

ALPENGARD MONSTER STATISTICS: PLANTS

GNAWSCUM

Moving purely on survival instinct, gnawscums include algae, oozes, slimes and sludges – filmy plants that can swim, crawl and climb, albeit rather slowly. These carnivorous plants need to eat flesh and will take anything they can get, whether insects, beasts or mortals. In response to environmental light levels and coloration, they can alter their pigmentation to blend with surroundings, whether matching the hues of the ground or becoming translucent to hide in clear water. Occasionally they may mimic windows or glass portals. Gnawscums can spread themselves flat or pull themselves into blobs, orbs or cubes; their stat-block battlegrid shapes reflect their overall mass if moving in a relatively compact shape, rather than fully spread out.

Gnawscums attack by reaching out with bodily blobs to touch and corrode the skin while absorbing nutrients, desiccating creatures to feed themselves.

- Creeping gnawscums slowly make their way across dry land, consuming edibles in their paths, often turning brownish green to match dirt and other plants.
- Dangling gnawscums roam through subterranean caverns, climbing on ceilings to drop on prey or setting traps by turning clear while stretching across openings.
- Gliding gnawscums swim effortlessly through water, especially in swampy, marshy or coastal areas, blending in with normal flora to look for food sources.
- Winddread gnawscums are variants (template applied to any gnawscum) that are so lightweight they can take to the air, carried by the breezes while contorting their forms to control their trajectories.

GNAWSCUM TRAITS
Class: plant
Origin: Midgard
Sapience: nonmoral-agent Lifeworlds: <i>laxful, lawful, lashful</i>
Vessel: corporeal (zoetic-nonorganic) Tier/Shape Range: Dawning 1/6×1/6×1/6 to Crowning 5×5×5
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>farm</i> or <i>nighlore</i> (sta) DR 21 • <i>Specific:</i> <i>farm</i> or <i>nighlore</i> (imp) DR 30
Roottrait Points: 3+[3×(tier-1)]
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Wis/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: hasten +3; physical strikes +4, physical harm +8; <i>deepfare</i> +1 (train: imp); <i>dive</i> +4 (train: imp); <i>landfare</i> +0 (train: sta); <i>look</i> +0 (train: sta); <i>lurk</i> +3 (train: imp); <i>seafare</i> +3 (train: imp); <i>search</i> +2 (train: imp); <i>toil</i> +1 (train: imp); <i>tumble</i> +1 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d2)×cubes] meals; <i>cook</i> (imp) DR 31 <i>diseased</i> (medial) • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (imp) DR 30 <i>corroded</i> (greater)
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

CREEPING GNAWSCUM
Tier: Raising
Lifeworld: <i>laxful</i>
Languages: Plant
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 1; swim 1
Roottraits: Brw 3; Lth 1; Smt 0; Wis 4; Glt 1
Hasten: 7
Defenses: Nml 15; Ftl 16; Mfl 15
Grit: 26+3d12 [46]
Pneuma: 7
Harm Yields: <i>susceptible</i> <i>frost, gloom, chaos, heinous</i> ; <i>vulnerable</i> <i>flare</i> 5; <i>resistant</i> <i>wreck</i> 23, <i>whelm</i> 28, <i>rot</i> 3, <i>rasp</i> 7, <i>gleam</i> 1, <i>shake</i> 9, <i>shock</i> 4; <i>immune</i> <i>logos, charis, hubris, hallow</i>
Condition Adaptations: <i>renitent</i> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled, confused, deranged, stifled, numbed</i> ; <i>impervious</i> <i>disoriented, stunned, jostled, imbalanced, prostrated, restrained, constrained, blinded, deafened</i>
Lifeskills: <i>deepfare</i> +7 (imp); <i>dive</i> +8 (imp); <i>landfare</i> +5 (sta); <i>lurk</i> +7 (imp); <i>look</i> +4 (sta); <i>seafare</i> +6 (imp); <i>search</i> +5 (imp); <i>toil</i> +5 (imp); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
1 Touch – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +8; <i>rasp</i> harm 1d4+11 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d4)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>spheresense</i>
Ascension-Point Value: 20

