

Bott (Vinyan)

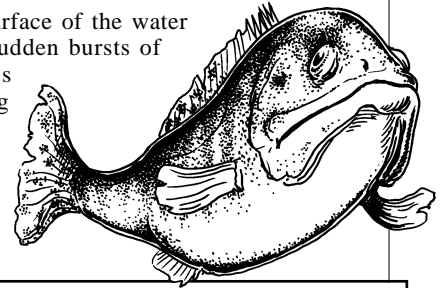
SIZ 1d2 2 **Enhancements**
 MPR 2d4 5 Bravery: 30 + 2d10
 LUK 5d4 12 Hide: 60 + 1d10
 Dodge: 50 + 2d10
 Move: Swim 4" (2", 2")

Description: The Bott is a heavy-bodied carnivorous fish abundant in the coastal waters of southern Vinya. It is a slow and solitary hunter, but can move with startling speed when attacking (or eluding a larger hunter). They are the main food source for many coastal towns, easily caught with nets or line. The flesh of the Sea Botts, as they are also sometimes called, is flaky and pink when cooked.

Sign: Small dimples on the surface of the water as they rise to take insects. Sudden bursts of activity in a shoal of Teenies often indicate a Bott lurking beneath.

Habitat: Water

Range: Southern Vinyan coast, Great River and tributaries



Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Meat	1d2x5 lbs	1d2 days	20	12 CR/lb.

Boulder Moss (Alien)

SIZ 1d4 2
 MPR 1

Description: This dark-purple fungus forms in dense patches on moist, shaded rocks, and later forms green tufts which merge into robust, glossy mats. These tufts should be scraped from the surface and dried in the sun. The result is generally crushed and sprinkled as a flavor enhancer on less than appetizing meals, but can be eaten alone.

Habitat: Mountains

Range: All of Vinya



Use:

Portion	Amount	Spoil time	Chance of disease	Market value
Powder	1d4 oz.	2d4 months	01	2d6 CR/oz.

There is a 05% chance to get a bad batch of Boulder Moss, which will cause a false sense of euphoria and hallucinations (alcohol poison intensity 3), which last for 1d4 hours.

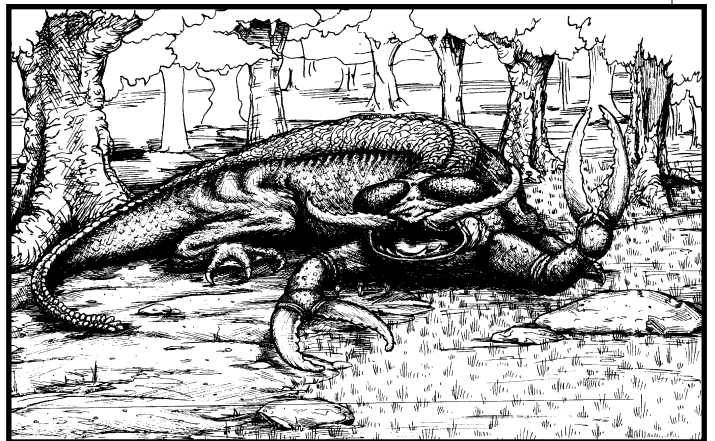
Brain Shriver (Alien)

STR 4d4 10 **Enhancements**
 SIZ 4d10 22 Balance: 75 + 2d10
 DEX 5d4 12 Bravery: 85 + 2d10
 INT 6d4 15 Hearing: 35 + 2d10
 MPT 6d4 15 Hide: 20 + 1d10
 LUK 5d4 12 Perception: 39
 Quiet Movement: 20 + 1d10
 Attack: 2 Claws (55 + 2d10) 2d8
 + Grapple Smell: 25 + 2d10
 Dodge: 20 + 1d10 Spells: Any
 Bash: 40 + 2d10 Surprise Reaction: 37
 Move: Waddle 6" (3", 3") Vision: 25 + 2d10

Description: These creatures, true marvels of natural selection, are able to utilize the intelligence and magic abilities of their prey. With huge pincers and shearing mandibles they decapitate victims and eat the heads; a specialized stomach then sorts out the brain material and deposits it into a hollow above the spine. The brain case is covered by a hard membrane, which can be penetrated (with some difficulty) without seeming to affect the Brain Shriver's abilities.

The Brain Shriver's skin is rust-colored, of varying thicknesses, and seems composed mainly of welts, scars and blisters. Thicker at the top and bottom of its body, the skin is worn smooth along its belly, no doubt from being dragged about the forest floor, and on its back is the translucent, convoluted brain case running the length of its spine. The head and pincers seem covered with a similarly hard substance; the bug-like eyes are blank and fittingly alien.

