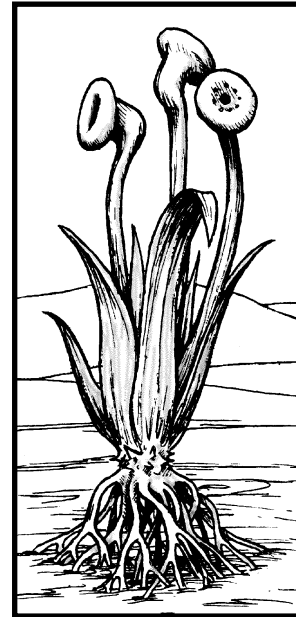


## Dart Plant (Alien)

SIZ 2d4 5  
 MPR 0  
 LUK 2d10 11  
 Attack: 4d4 darts (50) 1d3  
 DA: 1

**Enhancements**  
 Bravery: 0  
 Hearing: 50 + 2d10  
 Hide: 20 + 1d10  
 Perception: 21  
 Smell: 0  
 Spoils Category: Gatherer, 1d4-1  
 Surprise Reaction: 17  
 Vision: 01

comprised of False Euphoria Dart Plants (treat poison as Alcohol, p. 95, otherwise, treat as Paralytic/Death, p. 96). Roll 2d4 for the Intensity level of poison for all the plants in a patch. Generally the plant will only go for creatures in adjacent hexes; it can and will swivel all the way around to track a target.



**Description:** These unobtrusive little plants have a deadly defense mechanism. Unfamiliar vibrations will trigger many tiny poisoned darts that can cause paralysis or even death. Small patches are usually found growing wild in woodland areas, but the more deadly varieties are cultivated for defensive purposes. One very rare type produces a pleasant form of false euphoria, and is often grown illegally by wayward youths. Dart Plants are usually not much of a threat to armored individuals, as the darts will not penetrate even soft leather armor, but there is always a chance to find chinks in armor. The victims decay and provide fertilizer for the plant, since normal scavengers learn to steer clear of Dart Plants. Once removed from the plant, the poison rapidly loses its intensity.

**Sign:** Carcasses of small animals pierced with darts

**Habitat:** Temperate Forest primarily, may appear anywhere but Air and Water

**Range:** All of Vinya

**Tactics:** Each Dart patch will contain 2d10 plants, there is a 20% chance that a patch will be

**Facts:** The Dart Plant can feel vibrations caused by footfalls of even tiny creatures (any creature failing Quiet Movement in the area will be attacked), and even see to a limited extent (anything passing between the sun and the plant will also be targeted).

**Use:**

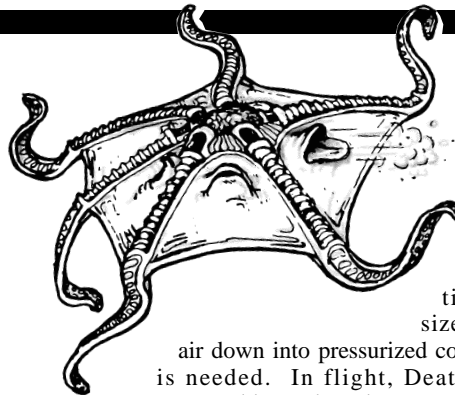
Portion	Amount	Spoil Time	Chance of disease	Market value
Darts	2d10 ea.	1 intensity level/day	01	3 CR ea. from sage
Pith	1d2 lbs	1d4+1 days	05	20 CR/lb

Carefully pull up on the head, hopefully the sweet, pithy core will come out whole around a stringy center, and can be popped into the mouth and stripped off immediately. Otherwise, the stem can be peeled to expose the pith. Do not eat the head, and do not squeeze it as you pull, as this will send poison from the head into the pith (40% chance on failed Cooking roll—treat as poison from dart).

## Death Disk (Alien)

STR 15  
 SIZ 3  
 DEX 12  
 INT 1  
 MPR 10  
 LUK 12  
 Attack: (50) 1d6  
 Dodge: 60 + 2d10  
 Bash: 60 + 2d10  
 Move: Fly 12" (6", 6")/Crawl 1"  
 DA: 3

**Enhancements**  
 Balance: 80 + 2d10  
 Bravery: 00 Foolhardy  
 Hearing: 25 + 1d10  
 Hide: 40 + 2d10  
 Perception: 42  
 Quiet Movement: 10 + 1d10  
 Smell: 90 + 1d10  
 Surprise Reaction: 38  
 Vision: 01



They puff up the membrane between the tentacles to many times its original size, then squash the

air down into pressurized compartments until it is needed. In flight, Death Disks are very maneuverable, and, as long as they have sufficient pressure, they can pop into the air with one strong blast. After prolonged flying they must rest again to build up more pressure, and may use their tentacles to crawl to and up the nearest roost.