ALPENGARD MONSTER STATISTICS: PLANTS

DANGLING GNAWSCUM
Tier: Honing Lifeview: <i>lawful</i> Languages: Plant
Shape: 2×2×2 Size Modifier: -2 Mass Modifier: +4 Speed: walk 1; swim 1
Roottraits: Brw 5; Lth 2; Smt 0; Wis 6; Glt 2 Hasten: 9 Defenses: Nml 16; Ftl 20; Mfl 18 Grit: 72+5d12 [105] Pneuma: 12
Harm Yields: <u>susceptible</u> <i>frost, gloom, chaos, heinous</i> ; <u>vulnerable</u> <i>flare 8, gleam 3</i> ; <u>resistant</u> <i>wreck 19, overwhelm 22, rot 5, rasp 8, shake 10, gloom 4, shock 2</i> ; <u>immune</u> <i>logos, charis, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched, poisoned, diseased, frightened, terrified, charmed, enthralled, confused, deranged, stifled, numbed</i> ; <u>impervious</u> <i>disoriented, stunned, jostled, imbalanced, prostrated, restrained, constrained, blinded, deafened</i>
Lifeskills: <i>deepfare</i> +10 (imp); <i>dive</i> +11 (imp); <i>landfare</i> +8 (sta); <i>look</i> +7 (sta); <i>lurk</i> +9 (imp); <i>seafare</i> +8 (imp); <i>search</i> +6 (imp); <i>toil</i> +8 (imp); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
1 Touch – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +10; <i>rasp</i> harm 2d4+13 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d6)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>spheresense</i>
Ascension-Point Value: 26

GLIDING GNAWSCUM
Tier: Quelling Lifeview: <i>lashful</i> Languages: Plant
Shape: 3×3×3 Size Modifier: -6 Mass Modifier: +13 Speed: walk 1; swim 2
Roottraits: Brw 8; Lth 2; Smt 0; Wis 8; Glt 3 Hasten: 11 Defenses: Nml 14; Ftl 26; Mfl 21 Grit: 144+7d12 [190] Pneuma: 17
Harm Yields: <u>susceptible</u> <i>frost, gloom, logos, heinous</i> ; <u>vulnerable</u> <i>flare 2</i> ; <u>resistant</u> <i>wreck 24, overwhelm 25, rot 12, rasp 4, frost 3, gleam 6, shake 11, shock 5</i> ; <u>immune</u> <i>chaos, charis, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched, poisoned, diseased, scared, terrified, charmed, enthralled, confused, deranged, stifled, numbed</i> ; <u>impervious</u> <i>disoriented, stunned, jostled, imbalanced, prostrated, restrained, constrained, blinded, deafened</i>
Lifeskills: <i>deepfare</i> +12 (imp); <i>dive</i> +14 (imp); <i>landfare</i> +10 (sta); <i>look</i> +9 (sta); <i>lurk</i> +10 (imp); <i>seafare</i> +11 (imp); <i>search</i> +7 (imp); <i>toil</i> +11 (imp); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
2 Touches – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +12; <i>rasp</i> harm 3d4+8 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d8)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingwalk</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>spheresense</i>
Ascension-Point Value: 35

WINDDREAD GNAWSCUM TEMPLATE
Movement Alterations: walk +2; swim +2; fly +3
Harm Yields Alterations: none
Condition Adaptations Alterations: none
Lifeskills Alterations: <i>look</i> +2 (train upgrade: imp); <i>lurk</i> +1 (train upgrade: adv)
Attacks and Powers Alterations: <i>touch</i> strikes – base variable harm +2 d-steps, plus <i>agonize</i> option; <i>speedburst</i> (+4) power
Ascension-Point-Value Alterations: +11

ALPENGARD MONSTER STATISTICS: PLANTS

WEALDEYE

Wealdeyes look much like bushes, shrubs and trees, save for a single large plant-like eye and facial features carved into their trunks, plus multiple eyes in smaller knotholes. When they remain still, they are nearly indistinguishable from normal plants. But once they open their eyes and start moving, they appear as plant-like humanoids with at least two legs and one or more limb-like arms. Mostly, they stand quietly in place, alternating between sleeping and observing. Occasionally, they will wander far, especially when spying on threats like encroaching mortals. Extremely long lived, they cultivate deep knowledge over decades, centuries and millennia.

