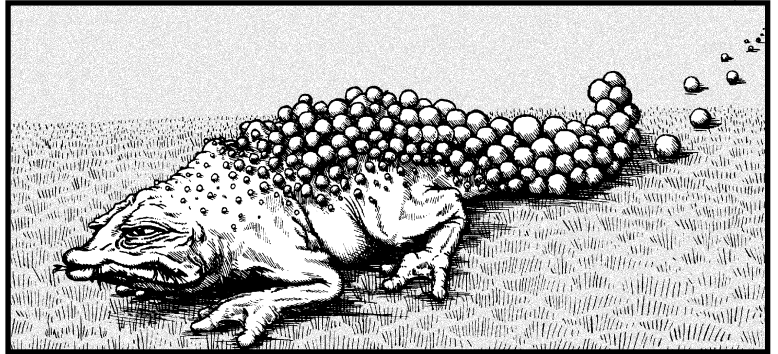


Bubble Beast (Alien)

STR 3d4 7
 SIZ 4d6+10 24
 DEX 4d4 10
 INT 1d4+1 3
 MPR 8d4 20
 LUK 5d4 12

Attack Bash only
 Dodge: 10 + 1d10
 Bash: 10 + 2d10
 Move: Waddle 4" (2", 2")

Enhancements
 Balance: 50 + 2d10
 Bravery: 20 + 2d10
 Hearing: 40 + 1d10
 Hide: 10 + 1d10
 Perception: 39
 Quiet Movement: 20 + 1d10
 Smell: 40 + 1d10
 Surprise Reaction: 35
 Vision: 20 + 1d10



Description: Bubble Beasts are huge, slow-moving, and slow-witted herbivores wandering the plains of Vinya, eating and shedding their Bubble-encased young from their backs. The beasts themselves are relatively harmless, probably due to their preference for intoxicating Cusp Grass, but the spheres they drop are a different story.

The Bubble Beast embryo forms within a small bulge in the skin on the parent's back (both sexes shed bubbles), growing to a bubble about three feet in diameter as it slips gradually toward the tail, from which it is shed. It is these bubbles that serve as the parent's protection, as they are voracious eaters with a special foraging technique. The bubble rolls about, using its absorptive properties to draw in food. Any object or weapon that strikes a Bubble will be immediately absorbed. While a strong person might pull his weapon free, without leverage he will merely drag the sphere around, as any object or appendage set against the surface to brace against the pull will also be absorbed. Once a creature is stuck in the sphere, it faces the choice of suffocating within the sphere or severing the trapped limb to escape.

Tracks: Three fleshy toes per circular palm, with matting possible from passage of large belly.

Sign: Droppings appear as dark green squishy blobs which look almost volcanic and smell very strongly of cusp; bubbles are frequently found accompanying the adult. The only sounds appear to be a low mumbling, fading to a grumble which is more felt than heard.

Habitat: Grasslands

Range: Plains east of Speaking Mountains, but rarely seen west of the Great River

Tactics: Only Bubble Beasts of SIZ 25 or more are mature enough to make bubbles. While the Bubble Beast itself is

BUBBLE BEAST HIT POINTS

| (1d100) Hit Location | DA | SIZ | | | | | | | | | | | |
|----------------------|-----|-----|-----|------|-----|-----|-----|------|-----|------|------|------|--|
| | | 14 | 16 | 18 | 20 | 22 | 24 | 26 | 28 | 30 | 32 | 34 | |
| 86-00 Head | (5) | 8 | 10 | 12 | 15 | 19 | 23 | 29 | 36 | 43 | 53 | 64 | |
| 66-85 Forequarters | (5) | 11 | 14 | 17 | 20 | 25 | 31 | 39 | 48 | 58 | 70 | 85 | |
| 41-65 Hindquarters | (5) | 14 | 17 | 21 | 25 | 31 | 39 | 48 | 59 | 72 | 88 | 106 | |
| 36-40 R. Foreleg | (5) | 3 | 3 | 4 | 5 | 6 | 8 | 10 | 12 | 14 | 18 | 21 | |
| 31-35 L. Foreleg | (5) | 3 | 3 | 4 | 5 | 6 | 8 | 10 | 12 | 14 | 18 | 21 | |
| 25-30 R. Hind. Leg | (5) | 3 | 4 | 5 | 6 | 8 | 9 | 12 | 14 | 17 | 21 | 26 | |
| 19-24 L. Hind. Leg | (5) | 3 | 4 | 5 | 6 | 8 | 9 | 12 | 14 | 17 | 21 | 26 | |
| 01-18 Tail | (5) | 10 | 12 | 15 | 18 | 23 | 28 | 35 | 43 | 52 | 63 | 77 | |
| Blood Total | | 55 | 67 | 83 | 100 | 126 | 155 | 195 | 238 | 287 | 352 | 426 | |
| CF | | 83 | 98 | 115 | 140 | 170 | 208 | 253 | 303 | 365 | 440 | 448 | |
| Weight | | 220 | 270 | 330 | 400 | 500 | 620 | 770 | 950 | 1150 | 1400 | 1700 | |
| Bash Factor | | 39 | 44 | 50 | 57 | 67 | 79 | 94 | 112 | 132 | 157 | 187 | |
| Bonus Damage | | 0 | | +1d4 | | | | +1d6 | | | | +2d6 | |

| Use: | % of body weight | Spoil Time | Chance of disease | Market value |
|-------|------------------|------------|-------------------|--------------|
| Meat | 50 | 1d4 days | 15 | 2 CR/lb |
| Liver | 05 | 1d2 days | 15 | 5 CR/lb |

Bubble Beasts and their bubbles are currently protected by Vinyan law, but in the interest of survival it may become necessary to break that law. Most of the creature is edible, but the liver is not recommended, as the beast's steady diet of Cusp Grass infuses its blood with high levels of sedative, which are naturally concentrated in the liver (treat as Poison of intensity level 4). It is generally rendered down into a broth or tea for use as a sleep aid, though some towns have forbid its use due to the death of several elderly people who mixed the broth with alcohol.

quite defenseless, it will usually have 1d6 spheres within a ten hex radius, either just having left the back of the Beast or rolling nearby. There is also a 10% chance per round for additional bubbles to be released.

