**VEGEPYGMY**

**Small Plant**
- **Hit Dice:** 2d8 (8 hp)
- **Initiative:** +2 (Dex)
- **Speed:** 30 ft
- **AC:** 16 (+1 size, +2 Dex, +3 natural)
- **Attacks:** Claw +2 melee; or Medium-size longspear +2 melee
- **Damage:** Claw 1d4; or Medium-size longspear 1d6
- **Face/Reach:** 5 ft by 5 ft/5 ft
- **Special Qualities:** Plant, immunity to piercing weapons, electrical immunity, low-light vision
- **Saves:** Fort +3, Ref +2, Will +0
- **Abilities:** Str 11, Dex 14, Con 11, Int 6, Wis 10, Cha 9
- **Skills:** Hide +5*, Listen +4, Move Silently +5, Spot +4
- **Climate/Terrain:** Warm forest and underground
- **Organization:** Gang (4-9), band (10-100 plus 2-5 bodyguards of 3 HD each, 1 5 HD sub-chief, and 1 6 HD chief per 50 vegepygmies), warband (10-24 with 1-4 thornies), or tribe (30-300 plus 2-5 3 HD bodyguards, 1 5 HD sub-chief, and 1 6 HD chief per 50 vegepygmies, and 10-24 thornies)
- **Challenge Rating:** 1
- **Treasure:** Standard
- **Alignment:** Always neutral
- **Advancement:** 3-6 HD (Small)

The vegepygmy is the result of a victim slain by russet mold (q.v.). The lesser vegepygmies make up the workers and guards of the tribe, while the greater vegepygmies are the chiefs and leaders.

They appear as 3-foot tall, bipedal creatures with sharp thorny claws. Their shoulders, abdomens, and limbs are fringed with leaf-like tendrils. Their heads have a topknot of leaves.

Vegepygmies do not speak, but do communicate with each other by tapping on their chests, or on trees or stones.

**COMBAT**

The vegepygmy attacks using either its claws or weapons, usually a longspear or club. They prefer a direct frontal assault as opposed to an ambush or sneak attack.

- **Immunity to Piercing Weapons (Ex):** Vegepygmies take no damage from piercing weapons.
- **Electrical Immunity (Ex):** Vegepygmies take no damage from electricity.
- **Plant:** Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.
- **Skills:** Vegepygmies receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. *They receive a +12 bonus to Hide checks when in a swampy or forested areas.

The Vegepygmy first appeared in module S3 (Gary Gygax, 1980).
**THORNY**

**Medium-Size Plant**

**Hit Dice:** 4d8+8 (26 hp)

**Initiative:** +2 (Dex)

**Speed:** 50 ft

**AC:** 17 (+2 Dex, +5 natural)

**Attacks:** Bite +5 melee, 1d3 thorns +0 melee

**Damage:** Bite 1d6+2, thorns 1d6+1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Attacks:** Thorns, trip

**Special Qualities:** Plant, low-light vision

**Saves:** Fort +6, Ref +3, Will +2

**Abilities:** Str 14, Dex 15, Con 14, Int 2, Wis 12, Cha 6

**Skills:** Hide +0*, Listen +4, Move Silently +4, Spot +4

**Climate/Terrain:** Warm forest and underground

**Organization:** Solitary or pack (3-8)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 5-9 HD (Medium-size); 10-12 HD (Large)

Thornies are the pets and companions of the vegepygmies. Sages are unsure of the thornies exact origin, but are certain they are not created by the vegepygmies, as the tribes as a whole do not have the Intelligence or technology to do so.

A thorny resembles a man-sized dog made of wood and leaves and other vegetable matter. Their bodies are covered in sharp thorns.

**COMBAT**

A thorny attacks with its bite, and if an opponent moves close enough, it will attack with its thorns.

**Thorns (Ex):** The thorny’s body is covered with sharp wooden thorns. When biting, the thorny thrashes about, striking with 1d3 of them. An opponent hit by the thorny’s thorn attack must make a Reflex save (DC 14) or have the thorn break off in his or her flesh. A lodged thorn imposes a –1 circumstance penalty to attacks, saves, and checks. Removing the thorn deals 1d6 additional points of damage.

**Trip (Ex):** A thorny that hits with its bite attack can attempt to trip the opponent as a free action (see page 139 in the Player’s Handbook) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the thorny.

**Plant:** Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits and is immune to mind influencing attacks.

**Skills:** Thornies receive a +4 racial bonus to Hide, Listen, Move Silently, and Spot checks. *They receive a +12 bonus to Hide checks when in a swampy or forested area.

Thornies were first mentioned in the 1e MM II (Gary Gygax, 1983).