Since wealdeyes gain nutrition in the same way as plants – through water, sunlight, soil and microbes – they can be found in every climate and terrain, from tropical highland jungles to arctic lowland forests. They may even dwell underwater, though this is exceedingly rare. Specimens can be either more masculine or more feminine in their appearances and personalities, though they reproduce through the same pollination methods as trees.

In combat, they lash out with their limbs to tear apart anything that has earned their ire.

- Ever alert and highly curious about anything new to their territories, scraggly wealdeyes resemble the full array of herbs, bushes and shrubs, from thymes and cilantros to junipers and spruces to dogwoods and hollies.
- The most impetuous and aggressive of their kind, brambly wealdeyes resemble the full array of brambles, from raspberries and blackberries to thorny roses and devil’s clubs.
- Observant and contemplative, as well as slow to act, leafy wealdeyes resemble the full array of broadleaf trees, from oaks and beeches to palms and baobabs to aspens and birches.
- Quietly thoughtful like their broadleaf kin, but more easily provoked, spiny wealdeyes resemble the full array thinleaf trees, from pines and redwoods to cypresses and monkey puzzles.
- Bloodroot wealdeyes are variants (template applied to any wealdeye) with thick chunks of warped bark across their trunks and branches, giving them a sickly look – their central eyes have creepy blood-red hues. Prone to malevolence, they use their roots and chutes to drain blood from victims and heal themselves.

WEALDEYE TRAITS
Class: plant
Origin: Midgard
Sapience: moral-agent
Lifeviews: <i>laxful-hearted-leeward</i> , <i>lashful-hearted-leeward</i> , <i>laxful-detached-leeward</i> , <i>lashful-detached-leeward</i> , <i>laxful-wicked-leeward</i>
Vessel: corporeal (zoetic-nonorganic)
Tier/Shape Range: Dawning ¼×¼×¼ to Crowning 7×7×6 [leafy] or 5×5×12 [spiny]
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>farm</i> or <i>nighlore</i> (sta) DR 14 • <i>Specific:</i> <i>farm</i> or <i>nighlore</i> (imp) DR 23
Roottrait Points: 4+[3×(tier-1)]
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Wis/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations/Lifeskills: Ftl +3, Mfl +4; hasten +2; physical strikes +2, physical harm +4; <i>deepfare</i> ±0 (train: sta); <i>dive</i> ±0 (train: sta); <i>heed</i> ±0 (train: sta); <i>farm</i> ±0 (train: adv); <i>landfare</i> +3 (train: adv); <i>look</i> +3 (train: adv; <i>avail:1</i>); <i>lurk</i> +4 (train: imp); <i>nighlore</i> ±0 (train: sta); <i>seafare</i> ±0 (train: sta); <i>search</i> +2 (train: sta); <i>toil</i> +3 (train: imp); <i>tumble</i> ±0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> incidental (berries, fruits) • <i>Water:</i> incidental (condensation) • <i>Hardwood:</i> [(1d4)×tier] <i>golds</i>, <i>chip</i> (sta) DR 16
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> sparse

