

YOTUN

The classic giants, yotuns are tall, hulking humanoids infused with raw elements, which they can channel through their physical strikes, as well as which are reflected in their magical attacks (if magicians), per yotun breed. Though they hail from the Worldtree, they have also carved homes in the worlds of the Core and pockets of the Maelstrom.

They build homes in caves, yet are skilled artisans and carve beautiful underground architecture; in rare instances, they build fortified giant-sized buildings above ground, designed to stand the test of time. Most yotuns live in clans (11–40 individuals). The distinct yotun breeds cannot produce mixed offspring.

- Lava-red, char-grey or coal-black fire yotuns live in any warm terrain, or willingly venture to cold climes where there may still be hot summers or volcanic activity. They have an affinity for *flare* and *gleam* energy.
- Icy-white, misty-grey or glacial-silver frost yotuns dwell in any cold terrain, preferring to remain as close to snow and ice as possible. They have an affinity for *frost* and *gloom* energy.
- Sandy-tan, rocky-brown and stony-grey stone yotuns dwell in rocky areas—barren ones like steep mountains or deserts, but not necessarily so. They have an affinity for *rot* and *rasp* energy.
- Cloudy-white, stormy-grey or lightning-yellow storm yotuns dwell in extreme highlands—tall mountains and sheer crags amidst fierce weather—and also enjoy forests. They have an affinity for *shock* and *shake* energy.

Clever tacticians, yotuns will attack with ranged weapons before closing to use their mighty prowess in the melee, but do have giant-pride and consider smaller creatures to be inferior, which can lead to mistakes.

- Hacker yotuns wear common armor, bear common shields and carry common weapons that are one size category above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+1 d-step); they also increase thrown versatile and ranged (missile) weapon ranges (base short +5 squares)—featured specimen: stud armor, no shield, single great melee weapon, single medium versatile weapon.
- Jinxer yotuns wear common armor, bear common shields and carry common weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal exarchs (+2 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +10 squares)—featured specimen: stud armor, medium shield, single heavy melee weapon.
- Battler yotuns wear common armor, bear common shields and carry common weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+2 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +5 squares)—featured specimen: ring armor, no shield, single great melee weapon, single medium versatile weapon.
- Curser yotuns wear common armor, bear common shields and carry common weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal exarchs (+3 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +10 squares)—featured specimen: ring armor, medium shield, single heavy melee weapon.
- Leader yotuns wear common armor, bear common shields and carry superior weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+4 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +15 squares)—featured specimen: chain armor, no shield, single great melee weapon, single heavy ranged weapon.
- Hexer yotuns wear superior armor, bear superior shields and carry common weapons that are four size categories above equivalent mortal weapons, wielding them as effectively as mortal exarchs (+4 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +15 squares)—featured specimen: chain armor, heavy shield, single heavy melee weapon.
- Ruler yotuns wear superior armor, bear superior shields and carry superior weapons that are five size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+6 d-steps); they also increase thrown versatile and ranged (missile) weapon ranges (base short +20 squares)—featured specimen: splint armor, no shield, single great melee weapon, single great ranged weapon.

ALPENGARD | MONSTER STATISTICS

YOTUN TRAITS
Class: giant
Origin: Dauroam
Sapience: moral-agent Lifeviews: <i>lawful-detached-leeward, lawful-wicked-leeward, lawful-hearted-leeward, lashful-wicked-leeward, lashful-detached-leeward, lashful-hearted-leeward</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning 1×1×1 to Crowning 3×3×6
Role: warrior [hacker, battler, leader, ruler] or magician [jinxer, curser, hexer]
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>nighlore</i> (sta) DR 16 • <i>Specific:</i> <i>farlore</i> (imp) DR 27
Roottrait Points: 7+[3×(tier-1)]
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Glt/Brw • <i>Magical Strikes/Harm:</i> Glt/Smt
Augmentations/Lifeskills: Nml +2, Ftl +2, Mfl +2; hasten +2; physical strikes +4, physical harm +7; magical strikes +1, magical harm +1; <i>chip</i> +0 (train: sta); <i>clout</i> +2 (train: sta); <i>deepfare</i> +1 (train: imp); <i>dive</i> +0 (train: sta); <i>farlore</i> +0 (train: sta); <i>heed</i> +0 (train: sta); <i>herd</i> +0 (train: sta); <i>hew</i> +1 (train: sta); <i>landfare</i> +1 (train: imp); <i>look</i> +3 (train: sta); <i>lurk</i> +0 (train: sta); <i>mingle</i> +0 (train: sta); <i>nighlore</i> +0 (train: sta); <i>seafare</i> +0 (train: sta); <i>search</i> +0 (train: sta); <i>smith</i> +1 (train: sta); <i>taw</i> +0 (train: sta); <i>toil</i> +3 (train: imp); <i>tumble</i> +0 (train: sta); <i>weave</i> +0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d5)×cubes] meals; <i>cook</i> (imp) DR 18 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (imp) DR 23 <i>poisoned</i> (basal) • <i>Bones:</i> [(3d8)×cubes] silvers; <i>hew</i> (imp) DR 20 • <i>Hides:</i> [(2d6)×cubes] silvers; <i>taw</i> (imp) DR 19
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> abundant • <i>Magical:</i> modest

