

Treasure Critter (Alien)

STR 4d4 10
 SIZ 4d4 10
 DEX 4d4+6 16
 INT 4d4 10
 MPR 4d4 10
 LUK 6d4 15

Attack: Special
 Dodge: 40 + 1d10
 Bash: 20 + 2d10
 Move: Run 5" (2", 3")

Enhancements
 Balance: 40 + 2d10
 Bravery: 50 + 2d10

Hearing: 30 + 1d10
 Hide: 50 + 1d10
 Perception: 39
 Quiet Movement: 40 + 1d10
 Sight: 20 + 1d10
 Smell: 50 + 1d10
 Surprise Reaction: 44



Description: These harmless creatures do nothing but try to buy friends. They do this by giving up objects they have collected in exchange for food and protection. After a satisfying repast they will usually try to steal something to give to someone else. Treasure Critters are very tall and thin and are completely covered with impossibly thick gray or brown fur, giving the impression of great size. Once encountered, the Critter will dog the party, gibbering endlessly in their unintelligible tongue and doing amazing little feats, all in an attempt to disguise its pick-pocketing activities. The creature is not particularly intelligent and many of their race have been lost by trying to make friends with the wrong people or creatures, or by trying to return the loot to the person from whom it was stolen. Consider the Treasure Critter a Thief with a BC of 50+5d10.

Tracks: Humanoid print with toes of equal size.

Sign: The only consistent trail Treasure Critters leave is one of random trinkets.

Habitat: Any but Air

Range: All of Vinya

TREASURE CRITTER HIT POINTS

(1d100)	Hit Location	DA	4	5	6	7	8	9	SIZ	10	11	12	13	14	15	16
91-00	Head	(2)	1	1	1	1	1	1	1	2	2	2	2	3	3	
71-90	Chest	(2)	1	2	2	2	2	3	3	3	4	4	5	6	7	
55-70	Abdomen	(2)	1	1	1	2	2	2	2	2	3	3	4	5	5	
43-54	R. Arm	(2)	1	1	1	1	1	2	2	2	2	2	3	4	4	
31-42	L. Arm	(2)	1	1	1	1	1	2	2	2	2	2	3	4	4	
16-30	R. Leg	(2)	1	1	1	2	2	2	2	2	3	3	4	5	5	
01-15	L. Leg	(2)	1	1	1	2	2	2	2	2	3	3	4	5	5	
	Blood Total		7	8	8	11	11	14	14	15	19	19	25	32	33	
	CF		22	25	26	27	29	30	31	32	36	38	41	47	51	
	Weight		25	31	36	41	46	51	56	61	71	81	96	121	132	
	Bash Factor		22	22	23	23	24	24	25	25	26	27	29	31	32	
	Bonus Damage		-1d2				0								+1d4	

Tree Caps (Vinyan)



SIZ 1d4 2
 MPR 2d4 5

Description: These mushrooms grow on logs, stumps, and living trees, often at considerable heights. They never grow on the ground. Their stems (normally absent) are short, lateral, and attached off center. All are fleshy and

Use:	Spoil	Chance of	Market	
Portion	Amount	time	disease	value
Cap	1d4 lbs.	2d4 days	20	.3 CR/lb.

somewhat tough. Fresh tree caps grow in clusters and are flavorful when young.

Habitat: Temperate and Tropical Forest

Range: All of Vinya

Triplex (Vinyan)

SIZ 1d6 3
 MPR 1d4 2

Use:	Spoil	Chance of	Market	
Portion	Amount	time	disease	value
Ball	1d3 lbs	2d4 days	25	1 CR/lb

Description: The thick outer layer of this fungus splits into pointed sections, producing a star-like effect. This layer is very bitter, but can be peeled back to reveal an inner ball with a thin, papery coat. The ball, once peeled and boiled, is quite tasty.

Habitat: Wetlands

Range: All of Vinya

