

Honker Rock (Alien)

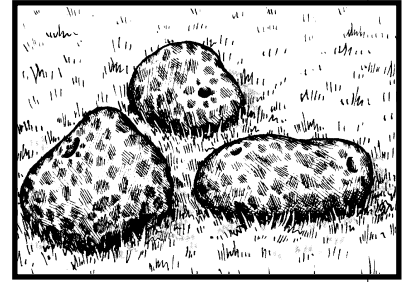
SIZ 1d2 1
MPR 1d4 2

Description: Honker Rocks look like moss-covered stone, pale green in color with a slick coating that gives the appearance of wetness. They are not actually rock at all, but rather a sponge-like animal that survives by filtering nutrients out of the atmosphere. When disturbed, they contract rapidly, releasing massive quantities of air and dust, as well as a loud squealing sound. Because of their sensitivity to movement,

they are often used as a primitive alarm system.

Habitat: Mountains, grassland, forests, and wetlands.

Range: All of Vinya



Horner (Vinyan)

STR 6d6 21
SIZ 3d6+16 26
DEX 4d4 10
INT 3d4+1 8
MPR 2d4 5
LUK 6d4 15

Enhancements

Balance: 70 + 2d10
Bravery: 1d100
Hearing: 30 + 1d10
Hide: 20 + 1d10
Perception: 46
Quiet Movement: 20 + 1d10
Smell: 50 + 1d10
Surprise Reaction: 40
Vision: 40 + 1d10

Attack: Horn (35) 1d10
or Trample* (25 + 1d10) 4d6

* Victim of Trample must be either on the ground or of a SIZ 1/2 that of the Horner or less.

Dodge: 20 + 1d10

Bash: 40 + 2d10

Move: Wander 7" (3", 4")

Description: Horners are semi-intelligent creatures with capacity for simple speech. They are used for pulling heavy loads and as taxis in major cities. Although they sometimes complain bitterly, they always provide an memorable ride. Sometimes Horners must be bribed or threatened to do a good days work. One must have incredible patience to work with the simple brutes, as they have the mentality and curiosity of a 3-year old Wellan, often asking the same question several times within a few minutes. If they do not like someone or something, they will say so without hesitation, which can lead to some unpleasant situations.

While very large and sturdy, Horners make poor mounts in combat, because of their relatively thin hide and childish propensity for cowardice. They are very hard to command, as any frazzled taxi driver will tell you, and have an annoying tendency to second guess or question even the simplest orders.

Questions commonly asked:

I don't like him, can I horn him?

When do we eat?

Time for a nap?

You think I can do that?

Did he tip us?

How come?

Why is there air?

Why do the Birdmen color the sky blue?

What does 'prodigious proboscis' mean?

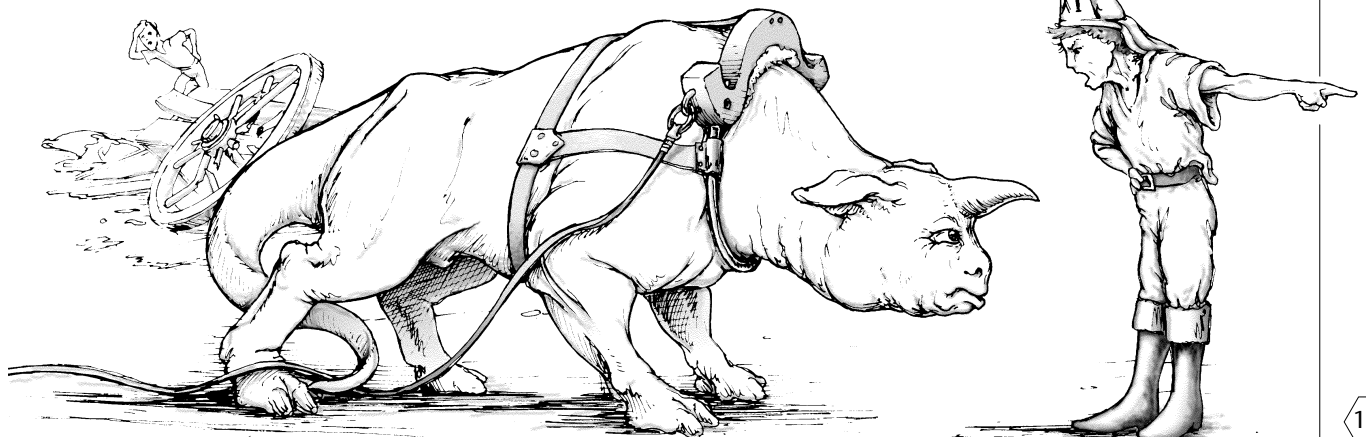
Why do Geffren have funny eyes?

