

# Species, Breed: Shamp

Type: Not applicable.

Class: Organic.

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

Gender: Not applicable.

Level: 1-D20 +11

Number encountered: 1

Experience points: 60 x level

## Characteristics:

Awareness: 45      This creature does not have the senses of hearing, sense of smell, or eyesight. It does have a 45% chance per 10 turns of sensing body heat and vibrations through land and water. Range: 23 spaces (115').

Charisma: 0

Constitution: 50

Coordination: 30

Dexterity: 35

Intelligence: Not applicable. This is an organic plant in the form of a humanoid.

Mental-strength: Not applicable.

Strength: 40

Wisdom: Not applicable.

## Movement:

Flying: Can't

Grounded: 10

Swimming: 8 The Shamp can move along through the water at a great pace.

Luck: None.

Oxygen-points: Does not need oxygen to live.

Blood-points: Does not need blood to live.

### Attack descriptions:

Vine-Strikes: 4

Damage: 1-D12 x5 See: "Special Offenses".

Range: 2 spaces (10')

Attack type: Blunt.

Defense: 30

Offense: 35

Damage-Points: Roll 5-D12 +4 x level.

**Treasure: %Roll needed to have money and treasure:**

**Copper:** 25+ to have 1-D12 x8

**Bronze:** 30+ to have 1-D12 x7

**Silver:** 35+ to have 1-D12 x6

**Electrum:** 40+ to have 1-D12 x5

**White-gold:** 50+ to have 1-D12 x4

**Yellow-gold:** 60+ to have 1-D12 x3

**Black-gold:** 70+ to have 1-D12 x2

**Treasure item(s):**

**Common:** None.

**UnCommon:** 30+ to have 1-D4

**Rare:** 60+ to have 1-D4

**Legendary:** 90+ to have 1

# Description:

Annihilation Strike?: Yes

Description: Height: 8'-0", Weight: 800 Lbs., Skin color: Green (like mixed wet moss and vines), Skin texture:

As vines, moss and plants mixed into a humanoid shape, Hair None, Hair texture: None, Eye color: None, Eye shape: None, Posture: Biped humanoid-like.

**Dislikes:** Direct sunlight for more than 10 turns (50 seconds). The Shamp will avoid contact with fire. It does not fear sunlight or fire, but instinctively stays clear of it.

**Disposition:** All that is known is that this creature needs the sustenance and moist security of the region in which it lives.

**Fears:** None.

**Habitat:** Marshlands and Swamps.

**Immunities:** Fear, Mind alteration spells and abilities (charms, psychic mind attacks, etc.).

**Life-span:** 300 years.

**Likes:** None.

**Needs:** Basic needs of life (food, water, shelter, etc.). If this creature is removed from its native habitat, it will lose 1 damage-point permanently per 24 hours unless submersed in water once per day.

**Note:** None.

**Special Abilities:** **NatureWrap:** This creature can take the shape and form of foliage hanging from trees, or strewn about within the waters it resides within. It will take but an instant to organize itself into its humanoid-like form and attack, which it can do within the turn it will strike.

**Special Defenses: Projectile immunity:** Arrows, bolts, darts, needle attacks, etc. do not damage this creature (but the enchanted effects of such attacks will). Example: A lightning arrow will not harm this creature, but the enchantment lightning damage will.

**Special Offenses: Root-grind:** This ability will cause an additional 1 point of damage x the level of the Shamp in the area it strikes (every time contact is made). Example: The strike of the Shamp can do 1-D12 x5 per strike. A level 10 Shamp will do 1-D12 x5 +10 damage per strike.

**Susceptibilities:** Electricity will cause x2 damage on this creature.

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