

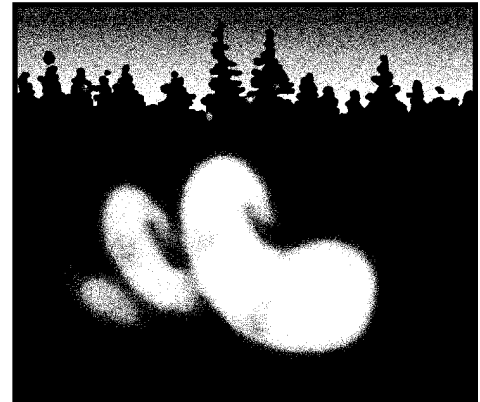
## Ghost Squiggle (Alien)

SIZ 5  
MPR 16d4 40

Attack: 60 + 2d10 (Special damage)  
Dodge: Will not Dodge  
Move: Corkscrew flight 6" (3", 3")

### Enhancements

Bravery: 0 Apathetic  
Perception: 100  
Hide: 05  
Quiet Movement: Off the Scale  
Surprise Reaction: 50



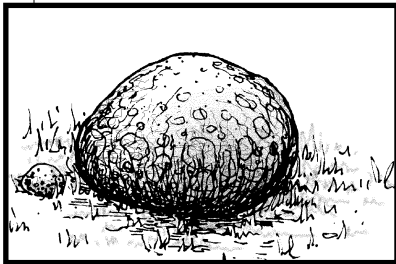
**Description:** The Ghost Squiggle is a glowing, spirit-like worm made of pure energy. It is intangible and can fly right through any material or object; weapons cannot affect it. The Ghost Squiggle corkscrews through the air towards the creature with the highest current MPT, disregarding any obstacles. If struck, the targeted creature is not affected as with a normal attack, but rather the Squiggle enters his body. The only initial effect is a cold, tingling sensation, however, the entity will then remain, absorbing the next 2d10 MPTs the host expends, cancelling the effect of the spells attempted. Once satiated, the Squiggle will burst forth from the abdomen of the host, streaking into the sky. There is a 05% chance that the trauma will permanently reduce the host's MPT by -1. The only way to keep a Squiggle at bay is to expend all MPT before it strikes; activate an Armor, Energy, or Magic Shield spell, which will cause it to rebound harmlessly; or a Cover Magic spell, which will cause it to lose track of its host.

**Habitat:** Any

**Range:** All of Vinya

**Tactics:** Not so much intelligent as instinctive, the Squiggle survives off magical energy. This dogged single-mindedness, coupled with its relative invincibility to physical harm, make its tactical profile rather simplistic. Whenever it is denied a target, there is a 50% chance it will immediately target the nearest creature with the next highest MPT, and when it leaves a body, satiated, it is much less likely to seek an additional meal (only 15% chance).

## Giant Amber Puffball (Vinyan)



SIZ 1d4 2  
MPR 1d4 2

**Description:** This is one of the largest of all Vinyan fungi. It is fine tasting while still amber and firm.

### Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Ball	1d6 lbs	1d4 days	10	.7 CR/lb

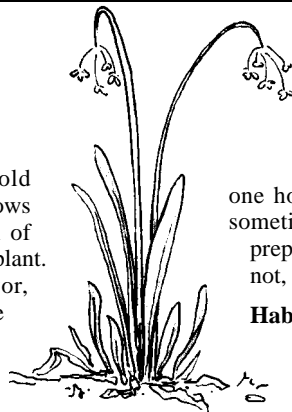
**Habitat:** Grasslands

**Range:** All of Vinya

## Gold Weed (Vinyan)

SIZ 1d20 10  
MPR 1d4 2

**Description:** Gold Weed is a yellow-gold grass that is very common in the wild. It grows to a height of 2 feet, with a golden tassel of minute flowers hanging from the top of the plant. Gold Weed has a very strong, bitter flavor, even after it is properly prepared. To make the flavor palatable, the weed may be soaked overnight, then boiled for at least



one hour to leech out the bitterness. Raw Gold Weed is sometimes used as a cathartic; in fact, failure to properly prepare this plant may cause nausea and vomiting. It is not, however, poisonous.

**Habitat:** Grassland, occasionally Wetlands

**Range:** Southern Vinya

### Use:

Portion	Amount	Spoil Time	Chance of disease	Market value
Grass	1d10 lbs	1d4 weeks	15	.2 CR/lb