When do we eat, huh?

Why not?

Tracks: Four heavy-toed digitgrade tracks showing no claws, but occasionally a heel-pad.

Sign: Bred for heavy labor in civilized areas, most Horners are toilet-trained to the degree that they will only defecate in a proscribed area. If away from such a place, they will often try to hide their large herbivorous droppings for fear of being punished. Even alone, they tend to prattle or hum to themselves or their surroundings constantly; their voices sound like what one would expect from an Unspeakable child weighing about a ton.



Habitat: Most are found domesticated in cities, Temperate Forest in the wild

Range: All of Vinya, but few survive east of the Great River

Use:	% of body weight	Spoil Time	Chance of disease	Market value
Meat	50	1d4 days	20	2 CR/lb

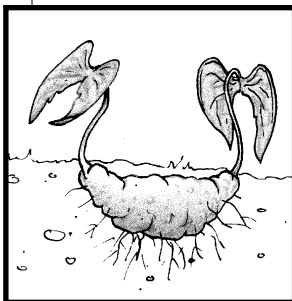
If killing a Horner is considered an outrage, eating one would be as heinous to most Vinyans as the thought of eating a child. However, in a serious pinch, the meat is indeed edible, and indistinguishable from that of Tugger.

HORNER HIT POINTS

(1d100)	Hit Location	DA	SIZ									
			18	20	22	24	26	28	30	32	34	
87-00	Head	(0)	10	11	12	14	19	24	33	42	55	
67-88	Forequarters	(0)	16	17	19	23	30	39	54	68	89	
52-66	Hindquarters	(0)	11	12	14	17	21	28	39	49	64	
42-51	R. Front Leg	(0)	8	8	9	11	14	19	26	33	43	
32-41	L. Front Leg	(0)	8	8	9	11	14	19	26	33	43	
23-31	R. Hind Leg	(0)	7	7	8	10	13	17	23	29	38	
14-22	L. Hind Leg	(0)	7	7	8	10	13	17	23	29	38	
01-13	Tail	(0)	10	11	12	14	19	24	33	42	55	
	Blood Total		77	81	91	110	143	187	257	325	425	
	CF		100	108	118	136	170	215	285	352	454	
	Weight		300	330	370	445	570	750	1030	1300	1700	
	Bash Factor		51	54	58	65	78	96	124	151	191	
	Bonus Damage		+1d6	+2d6				+3d6				

Tactics: While it is easy to offend a Horner, its challenges and threats are usually a bluff. One would have to be particularly incensed to attack a Vinyan. On the other hand, killing a Horner, even in self-defense, is an act with possibly far-reaching consequences, as the Trainers and Taxi Drivers consider them as dear as their own children.

Keld (Vinyan)



SIZ 1d10+10 15
MPR 4d4 10

Description: Keld is a commercially grown vegetable that was originally found in the wild. The plant is distinguished by the twin bifurcate leaves sprouting independently from the tuber. Methods of preparation are many and varied. It can be boiled, baked, sliced and fried, broiled, roasted, or eaten raw.

Use:	Amount	Spoil time	Chance of disease	Market value
Tuber	1d4+3 lbs	2d4+2 days	05	.4 CR/lb

Habitat: Grasslands, occasionally Temperate Forest

Range: All of Vinya

Korter Bark (Vinyan)

SIZ 4d10+10 32
MPR 5d4 12

Use:	Amount	Spoil Time	Chance of disease	Market value
Bark	2d6 lbs	1d4+2 weeks	10	none

Description: The bark of the Korter, a straight, deciduous tree, is very nutritious, but extremely tough; no amount of boiling or pounding will tenderize it. No matter how it is prepared, it still tastes like bark.

Habitat: Temperate Forest

Range: Northern Vinya