HACKER YOTUN
Tier: Raising
Lifeview: <i>lashful-wicked-leeward</i>
Languages: Common, Giant, Faerie, Weird
Shape: 1×1×3
Size Modifier: ±0
Mass Modifier: +1
Speed: walk 12
Roottraits: Brw 7; Lth 2; Smt 1; Wis 1; Glt 2
Hasten: 3
Defenses: Nml 19; Ftl 29; Mfl 18
Grit: 35+6d6 [56]
Pneuma: 8
Harm Yields: <ul style="list-style-type: none"> • <i>Fire:</i> <u>susceptible</u> <i>rasp, rot, shake, shock, logos, charis, heinous; vulnerable</i> <i>frost</i> 13, <i>gloom</i> 8; <u>resistant</u> <i>wreck</i> 2 (armor +7), <i>whelm</i> 3 (armor +1), <i>flare</i> 25, <i>gleam</i> 9; <u>immune</u> <i>chaos, hubris, hallow</i> • <i>Frost:</i> <u>susceptible</u> <i>rasp, rot, shake, shock, logos, charis, heinous; vulnerable</i> <i>flare</i> 13, <i>gleam</i> 8; <u>resistant</u> <i>wreck</i> 2 (armor +7), <i>whelm</i> 3 (armor +1), <i>frost</i> 25, <i>gloom</i> 9; <u>immune</u> <i>chaos, hubris, hallow</i> • <i>Stone:</i> <u>susceptible</u> <i>flare, frost, gleam, gloom, logos, charis, heinous; vulnerable</i> <i>shake</i> 13, <i>shock</i> 8; <u>resistant</u> <i>wreck</i> 2 (armor +7), <i>whelm</i> 3 (armor +1), <i>rasp</i> 9, <i>rot</i> 25; <u>immune</u> <i>chaos, hubris, hallow</i> • <i>Storm:</i> <u>susceptible</u> <i>flare, frost, gleam, gloom, logos, charis, heinous; vulnerable</i> <i>rasp</i> 13, <i>rot</i> 8; <u>resistant</u> <i>wreck</i> 2 (armor +7), <i>whelm</i> 3 (armor +1), <i>shake</i> 9, <i>shock</i> 25; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, poisoned, diseased</i>
Lifeskills: <i>chip</i> +2 (sta); <i>clout</i> +4 (sta); <i>deepfare</i> +6 (imp); <i>dive</i> +9 (imp; armor -3); <i>farlore</i> +2 (sta); <i>heed</i> +2 (sta); <i>herd</i> +8 (sta); <i>hew</i> +5 (sta); <i>landfare</i> +6 (imp); <i>look</i> +5 (sta); <i>lurk</i> +2 (sta; armor -3); <i>mingle</i> +2 (sta); <i>nighlore</i> +1 (sta); <i>seafare</i> +5 (sta); <i>search</i> +1 (sta); <i>smith</i> +5 (sta); <i>taw</i> +4 (sta); <i>toil</i> +12 (imp; armor -3); <i>tumble</i> +2 (sta; armor -3); <i>weave</i> +2 (sta)
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +6; <i>wreck</i> (<i>beat</i>) harm 1d4+8 (mainhand) or 1d4+7 (offhand) Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) Option [adjuvant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d4) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Bigadze (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +6; <i>wreck</i> (<i>beat-chop</i>) harm 1d10+1d8+15 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) or <i>hack</i> (1d6) Option [adjuvant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d4) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Bident (Defensive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2 or ranged 15/30/45; strike +6; <i>wreck</i> (<i>stab</i>) harm 1d12+15 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6) Option [adjuvant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d4)
Monster and Mortal Powers: <i>ability substitution</i> (Glt); <i>chargecrush</i> ; <i>goonsmite</i> ; <i>grappling</i> – standard; <i>speedburst</i> (+2)
Ascension-Point Value: 26