**Description:**

These creatures are formed of six tentacles radiating from a central hump, with tough, elastic material stretched between. They can fly by spinning rapidly in flight, expelling air in turn from ports in the expanded membrane between the trailing tentacles to provide spin, lift, and forward movement.

The very tough outer membrane of the Death Disk keeps the insides under very high pressure, evidenced by the fact that they often explode when punctured. Between meals they roost on trees, tall rocks, anything high enough for them to drop into flight, while respirating to build up enough air pressure to fly.

Upon landing on a victim, Death Disks will grip with their tentacles while they try to bore through hide, armor, or clothing with the sharp beak. Once they find flesh they insert a sucking tube into the wound to extract blood, drawing it into the expanding membrane. Several Death Disks, if unattended, can drain a Vinyan completely in minutes. Sated, they will drop off to crawl back to the roost. While not particularly dangerous individually, Death Disks tend to attack in swarms,

overwhelming a single victim with so many that it cannot remove and kill them fast enough to avoid succumbing to the wounds. They are apparently too stupid to concentrate all their efforts on one individual in a group, so parties of several are usually safe from all but the biggest swarms.

Death Disks puff up when molested, and should be pulled off before being stabbed at if they are attached; in addition to possibly stabbing yourself, the beast may explode and leave part of the sucking tube in the wound, which will then spray blood at a furious rate until it is removed or the victim dies.

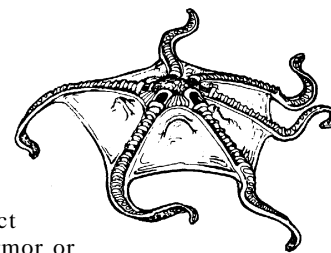
**Habitat:** Any but Water

**Range:** All of Vinya, though rarer in mountainous or desert areas

**Tracks:** Move on the ground by dragging forward with tentacles, always toward the nearest tree or rock to roost, leaving a series of spiralling divots.

**Sign:** Droppings appear as a greasy, foul-smelling film on rocks or trees upon which they have roosted. They make a noise when flying that most closely resembles an extended bout of flatulence.

**Tactics:** Death Disks have the ability to eat through armor; treat their attacks as cumulative damage since the beast is drilling in the exact same location. An Armor or Energy Shield spell, however, will absorb the damage each round.



If the creature has attached itself, it can still be attacked, and it is large enough that only a Fumble would damage the host. Any damage over the five points necessary to kill the Disk, however, is applied to the host, though it may be absorbed by armor.

Any Critical or Special hit on a Death Disk will cause it to explode. If it is attached to its victim when this occurs, the victim will lose blood at the rate of 1d4 off their Blood Total per round, until the siphon is removed (Healer roll) or the victim dies.

The poison of the rare (05% of Death Disks encountered) Red-Ringed Death Disk is actually a more potent version of the anti-coagulant common to all of the beasts; treat as Level 2 Death poison.

**Facts:** On their home world, the atmosphere serves as not only a medium through which to travel, but the ether that binds the individual Death Disks into a communal intelligence. From the same world as the Torpods and Cloud Skimmers, Death Disks are one of the most advanced hunters on the planet, overwhelming even the savage Cloud Skimmers in well-coordinated attacks. On Vinya, however, the vital

Use:				
Portion	Amount	Spoil Time	Chance of disease	Market value
Gel	.1 lb	2d4 weeks	15	10CR/Death Disk

Kept in a dark and dry container the whole disk will keep for 1d10 days before the gel hardens in the membrane. This gel has proven effective in removing warts.

## Dole Net (Vinyan)

SIZ 1d10+3 8  
MPR 4d4 10

**Description:** This bush grows to 8 feet in height and 5 feet in diameter. The fruit of the bush, rather large (3-4") pods, are dark green, and of high nutritional value, and its leaves are used to treat victims of Lung Spore infections. The leaves are crushed and boiled; the resulting infusion is then treated by the sages to create an elixir that will eventually cure this malady. Dole Net leaves and fruit are also the favorite food of all types of Dremle. The crisp pods can be eaten raw or cooked in water like any other vegetable.

**Habitat:** Grasslands, Mountains, Temperate Forest

**Range:** All of Vinya



Use:				
Portion	Amount	Spoil Time	Chance of disease	Market value
Leaves	3d6 lbs.	1d4+1 days	05	.5 CR/lb.
Pods	1d3 lbs.	3d4+4 days	10	.3 CR/lb.