Despite its belly-crawling ways, the Brain Shriver is definitely a beast to be reckoned with. Particularly when its brain case is



filled, the long pincers are swift and powerful, and the beast itself can raise its belly off the ground for short bursts of speed.

Having secured a victim in its vise-like grip (dead or not), the Brain Shriver quickly brings the unlucky creature's head close to its own, and, with a surgeon's precision, lops off the head and eats it. They have been known to continue eating arms and so forth, but a headless corpse from which no booty (other than the head, of course) can be taken is a likely sign of Brain Shrivings. (Not to be confused with Protectors, which are known to leave body-less heads about.)

The Brain Shriver can occasionally use spells of its past victims; if a past victim is a known individual, there is a chance equal to the Shriver's MPT to remember any of the victim's spells. Roll on the following table to determine the nature of any other spells the beast may remember.

BRAIN SHRIVER HIT POINTS															
(1d100)	Hit Location	DA	SIZ												
			4	7	10	13	16	19	22	25	28	31	34	37	40
93-00	Head	(3)	1	2	3	5	7	9	12	15	19	23	28	34	42
73-92	Forequarters	(3)	3	5	8	13	18	23	30	38	47	58	70	85	105
57-72	Hindquarters	(3)	2	4	6	10	14	18	24	30	38	46	56	68	84
47-56	R. Claw	(5)	2	3	4	6	9	12	15	19	24	29	35	43	53
37-46	L. Claw	(5)	2	3	4	6	9	12	15	19	24	29	35	43	53
32-36	R. Leg	(3)	1	1	2	3	4	6	7	9	12	14	18	21	26
27-31	L. Leg	(3)	1	1	2	3	4	6	7	9	12	14	18	21	26
21-26	R. Rear Leg	(3)	1	2	2	4	5	7	9	11	14	17	21	26	32
15-20	L. Rear Leg	(3)	1	2	2	4	5	7	9	11	14	17	21	26	32
01-14	Tail	(3)	2	4	6	9	12	16	21	26	33	40	49	60	74
	Blood Total		16	27	39	63	87	116	149	187	237	287	351	427	527
	CF		53	63	80	103	128	155	190	231	279	332	394	473	573
	Weight		60	100	160	250	350	460	590	750	940	1150	1400	1700	2100
	Bash Factor		24	28	34	43	53	64	77	93	112	133	158	188	228
	Bonus Damage		-1d2	0			+1d4			+1d6		+2d6			+3d6

Habitat: Temperate Forest, Grassland

Range: East of Speaking Mountains

Tracks: Wide flattened swath, punctuated on either side by three-toed claw marks

Facts: Penetrating the brain case has no negative effect (other than normal damage) on the monster.

Once the brain case is completely full, it will split open, spilling forth a tiny Shriver for each brain node. The parent Brain Shriver is then left with an empty case to refill, often starting with any of its young it can catch.

(1d00) Type of Spell (randomly determine specific spells)	
01-50	None
51-85	Common Vinyan (e.g., Cell Blast, Heal, Detect Magnetic North)
86-99	Race Specific (e.g., Drazzi, Dragonkind, Gudd)
00	Element Magic

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Brains	01	3d4 hours	40	1CR/lb
Brain case	01	2d4 months	01	5CR/lb
Mandibles	1 pair	indefinite	01	20CR/pair

If the brains are improperly butchered, the GM should consult the Brain Shriver Indigestion table. The Brain case and mandibles are used for windows and farm implements, respectively.

Sign: Droppings are spherical, hard, and chalky white. Torn bark low on tree trunks results from the beasts sharpening their prodigious pincers. Headless bodies are a good indication that Shrivens may be about. Vocalizations are rare, but consist of a long, low moan, ending with a raise in pitch, as if a question were being asked.

Tactics: They will often attack in groups, herding prey before them and decapitating stragglers. Nimble creatures (faster than they) will be bashed first. On a successful hit, the Brain Shriver will Grapple with that claw. Once the Grapple is successful, the victim will be drawn head-first into the waiting head-severing mandibles (% chance equal to Shriver's SIZ to deliver 2d4 + bonus damage directly to the victim's head each round. Head is severed once double the original hit points have been exhausted).

The Brain Shriver uses the INT of its victims to increase its Attack by one percentage point per point of assimilated INT, and each 2 points of MPT (or MPR) to increase their MPT by one point.

It takes eight hours for the Brain Shriver to assimilate the INT and MPT/MPR of its victims with a 25% chance of rejection (no INT or MPT/MPR gain).

BRAIN SHRIVER INDIGESTION	
(1d100) Result	
01-55	No adverse effects
56-85	Severe headaches for 2d10 hours (all mental abilities at 1/4 normal, including regaining MPT)
86-95	Severe headaches AND hallucinations and delirium for 1d4 hours (all abilities reduced by 1/2)
96-99	Coma for 3d10 - CON days
00	Death