Even when the parent is dead, the maturing bubbles on its back are probably still alive and dangerous.

Bubble (Alien)

STR unknown
 SIZ 1d20 10
 DEX 1d4 2
 INT 2d4 5
 MPR 8d4 20
 LUK 5d4 12

Attack: Roll (20+1d10)
 + Suffocation
 Dodge: 20 + 1d10
 Bash: 40 + 2d10
 Move: Roll 4" (2", 2")

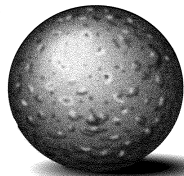
Enhancements

Balance: 20 + 2d10
 Bravery: 90 + 2d10
 Hearing: 70 + 1d10
 Hide: 20 + 1d10
 Perception: 30
 Quiet Movement: 30 + 1d10
 Smell: 10 + 1d10
 Spoils Category: Hoarder,
 SIZ
 Surprise Reaction: 25

Use:

| Portion | % of body weight | Spoil Time | Chance of disease | Market value |
|---------|------------------|------------|-------------------|--------------|
| Embryo | 1d8×10 | 1d4 days | 50 | 1d10 CR/lb |

Description: Once separated from the mother creature, the sphere-encased embryo rolls around at will, picking up stray objects through its soft membrane. The cells of the sphere's membrane separate easily to allow almost anything to enter, working around the object to engulf it; the grip of the sucking membrane is quite powerful. As the soft spheres will automatically pick up anything smaller than themselves, by hatching time they are a virtual trove of odds and ends. As the embryo grows and gathers loot, the membrane gradually enlarges and hardens. Eventually the sphere becomes too hard



to absorb new material, and the embryo remains still, feeding off its stored goods until hatching. The hatched young are voracious grazers; they will not start producing their own bubbles until reaching a year's growth.

Tracks: A path cleared of all vegetation and debris of unvarying width (unlike that of a Grommet herd).

Sign: Finding any Bubbles is a good indication that more will be nearby (25%).

Habitat: Primarily Grasslands, though they may be found almost anywhere

BUBBLE HIT POINTS

| (1d100) Hit Location | DA | SIZ | | | | | | | | | | | |
|----------------------|-----|-----|----|----|----|----|----|-----|-----|-----|-----|-----|--|
| | | 1 | 3 | 5 | 7 | 9 | 11 | 13 | 15 | 17 | 19 | 20 | |
| 76-00 Embryo | (3) | 2 | 2 | 3 | 4 | 4 | 6 | 9 | 14 | 20 | 27 | 35 | |
| 01-75 Contents* | (3) | 6 | 6 | 6 | 9 | 12 | 16 | 26 | 40 | 60 | 79 | 103 | |
| Blood Total | | 8 | 8 | 9 | 13 | 16 | 22 | 35 | 54 | 80 | 106 | 138 | |
| CF | | 26 | 27 | 29 | 33 | 40 | 48 | 60 | 79 | 106 | 135 | 165 | |
| Weight | | 10 | 15 | 25 | 40 | 60 | 90 | 140 | 215 | 315 | 430 | 550 | |
| Bash Factor | | 15 | 16 | 17 | 18 | 20 | 23 | 28 | 36 | 46 | 57 | 69 | |

* The Bubble Beast embryo is not harmed when the contents of the Bubble, rocks, junk, and the bodies of victims trapped inside are damaged; once the Hit Points of the contents are exceeded, however, the damage is applied to the embryo itself.

Facts: The Bubble lining is living tissue, basically a opportunistic yolk sac surrounding, rather than merely appended to the embryo. As long as the Bubble is alive, the lining cannot be cut in any way that it cannot immediately repair.

A creature trapped within the sphere will suffocate in a number of rounds equal to 1/2 its CON.

Range: Almost any plains area, rare west of Great River

Tactics: The Bubble is certainly not very bright, although it is very hungry, and will pursue almost any noise relentlessly. The acoustics in the bubble are such that they allow the embryo to judge correctly the direction of any noise 40% of the time.

Cloud Skimmer (Alien)

STR 5d4 12
 SIZ 2d10+10 21
 DEX 4d4 10
 INT 1d4 2
 MPR 3d4 7
 LUK 5d4 12

Attack: 2 Claws (35 + 1d10) 2d8
 Dodge: 15 + 1d10
 Bash: 10 + 1d10
 Move: Fly 18" (9", 9") / Walk 2"

Enhancements

Balance: 25 + 1d10
 Bravery: 60 + 2d10
 Hearing: 60 + 2d10
 Hide: 1d10 (Not bloody likely)
 Perception: 44
 Quiet Movement: 1d10
 Smell: 30 + 1d10
 Surprise Reaction: 37
 Vision: 20 + 1d10

