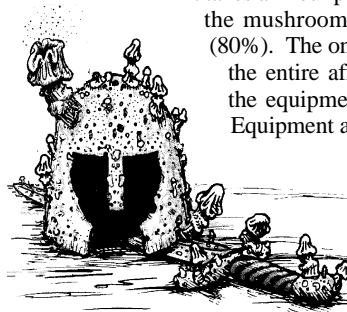


Metaloid Spore (Alien)

Description: These tiny mushrooms are the bane of soldiers and weaponsmiths alike. Floating as airborne spores, they alight on metal objects and grow into an almost undetectable (1/2 normal Perception) fungus that feeds on the metal itself. After a day or so, the pale yellow fruiting bodies will appear, which will then spread even more spores. If there are any other metallic objects within 20' during the spore phase, there is a 20% chance per day that a spore will land on it. A weapon loses 1 DA/day; armor loses 1 DA/week.



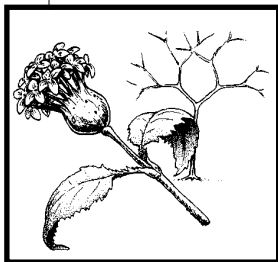
It takes an hour per point of armor SIZ or weapon DA to scrape the mushrooms off, but they always seem to come back (80%). The only sure way to get rid of the spores is to dunk the entire affected area into acid. As this also weakens the equipment, it is usually better to discard the object. Equipment attacked by Metaloid Spores cannot be sold.

Sign: They are almost impossible to detect until it is too late, when they appear as tiny, pale yellow mushrooms.

Habitat: Any

Range: Anywhere

Milkbush (Alien)



SIZ 1d10+3 8
MPR 2d4 5

Description: This alien plant is distinguished by brightly colored flower clusters, at the base of which is a bulbous growth containing a thick milky paste. This paste can be fried into a brownish crust and can be eaten alone or as a breading for meat, fish, or vegetables.

Use:				
Portion	Amount	Spoil time	Chance of disease	Market value
Paste	SIZ/10 lbs	1d4 hours	05	3 CR/lb

Habitat: Temperate Forest, occasionally Grasslands

Range: All of Vinya

Mind Master (Alien)

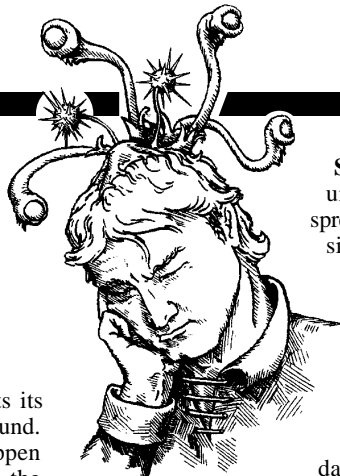
SIZ 1
INT 5d4 12
MPR 2d4 5 (added to host's)
LUK 5d4 12

DA: 1

Attack: (35) initial attachment
Move: Special

Description: This parasitic-symbiont starts its life as a large spiny spore lying on the ground. Eventually an inquisitive creature will happen along and sniff it or attempt to eat it, and the long mobile spines will affix themselves to its skull, inserting a mass of rhizoids that immediately bond with major nerve fibers of the brain stem. The new host, after a few brief fits, will fall unconscious, completely paralyzed for an entire day while the Mind Master links its rhizoids to major brain centers. Any attempt to remove the it at this point is likely (25%) to either kill the host immediately or cause permanent paralysis.

The host will experience an undeniable and maddening desire to affix to a suitable new host the new spore, which grow out every two weeks. Suitable hosts are any animal over about 50 pounds, although the Mind Master usually chooses the individual best designed to serve it from those available—the biggest, smartest, or most magically gifted. The feeling is controllable for the first part of the spore's growth; as soon as it turns blue and the spines reach full length, the host will suffer any danger or use any trick to get close enough to a new host. Once the spore is transferred a new one will begin growing to replace it. After several months of this cycle, the Mind Master will shrivel and die, leaving only a bald patch to mark its passing.



Sign: Animals infested with a Mind Master will uncharacteristically approach a party, seeking to spread the spores to another host. The spores give off a sickly sweet stench, assumedly to attract potential hosts.

Habitat: Any

Range: Anywhere there are hosts to carry them

Tactics: The Mind Master's main goal is to protect its host, and thereby itself, from any harm. The creature is ever vigilant, keeping watch for danger at all hours with the long eye-stalks, which grow out in about a week. Its control over the host's bodily functions is such that it is able to stop bleeding immediately by cutting blood flow through damaged vessels (host's Blood Total is not reduced by physical damage). The Mind Master's MPR is added to that of the host's MPT for purposes of warding off spells. The INT of the host/Mind Master combination is either that of the Mind Master or the host, whichever is higher.

Any attack aimed at the Mind Master Host that results in a 00 Hit Location roll (indicating the top of the head) will strike the Mind Master instead of the host.

Facts: There is no safe way to remove an attached Mind Master; those on which it has been attempted (assuming they didn't attack the surgeon) have all died. A Mind Master host has few choices: banishment to uncivilized lands, seeking new hosts until the creature is gone, or imprisonment in solitary confinement with several Grommets or other mindless farm animals, which are then used for medical experiments in Mind Master removal after becoming infested.