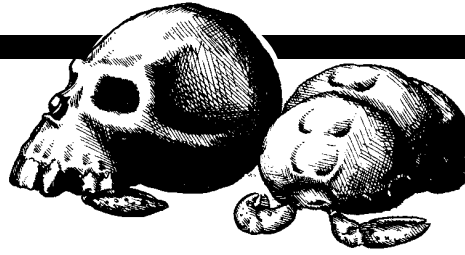


## Skull Skuttler (Alien)

SIZ 1  
MPR 1d3 2

Move: Creep 2" (1", 1")  
DA: by type (skull 3 points)



**Description:** These horrid creatures inhabit the skulls of the dead. To protect their soft bodies, they will crawl into an empty skull, helmet, or gourd. Thus encased, they crawl about and scavenge for food. They are not, however, restricted to empty skulls. They will sometimes attack sleeping creatures in an attempt to get into their heads, by entering through eyes, ears, nose, or mouth (1 point of damage per turn). Luckily, their small clawed feet require several uninterrupted minutes to enter the

brain case of a creature, so they can usually be stopped. They have become a popular form of torture, by rendering a person immobile and placing a Skuttler on his face. They are also used as a practical joke, as the sight of a crawling skull can be most unnerving.

**Tracks:** Indiscriminate scrapings of claws and feet.

**Sign:** A single, clean, vacant skull or other such object is a sign that a Skull Skuttler found a better home.

**Habitat:** Tropical Forest

**Range:** Southern Vinya

## Soft Spheres (Vinyan)

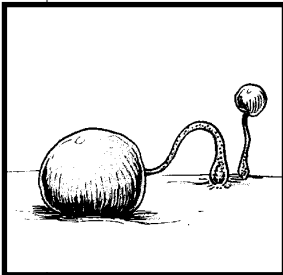
SIZ 1d4 2  
MPR 1d4 2

**Description:** These are spherical white fungi with very thin stalks that often allow the spheres to lie on the ground. As they become covered with dry leaves, they can be hard to locate in the dense forests in which they grow. Firm, but soft in texture, they can be thinly sliced and fried, which brings out their delicate, pleasant taste.

Use:	Spoil	Chance of	Market	
Portion	Amount	time	disease	value
Sphere	1d4 lbs	1d4+3 days	10	2 CR/lb

**Habitat:** Temperate and Tropical Forest

**Range:** All of Vinya



## Spark Beast (Alien)

STR	6d4	15	<b>Enhancements</b>	
SIZ	2d4	5	Balance:	40 + 2d10
DEX	5d4+4	16	Bravery:	30 + 1d10
INT	4d4	10	Hearing:	50 + 1d10
MPR	5d4	12	Hide:	30 + 1d10
LUK	5d4	12	Perception:	35
			Quiet Movement:	30 + 1d10
			Smell:	20 + 1d10
Attack:	Special (95)		Surprise Reaction:	40
Dodge:	60 + 1d10		Vision:	40 + 1d10
Bash:	30 + 2d10			
Move:	Fly 10" (5", 5")/ Hop 2"			

**Description:** Spark Beasts appear as fleshy, featherless birds, with dark grey backs and white fronts. They travel in nuclear family units—parents and unmated offspring.

Spark Beasts build up an internal static charge while flying through the air which they can then discharge in an electrical arc, shocking opponents and thrilling spectators. While the shock of a single Spark Beast is only strong enough to stun the small creatures on which it preys, several will often combine their blasts to attack larger victims. They channel their arcs through the larger parent, whose blast is then much stronger.

**Tracks:** Spark Beasts rarely land on the ground as they are not adept at walking. When found, tracks will resemble two pitchforks side by side, from the feet and forearm to elbow, which touch down with every fluttering hop.



**Sign:** At night they will often leave a glowing contrail of excess electricity in the wake of their flight, occasionally burned or blasted marks on trees or rocks are visible, perhaps territorial markings or practice shots. Droppings are small black balls, very shrivelled and dry.

**Habitat:** Air, Mountains, occasionally Desert, Grasslands

**Range:** Impa and Great Cliffs mountain ranges and surrounding regions

**Tactics:** Since it takes the Spark Beasts a while to build up enough energy to discharge another blast, they prefer hit-and-run attacks, hopefully from surprise. After closing to 3 hexes,

they will group, fire, and quickly wing away. One beast's charge will do three points of damage, but they prefer a combined attack focused through one, usually the parent whose charge is increased by one point for every additional beast.

Opponents wearing metal armor are allowed to disperse the charge to metal-clad locations adjacent to the original metal blast point, divided equally among the parts affected. If the original point being struck is not metal armored, that location absorbs the full damage; only non-metal armor will reduce the damage, point for point. The charge may be parried like a missile. If the parrying object is non-conductive, no damage is received.

It takes four rounds for the Spark Beast to build up a charge.

