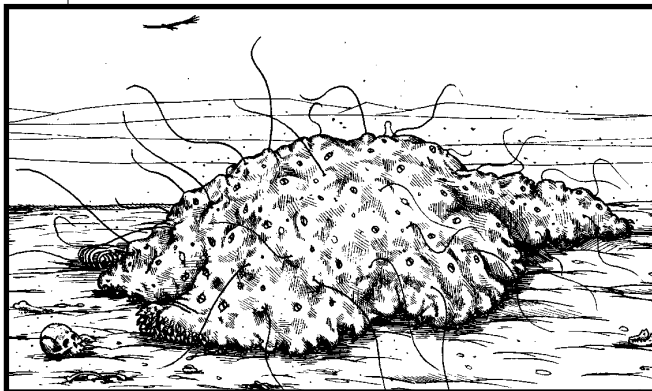


## Bolsch (Alien)



STR 4d4 10  
 SIZ 6d4 15  
 DEX 3d4 7  
 INT 2d4 5  
 MPR 6d4 15  
 LUK 5d4 12

Attack: Scrape (50 + 2d10) 1d4  
 Dodge: 10 + 1d10  
 Bash: 40 + 2d10  
 Move: Special (see Tactics)

**Enhancements**  
 Balance: 120 + 3d10  
 Bravery: 00 (Foolhardy)  
 Hearing: 30 + 1d10  
 Hide: 25 + 1d10  
 Perception: 59  
 Quiet Movement: 10 + 1d10  
 Smell: 90 + 3d10  
 Surprise Reaction: 39  
 Vision: 30 + 1d10

**Description:** The Bolsch's body is a mound of scarred and blistered flesh covered with eyes and very long whiskers. Its underside is thoroughly coated with sharp teeth, each accompanied by a small mouth opening. It moves in undulating ripples of flesh, gripping the ground with alternating groups of teeth. The many weak eyes located over its entire body warn the Bolsch of an impending attack, then sink below the surface; the whiskers can detect and analyze any obstacle within ten feet of the creature and smell even the smallest bits of carrion from miles away. The Bolsch is not noticeably impaired by having its feelers cut off, but it will retract a threatened one.

The Bolsch's internal structure is a complex hydraulic pump, with ducts going throughout its entire grotesque body. It can, at will, pump its reserve of body fluids into any area of its body it

feels is threatened, further hardening the leathery skin. If the Bolsch's skin is punctured, hydraulic fluid will fountain from the wound. The Bolsch will instantly fold that damaged area into its body to prevent the loss of any more fluids. Even the most severe damage to the Bolsch's body is healed very quickly, though a new scar will mark its already hideous body. This repulsive scavenger can somehow detect the scent of death from very long distances, and will travel many miles for a fresh kill. Once the Bolsch finds a body, it will crawl atop it and use its extremely rough underside to rip all the flesh from the bones.

**Tracks:** Torn soil and vegetation as if a wide swath had been thoroughly raked.

**Sign:** Strewn bones scratched clean are a good indication that one has fed already.

**Habitat:** Any but Air, prefers Grassland

**Range:** Anywhere on Vinya

**Tactics:** Any dead flesh in the area is likely (10%) to attract a Bolsch. There is a 90% chance that it will approach from downwind. It will proceed directly to the nearest dead feast and begin feeding, unless molested or presented only with the living, in which case it will attempt to make some of them dead.

At the beginning of each combat round, determine the beast's present hydraulic capacity (equal to the creature's current Hit Points) and allocate them for the Bolsch's movement and protection. In addition to its two point skin, the Bolsch can use up to 1/4 of its present Blood Points as special protection, point per point, to stop one

particular blow. Any points not used for protection may be used for movement, at a rate of 6 points per hex. Pointed weapons, in addition to normal damage, will cause 1d4 points of leakage that is to be subtracted from the hydraulic capacity (Blood Points).

If the Bolsch can Bash and pin a living creature (any 'Knocked Down' result), it will scrape 1d4 DA or Hit Points from every area until the individual is nothing but scoured bones and metal shards. Armor subtracts from this damage only until it is torn through and destroyed, the damage cumulatively (and permanently) subtracting from the DA.

**Facts:** Bolsch are asexual; after a particularly big meal one will divide into two separate creatures, each very hungry. They are competent swimmers and will often enter murky water, using their long whiskers to locate food. However, they avoid salt water as it can slowly reduce their vital fluids.

### BOLSCH HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			6	8	10	12	14	16	18	20	22	24
76-00	Quadrant 4	(2)	4	6	8	6	13	17	21	26	32	38
51-75	Quadrant 3	(2)	4	6	8	6	13	17	21	26	32	38
26-50	Quadrant 2	(2)	4	6	8	6	13	17	21	26	32	38
01-25	Quadrant 1	(2)	4	6	8	6	13	17	21	26	32	38
	Blood Total		16	24	32	24	52	68	84	104	128	152
	CF		41	46	54	49	77	91	110	130	153	174
	Weight		70	90	120	100	210	270	340	420	510	600
	Bash Factor		25	27	30	28	39	45	52	60	69	78
	Bonus Damage		-1d2	0				+1d4				+1d6

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Fluid	special	3d4 weeks	25	15 CR/lb
Flesh (sponges)	40	1d6 months	10	.5 CR/lb
Arteries	10	2d4 months	15	1 CR/lb

There is a 5% cumulative chance per hit with a pointed weapon to puncture the stomach, which will automatically spoil all the innards. The value of undiluted Bolsch fluid is often doubled in border towns, as it is used to feed and speed recovery of the severely wounded (regain 1 HP per lb drank, up to a maximum of 3% of the victim's weight per day). Each point of hydraulic fluid is equal to one pound, though most has leaked out by the time the creature is dead. The arteries are useful as hoses.