: "Note".

Description:

Annihilation Strike?: No.

Description: This creature appears to be an odd looking leech with eyes.

Eye color: Light-green shiny eyes at the front top of it. This creature sees very well.

Eye shape: Tiny and oval.

Height: 0'-1"

Length: 0'-3"

Skin color: Green.

Skin texture: Smooth and slimy.

Posture: Leech.

Weight: 2 oz.



Dislikes: Salt.

Disposition: The Vitality Leech is a terror to some creatures. To others it is a very welcome encounter. Read up on all this creatures abilities and the "Note".

Fears: Salt. See: "Susceptibilities".

Habitat: Marshlands and Swamp regions.

Immunities: None.

Life-span: 100 Years.

Likes: Feeding. This creature has a terrible and insatiable appetite, making it highly dangerous.

Needs: Basic needs of life (food, water, shelter, etc.).

Note: If a Vitality Leech is caught within 7 days after feeding from a creature. It can be forced upon the skin and squeezed. If this is done, the energy (level) it absorbed from another creature will be added the one it is forced upon. When this is done, there will be a 40% chance of killing this creature unless it is healed instantly (to succeed in saving this creature, roll initiative after squeezing it as you heal it, or it may still die).

There will be a 10% chance of a captured Vitality Leech still retaining this energy (level) within it when encountered.

The market value of this creature is around 300 black-gold.

Special Abilities: Dream: When attached to its victim, the Vitality Leech will excrete a slime which has powerful hallucinogens. These hallucinations are so powerful, there will be a 60% chance they will become real for the for the victim.

The hallucinations which overpower a creature will be intense and real. The instinctive design of this creature is to relax its victim and then slip away unnoticed (at the same time unwittingly rewarding its host with the possibility of something of value occurring).

G.M.: This Dream will be intense and powerful. Make something up that the player would identify with, or benefit by. The chemical agent within the slime, as it enters the bloodstream, will course to the brain where all the victim's dreams, hopes and yearnings are stored. This can be a very good thing for the victim.

Some will keep a Vitality Leech just to challenge the odds that, even though a level will be lost, something of greater value will be given in return, for if the Vitality Leech is placed back upon a victim to restore the lost level, the Dream hallucination will never come true.

Special Defenses: Dimlurk: The Vitality Leech will first slither near and first exhale slowly and softly upon an unmoving victim. This breath completely numbs the flesh of its victim. This numbing will take only 1 turn (5 seconds). After a few seconds, it will instinctively crawl onto the area it has breathed upon.

For a sleeping creature to notice the Vitality Leech, it must make a successful Awareness check (your awareness = the % chance) at -30. Even if spotted, the victim must win an initiative roll against this creature, or have already finished what it came to do, and is beginning to slither away.

See: "Special Offenses".

Special Offenses: Absorption: The Vitality Leech will drain a creature's level by one and then slither away to digest the energy. The victim will feel weak upon awakening, yet unsure as to why.

Susceptibilities: Salt sprinkled on this creature will cause 1-D12 x5 damage in 1 turn (5 seconds).

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