ALPENGARD | MONSTER STATISTICS

JINXER YOTUN
<p>Tier: Surging Lifeview: <i>lawful-detached-leeward</i> Languages: Common, Giant, Faerie, Weird, Dragon, Primal</p>
<p>Shape: 2×1×3 Size Modifier: -1 Mass Modifier: +3 Speed: walk 13 Languages: Common, Giant, Faerie, Weird, Dragon, Primal</p>
<p>Roottraits: Brw 6; Lth 2; Smt 3; Wis 1; Glt 4 Hasten: 3 Defenses: Nml 20; Ftl 28; Mfl 23 Grit: 57+8d6 [85] Pneuma: 12</p>
<p>Harm Yields:</p> <ul style="list-style-type: none"> • Fire: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>frost 15, gloom 10</i>; <u>resistant</u> <i>wreck 3 (armor/shield +10), whelm 3 (armor/shield +2), flare 29, gleam 11</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Frost: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>flare 15, gleam 10</i>; <u>resistant</u> <i>wreck 3 (armor/shield +10), whelm 3 (armor/shield +2), frost 29, gloom 11</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Stone: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>shake 15, shock 10</i>; <u>resistant</u> <i>wreck 3 (armor/shield +10), whelm 3 (armor/shield +2), rasp 11, rot 29</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Storm: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>rasp 15, rot 10</i>; <u>resistant</u> <i>wreck 3 (armor/shield +10), whelm 3 (armor/shield +2), shake 11, shock 29</i>; <u>immune</u> <i>logos, hubris, hallow</i>
<p>Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, poisoned, diseased</i></p>
<p>Lifeskills: <i>chip +4 (sta); clout +8 (imp); deepfare +6 (imp); dive +7 (sta; armor/shield -5); farlore +5 (sta); heed +4 (imp); herd +8 (sta); hew +7 (sta); landfare +6 (imp); look +6 (sta); lurk +2 (sta; armor/shield -5); mingle +6 (imp); nighlore +3 (sta); seafare +7 (sta); search +3 (sta); smith +7 (sta); taw +4 (sta); toil +12 (imp); armor/shield -5; tumble +3 (sta; armor/shield -5); weave +2 (sta)</i></p>
ATTACKS AND POWERS
<p>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +8; <i>wreck (beat)</i> harm 1d6+8 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) Option [adjutant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d4) Option [adjutant; 0 pneuma]: <i>knockdown</i></p>
<p>1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike +8; <i>wreck (beat)</i> harm 1d12+16 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) Option [adjutant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d4) Option [adjutant; 0 pneuma]: <i>knockdown</i></p>
<p>Arcane Energysmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 3; strike +5; [<i>per yotun breed</i>] harm 1d10+4</p>
<p>Arcane Energyray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +5; [<i>per yotun breed</i>] harm 1d8+3</p>
<p>Arcane Energyspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +5; <i>wreck (stab)</i> harm 1d6+1 plus [<i>per yotun breed</i>] harm 1d6 Option [adjutant; 2 pneuma]: <i>combine</i></p>
<p>Arcane Energyblast – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +5; [<i>per yotun breed</i>] harm 1d6+2</p>
<p>Monster and Mortal Powers: <i>ability substitution (Glt); arcane omen; arcane radiance; arcane shadow; arcane sigil; baleful jinx; chargecrush; goonsmite; grappling – standard; magic channeling; magic countering; magic deciphering; magic sensing; speedburst (+2)</i></p>
<p>Ascension-Point Value: 36</p>