SCRAGGLY WEALDEYE
Tier: Beginning
Lifeview: <i>laxful-hearted-leeward</i>
Languages: Common, Plant, Insect, Beast, Chimera
Shape: ½×½×½
Size Modifier: +3
Mass Modifier: ±0
Speed: walk 2; swim 1; burrow 1
Roottraits: Brw 2; Lth 1; Smt 1; Wis 2; Glt 1
Hasten: 4
Defenses: Nml 18; Ftl 19; Mfl 19
Grit: 12+2d12 [25]
Pneuma: 5
Harm Yields: <i>susceptible logos</i> , <i>hubris</i> , <i>heinous</i> ; <i>vulnerable flare</i> 5, <i>gloom</i> 2; <i>resistant wreck</i> 3, <i>whelm</i> 6, <i>rot</i> 2, <i>rasp</i> 3, <i>frost</i> 7, <i>gleam</i> 8, <i>shake</i> 1, <i>shock</i> 4; <i>immune chaos</i> , <i>charis</i> , <i>hallow</i>
Condition Adaptations: <i>renitent (avail:1)</i> <i>disoriented</i> , <i>stunned</i> ; <i>renitent (avail:2)</i> <i>imbalanced</i> , <i>prostrated</i> ; <i>impervious nauseated</i> , <i>retched</i>
Lifeskills: <i>clout</i> +1 (sta); <i>deepfare</i> +3 (sta); <i>dive</i> +2 (sta); <i>farm</i> +4 (adv); <i>heed</i> +2 (sta); <i>landfare</i> +8 (adv); <i>look</i> +7 (adv; <i>avail:1</i>); <i>lurk</i> +7 (imp); <i>nighlore</i> +2 (sta); <i>seafare</i> +2 (sta); <i>search</i> +4 (sta); <i>toil</i> +6 (imp); <i>tumble</i> +1 (sta)
ATTACKS AND POWERS
• 3 <i>Limbs</i> – 3 strikes; <i>assail</i> Nml [utilization; 0 pneuma]: targeted melee 1; strike +4; <i>wreck (beat-rend)</i> harm 1d4+2 <i>Option</i> [adjuvant; 1 pneuma]: <i>squash</i> (1d4) or <i>slash</i> (1d4)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling</i> – <i>improved</i> ; <i>speedburst</i> (+2); <i>spheresense</i> ; <i>stonesplit</i> ; <i>tendrigrasp</i> (1d4)
Ascension-Point Value: 19

ALPENGARD MONSTER STATISTICS: PLANTS

BRAMBLY WEALDEYE
Tier: Surging Liferview: <i>lashful-detached-leeward</i> Languages: Common, Plant, Insect, Beast, Chimera
Shape: 2×2×1 Size Modifier: -1 Mass Modifier: +2 Speed: walk 3; swim 1; burrow 1
Roottraits: Brw 4; Lth 1; Smt 1; Wis 5; Glt 2 Hasten: 7 Defenses: Nml 18; Ftl 25; Mfl 25 Grit: 44+4d12 [70] Pneuma: 10
Harm Yields: <u>susceptible</u> <i>logos, charis, heinous</i> ; <u>vulnerable</u> <i>flare 5, gloom 2</i> ; <u>resistant</u> <i>wreck 4, overwhelm 7, rot 2, rasp 4, frost 7, gleam 8, shake 1, shock 4</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i> ; <u>impervious</u> <i>nauseated, retched</i>
Lifeskills: <i>clout</i> +2 (sta); <i>deepfare</i> +7 (sta); <i>dive</i> +4 (sta); <i>farm</i> +7 (adv); <i>heed</i> +6 (sta); <i>landfare</i> +12 (adv); <i>look</i> +11 (adv; <i>avail:1</i>); <i>lurk</i> +8 (imp); <i>nighlore</i> +3 (sta); <i>seafare</i> +4 (sta); <i>search</i> +6 (imp); <i>toil</i> +9 (imp); <i>tumble</i> +1 (sta)
ATTACKS AND POWERS
<ul style="list-style-type: none"> • 5 Limbs – 5 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +7; <i>wreck (beat-rend-stab)</i> harm 1d10+2 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) or <i>slash</i> (1d6) or <i>gore</i> (1d6)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling – improved</i> ; <i>speedburst</i> (+2); <i>spheresense</i> ; <i>stonesplit</i> ; <i>tendrigrasp</i> (1d8)
Ascension-Point Value: 31