**Facts:** There is no edible material to be gotten from the Spark Beast; those cutting into the bodies of even dead ones have sometimes received a considerable shock. The flesh is extremely acidic, not so as to melt flesh, but definitely enough to burn the soft tissues of mouth and throat if ingested.

Discovery of this creature has "sparked" research on creating electricity under controlled situations. So far, of course, not much has been achieved beyond standing the hair of several noted and nervous sages on end. The tissues of the Spark Beast have been the basis of most of the research on how to safely store electricity once produced. For this reason, the bodies of Spark Beasts, both living and dead, are drawing a high price among the sage community.

		SPARK BEAST HIT POINTS								
(1d100)	Hit Location	DA	SIZ							
			2	3	4	5	6	7	8	
91-00	Head	(1)	1	1	1	1	1	2	2	
71-90	Chest	(1)	1	1	1	2	2	3	4	
61-70	Abdomen	(1)	1	1	1	1	1	2	2	
46-60	R. Wing	(1)	1	1	1	1	2	2	3	
31-45	L. Wing	(1)	1	1	1	1	2	2	3	
21-30	R. Leg	(1)	1	1	1	1	1	2	2	
11-20	L. Leg	(1)	1	1	1	1	1	2	2	
01-10	Tail	(1)	1	1	1	1	1	2	2	
Blood Total			8	8	8	9	11	17	20	
CF			27	29	31	34	36	40	43	
Weight			8	15	25	35	45	60	70	
Bash Factor			20	21	22	23	24	26	27	
Bonus Damage			0							

Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Body	100	special*	01	SIZ x 10 CR

\*If blooded immediately after death, the body of the Spark Beast can last for 3d4 days, left unblooded, the body will digest itself in 1d4+6 hours, beginning with the metallic-looking bones, leaving it a mushy sack of poisonous flesh.

## Spinner (Alien)

STR 5d4 12  
 SIZ 3d10 16  
 DEX 6d4 15  
 INT 1d2 1  
 MPR 5d4 12  
 LUK 5d4 12

**Enhancements**  
 Balance: 70 + 2d10  
 Bravery: 60 + 2d10  
 Hearing: 20 + 1d10  
 Hide: 50 + 1d10  
 Perception: 46  
 Quiet Movement: 40 + 1d10  
 Smell: 20 + 1d10  
 Spoils Category: Bearer (hanging with victims in nearby trees), 1d8-1  
 Surprise Reaction: 42  
 Vision: 80 + 1d10

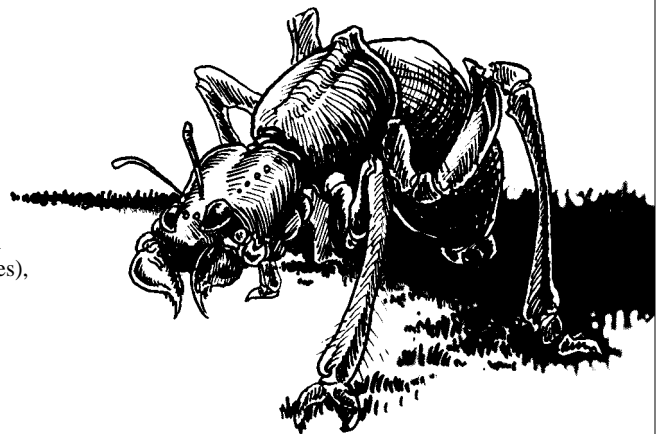
Attack: Bite (60+1d10) 2d4 +Paralyze  
 Dodge: 40 + 1d10  
 Bash: 40 + 1d10  
 Move: Run 7" (3", 4")

**Description:** These huge insectoids are at home in the trees and on the ground, but they prefer to immobilize their prey quickly and retreat back into the safety of the branches. Silk spun from special glands in their tails is very light and tough, although it degrades quickly. They use it for transportation, running along strands of it from tree to tree or ground and back, nest building, and hanging their victims while the injected poison turns their insides to drinkable jelly.

**Tracks:** Tracks are rarely found, but appear as irregularly spaced double-puncture marks in the earth.

**Sign:** The most common sign is old silk blown against nearby brush, or silken web nests high in the branches of trees. Often the drained carcasses of past victims may be found, although they are usually hung in another tree out of sight.

**Habitat:** Tropical Forest, occasionally Temperate Forest or Mountains



Use:	% of body weight	Spoil time	Chance of disease	Market value
Portion				
Meat	20	1d2 days	15	5 CR/lb
Head (poison)	10	1d4 days	02	SIZ x 5 CR
Abdomen (silk)	30	1 day	05	SIZ x 10 CR

Properly prepared, the liquid silk contained in the spinneret assembly can be used for a variety of applications, from fine thread to tough monofilament to small elastic machine parts; the rarity of the raw material makes these items extremely expensive.

The only edible tissues are those located in what would normally be the thorax in insects, the rear portion of the head to which the legs are attached, and the legs themselves.

