

Psionic Bestiary

Spine Springer

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Spine Springer

Medium Plant (Psionic)

Hit Dice:	4d8+8 (26 hp)
Initiative:	+5
Speed:	60 ft. (12 squares)
Armor Class:	18 (+5 Dex, +3 natural), touch 15, flat-footed 13
Base Attack/Grapple:	+3/+6
Attack:	Slam +6 (1d6+3)
Full Attack:	2 slams +6 (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Body slam 2d6+4, flowers, pounce, psi-like abilities
Special Qualities:	Low-light vision, plant traits
Saves:	Fort +6, Ref +6, Will +0
Abilities:	Str 16, Dex 21, Con 15, Int 12, Wis 9, Cha 8
Skills:	Concentration +9, Jump +22, Spot +6
Feats:	Dodge, Mental Leap, Mobility (B)
Environment:	Warm plains
Organization:	Pack (2-5) or swarm (8-48)
Challenge Rating:	2
Treasure:	None
Alignment:	Usually neutral
Advancement:	5-8 HD (Medium); 9-12 HD (Large)
Level Adjustment:	--

A group of plump cacti with red and yellow flowers stands clustered together. With a faint susurraton, the cacti spring through the air toward you.

Spine springers resemble a standard cactus plant with red or yellow blooms. The plants are somewhat stocky and have large barrel bodies with two "arms." Springers can pull themselves out of the ground and travel on well-developed root systems, which also give them great leaping ability.

Spine springers wander deserts and savannas in a never-ending search for water. They attack creatures for the water they contain. They understand Common and Sylvan, but cannot speak.

Combat

Spine springers are not shy about combat. They usually prepare with one of their psi-like abilities, and then they patiently wait to ambush potential prey. Their ambushes are usually successful since most of their prey sees the spine springers as another cactus to harvest for water.

Body Slam (Ex): A spine springer that leaps at least 10 feet to attack a foe can make a charge attack and can use its entire body to strike a target. The springer's attack bonus is +8 (+6 for the slam, +2 for charging). The body slam deals 2d6+4 points of damage.

Flowers (Sp): A spine springer has a number of flowers it uses for both offense and to help attract prey. A springer can have up to 1 bloom per 2 Hit Dice, and these flowers come in red or yellow as the springer wishes. They can detach the flowers and use them as missile weapons with a range increment of 30 feet. They have to make a successful ranged touch attack to cause the listed effects. Blooms take two days to grow.

Red: This bloom forms an *energy missile* that strikes a single target. It deals 3d6+3 points of fire damage and allows a DC 14 Reflex save for half damage.

Yellow: This bloom forms a burst of *entangling ectoplasm* that can entangle a foe up to one size larger than the spine springer. Except as noted here, this works just like the *entangling ectoplasm* power manifested by a 1st-level psion.

Pounce (Ex): If a spine springer makes a charge, it can make a full attack plus a body slam.

Psi-Like Abilities: At will -- *defensive precognition* (+2 insight bonus to AC and all saving throws*), *inertial armor* (AC 5*), *offensive precognition* (+2 insight bonus on attack rolls*), *offensive prescience* (+3 insight bonus on damage rolls*). Manifest level 4th. The save DCs are Charisma-based.

*Includes augmentation for spine springer's manifester level.

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