LEAFY WEALDEYE
Tier: Helming Liferview: <i>laxful-hearted-leeward</i> Languages: Common, Plant, Insect, Beast, Chimera
Shape: 3×3×2 Size Modifier: -4 Mass Modifier: +9 Speed: walk 7; swim 4; burrow 2
Roottraits: Brw 6; Lth 2; Smt 1; Wis 8; Glt 2 Hasten: 10 Defenses: Nml 22; Ftl 31; Mfl 30 Grit: 105+6d12 [144] Pneuma: 14
Harm Yields: <u>susceptible</u> <i>chaos, hubris, heinous</i> ; <u>vulnerable</u> <i>flare 3, gloom 4</i> ; <u>resistant</u> <i>wreck 10, overwhelm 17, rot 2, rasp 6, frost 5, gleam 13, shake 3, shock 2</i> ; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i> ; <u>impervious</u> <i>nauseated, retched</i>
Lifeskills: <i>clout</i> +2 (sta); <i>dive</i> +7 (sta); <i>deepfare</i> +10 (sta); <i>farm</i> +10 (adv); <i>heed</i> +9 (sta); <i>landfare</i> +15 (adv); <i>look</i> +14 (adv; <i>avail:1</i>); <i>lurk</i> +12 (adv); <i>seafare</i> +5 (sta); <i>search</i> +7 (sta); <i>toil</i> +12 (imp); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
Innate Weapons – 5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 4 Limbs: targeted melee 3; strike +10; <i>wreck (beat-rend)</i> harm 2d8+3 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d8) or <i>slash</i> (1d8) • 1 Stomp: targeted melee 2; strike +10; <i>wreck (beat)</i> harm 2d12+7 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d10)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingclimb</i> ; <i>grappling – improved</i> ; <i>speedburst</i> (+4); <i>spheresense</i> ; <i>stonesplit</i> ; <i>tendrigrasp</i> (1d10)
Ascension-Point Value: 47

ALPENGARD MONSTER STATISTICS: PLANTS

SPINY WEALDEYE
Tier: Quelling Lifeview: <i>lashful-hearted-leeward</i> Languages: Common, Plant, Insect, Beast, Chimera, Titan
Shape: 2×2×7 Size Modifier: -7 Mass Modifier: +14 Speed: walk 9; swim 3; burrow 1
Roottraits: Brw 7; Lth 1; Smt 2; Wis 8; Glt 4 Hasten: 10 Defenses: Nml 19; Ftl 34; Mfl 33 Grit: 144+7d12 [190] Pneuma: 18
Harm Yields: <u>susceptible</u> <i>logos, hubris, heinous</i> ; <u>vulnerable</u> <i>flare 4, gloom 4</i> ; <u>resistant</u> <i>wreck 11, whelm 16, rot 4, rasp 8, frost 9, gleam 11, shake 2, shock 5</i> ; <u>immune</u> <i>chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned</i> ; <u>renitent</u> (<i>avail:2</i>) <i>imbalanced, prostrated</i> ; <u>impervious</u> <i>nauseated, retched</i>
Lifeskills: <i>clout +5 (sta); deepfare +11 (sta); dive +9 (sta); farm +11 (adv); heed +10 (sta); landfare +16 (adv); look +15 (adv; avail:1); lurk +11 (adv); nighlore +6 (sta); seafare +7 (sta); search +9 (imp); toil +11 (imp); tumble +2 (sta)</i>
ATTACKS AND POWERS
Innate Weapons – 4 strikes; assail Nml [utilization; 0 pneuma]: • 3 Limbs: targeted melee 4; strike +10; <i>wreck (beat-rend-stab) harm 3d6+6</i> Option [adjutant; 1 pneuma]: <i>squash (1d8) or slash (1d8) or gore (1d8)</i> • 1 Stomp: targeted melee 2; strike +10; <i>wreck (beat) harm 5d6+7</i> Option [adjutant; 1 pneuma]: <i>squash (1d10)</i>
Monster and Mortal Powers: <i>ability substitution (Wis); clingclimb; grappling – improved; speedburst (+5); spheresense; stonesplit; tendrilgrasp (1d10)</i>
Ascension-Point Value: 61

BLOODROOT WEALDEYE TEMPLATE
Movement Alterations: walk +1; burrow +1
Harm Yields Alterations: <u>resistant</u> <i>wreck +4, whelm +2, rot +11</i>
Condition Adaptations Alterations: <u>renitent</u> (<i>avail:1</i>) <i>nauseated, retched, poisoned, diseased</i>
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>limb and stomp strikes – base variable harm +1 d-step, plus siphon (1d8) option</i>
Ascension-Point-Value Alterations: +9