

Species, Breed: Saga`Natur

Type: Jahthein

Class: Organic

Align: As the type of forest it is found within. Read the information in "Habitat" note in the "Description".

Gender: Gender: 01-50 = Female; 51-00 = Male

Level: 52

Number encountered: 1

Experience points: 26,000

Characteristics:

Awareness: 80

Charisma: Not applicable. This is a living tree.

Constitution: 100

Coordination: 40

Dexterity: 60

Intelligence: 30

Mental-strength: 120

Strength: 178

Wisdom: 30

Movement:

Flying: Can't

Grounded: 21

Swimming: 10

Luck: 500

Oxygen-points: N/A Natur does not breath air, nor does it have lungs as does a person.

Sap-points: 180 (sap-points are the equivalent to blood-points).

Attack descriptions: All the following attacks can be executed in the same turn.

Arm-branch-strikes: 8

Damage: 1-D100 x2 +31

Range: 3 spaces (15')

Type of attack: Blunt (See: "Special offenses")

Root-snares: 3 (3 separate targets can be attacked in the same turn).

Damage: 5-D20 +31 See: "Special offenses"

Range: 16 spaces (80')

Root-strikes: 3 (3 separate targets can be attacked in the same turn).

Damage: 1-D100 x2 +31 See: "Special offenses"

Range: 16 spaces (80')

Defense: 70

Offense: 90

Damage-Points: Roll 5-D20 +10 x level.

Treasure: %Roll needed to have money and treasure:

Copper: 02+ to have 1-D100 x10

Bronze: 02+ to have 1-D100 x10

Silver: 02+ to have 1-D100 x10

Electrum: 02+ to have 1-D100 x10

White-gold: 02+ to have 1-D100 x8

Yellow-gold: 02+ to have 1-D100 x6

Black-gold: 02+ to have 1-D100 x4

Treasure item(s):

Common: None

UnCommon: None

Rare: 25+ to have 3-D8 +3

Legendary: 25+ to have 3-D4 +3

Note:

The following are extra checks rolled for in addition to the normal treasure rolled up:

There will be a 50% chance of Saga`Natur possessing: 1-D6 Artifacts

There will be a 40% chance of Saga`Natur possessing: 1-D6 Oracles.

There will be a 30% chance of Saga`Natur possessing: 1-D6 Relics.

Description:

Annihilation Strike?: Yes.

Description:

Height: 20'-6"

Weight: 5000 lbs.

Bark color: Brown-black

Leaf color: Dark-green

Leaf texture: Smooth. The spade-shaped leaves are approximately the length of a 6' human's arm.

Eye color: This creature has no visible eyes or ears. It sees and hears by acute sensitivity to vibrations that pass into earth from leave and branch, trunk and stem, into the earth.

Posture: Tree.

Dislikes: Anything that threatens its homeland forest.

Disposition: This tree is gentle to its subjects, for it is kind and long suffering toward its woodlands co-inhabitants. Though this creature rarely shows itself openly, it watches over its forested home with a constant vigil, allying itself with woodland nymphs, fairies, dryads and many other such creatures.

The Saga`Natur will always have 1-D4 of these creatures at its beck and call, ready to aid it in whatever tasks it knows the forest needs to remain healthy and vibrant.

Fears: Fire, for fire is a forest's enemy.

Habitat: All types of forests. If a Saga`Nature is encountered within an evil forest, it will be evil itself.

Immunities: Fear, Consciousness, Gaze attacks, Pain and poisons (even toxin). Only physically damaging and wood-based spells can effect the Saga.

Life-span: 30 ages.

Likes: Enchanted creatures solely dedicated to a forest.

Needs: A forest to dwell within. If the Saga`Natur does not have a forested home, it will lose 1-D20 damage-points per 24 hours until it dies.

Note: The race of the Natur is but a myth to mankind. Many believe they do not actually exist, but they do, rare though they are.

This species of living trees exist deep within forests where mankind seldom strays.

There will be a 75% chance (26+ roll) that 1-D4 Woodland Nymphs will be in the presence of the Saga`Natur if encountered. These Nymphs will be allies and friends, and will attempt to be hiding if they know another creature approaches.

The Saga`Natur can uproot in 1 turn (5 seconds) to move across the surface of the land at will.

Special Abilities: Camouflage: Only if a successful Awareness check (awareness of the creature = the % chance) is successfully rolled will the Saga`Natur be discovered.

Regenerative Healing: The Saga`Natur can preform regenerative healing on itself or another creature 3 times per day. This healing will renew all physical damages at a rate of 3-D10 points per turn for 100 turns. This remarkable healing will restore severed, crushed, and mutilated body parts in full.

Special defenses: Any mind-spells or speech abilities offensively launched at the Saga`Natur will have a 50% chance (51+ roll) of turning back upon the origin of where it came from.

Special offenses: Arm-branch-strike: If a maximum strike occurs, target of strike must make a successful avoidance-roll vs. "Strength" or be stunned for 1-D4 turns (only defense can be rolled for).

Root-snare: All living vegetation (i.e., tree-roots and branches, grass, flowers, bushes, etc.) will come to life and wrap the target of the spell, securing the targeted opponent firmly.

The vegetation grasp will have such a good hold on the target that only an avoidance-roll vs. "Paralysis" will free the victim. But only one such roll can be made. If the avoidance-roll is successful the captured will free him or herself in 1-D4 turns.

Proceeding each Root-snare, the greenery all around will move and stir, as well as the root systems in the earth below the intended target. The Saga`Natur must successfully roll to strike opponent to snare its victim.

Root-strike: Will be from a large, sharp-edged root that will shoot up out of the ground, attempting to impale its target. Each root will get one attack, and then will submerge back into the earth to ready itself for another strike upon the next turn. Proceeding each Root-strike, there will be a movement and stir in the earth below the intended target. The Saga`Natur must successfully roll to strike opponent to Root-strike its victim.

After each attempt to skewer its target, the root will hesitate for an instant, and then pull back down to ready itself for another assault. If an opponent wishes to attack the root, initiative must be won (in the which, if initiative is won, the opponent may have one strike with each weapon brandished).

Roots can split through the ground, following the movement of its intended target at a pace of 4 spaces (20') per turn.

Susceptibilities: Fire and lightning will cause x2 damage upon the Saga`Natur.

Weapon susceptibility: Rank-10 (enchanted) weapon to harm.