BATTLER YOTUN
<p>Tier: Honing Lifeview: <i>lawful-detached-leeward</i> Languages: Common, Giant, Faerie, Weird, Dragon</p>
<p>Shape: 2×1×3 Size Modifier: -1 Mass Modifier: +3 Speed: walk 14 (armor -1)</p>
<p>Roottraits: Brw 9; Lth 2; Smt 2; Wis 1; Glt 5 Hasten: 3 Defenses: Nml 20; Ftl 35; Mfl 24 Grit: 87+10d6 [122] Pneuma: 15</p>
<p>Harm Yields:</p> <ul style="list-style-type: none"> • Fire: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>frost 17, gloom 12</i>; <u>resistant</u> <i>wreck 4 (armor +9), whelm 5 (armor +2), flare 34, gleam 14</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Frost: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>flare 17, gleam 12</i>; <u>resistant</u> <i>wreck 4 (armor +9), whelm 5 (armor +2), frost 34, gloom 14</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Stone: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>shake 17, shock 12</i>; <u>resistant</u> <i>wreck 4 (armor +9), whelm 5 (armor +2), rasp 14, rot 34</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Storm: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>rasp 17, rot 12</i>; <u>resistant</u> <i>wreck 4 (armor +9), whelm 5 (armor +2), shake 14, shock 34</i>; <u>immune</u> <i>logos, hubris, hallow</i>
<p>Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, poisoned, diseased</i></p>
<p>Lifeskills: <i>chip +3 (sta); clout +8 (sta); deepfare +7 (imp); dive +11 (imp; armor -4); farlore +6 (sta); heed +3 (sta); herd +10 (sta); hew +7 (sta); landfare +7 (imp); look +7 (imp); lurk +2 (sta; armor -4); mingle +6 (sta); nighlore +2 (sta); seafare +9 (sta); search +4 (sta); smith +7 (sta); taw +5 (sta); toil +14 (imp; armor -4); tumble +3 (sta; armor -4); weave +2 (sta)</i></p>
ATTACKS AND POWERS
<p>2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +9; <i>wreck (beat)</i> harm 1d6+10 (mainhand) or 1d6+9 (offhand) Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) Option [adjutant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d6) Option [adjutant; 0 pneuma]: <i>knockdown</i></p>
<p>1 Orb (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike +9; <i>wreck (beat-stab)</i> harm 2d10+19 Option [adjutant; 1 pneuma]: <i>squash</i> (1d6) or <i>gore</i> (1d6) Option [adjutant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d6) Option [adjutant; 0 pneuma]: <i>knockdown</i></p>
<p>1 Javelin (Defensive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3 or ranged 15/30/45; strike +9; <i>wreck (stab)</i> harm 1d12+19 Option [adjutant; 1 pneuma]: <i>gore</i> (1d6) Option [adjutant; 1 pneuma]: <i>ensheathe</i> [<i>per yotun breed</i>] (1d6)</p>
<p>Monster and Mortal Powers: <i>ability substitution (Glt); chargecrush; goonsmite; grappling – improved; speedburst (+2)</i></p>
<p>Ascension-Point Value: 45</p>

ALPENGARD | MONSTER STATISTICS

CURSER YOTUN
Tier: Helming Liferview: <i>lawful-wicked-leeward</i> Languages: Common, Giant, Faerie, Weird, Dragon, Primal, Genie
Shape: 2×2×3 Size Modifier: -3 Mass Modifier: +6 Speed: walk 14 (armor -1)
Roottraits: Brw 7; Lth 2; Smt 4; Wis 2; Glt 6 Hasten: 4 Defenses: Nml 21; Ftl 32; Mfl 28 Grit: 121+12d6 [163] Pneuma: 18
Harm Yields: <ul style="list-style-type: none"> • Fire: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>frost 19, gloom 14</i>; <u>resistant</u> <i>wreck 6 (armor/shield +12), whelm 6 (armor/shield +3), flare 40, gleam 18</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Frost: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>flare 19, gleam 14</i>; <u>resistant</u> <i>wreck 6 (armor/shield +12), whelm 6 (armor/shield +3), frost 40, gloom 18</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Stone: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>shake 19, shock 14</i>; <u>resistant</u> <i>wreck 6 (armor/shield +12), whelm 6 (armor/shield +3), rasp 18, rot 40</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Storm: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>rasp 19, rot 14</i>; <u>resistant</u> <i>wreck 6 (armor/shield +12), whelm 6 (armor/shield +3), shake 18, shock 40</i>; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, poisoned, diseased</i>
Lifeskills: <i>chip +5 (sta); clout +11 (imp); deepfare +7 (imp); dive +8 (sta; armor/shield -6); farlore +8 (sta); heed +6 (imp); herd +10 (sta); hew +8 (sta); landfare +7 (imp); look +8 (sta); lurk +3 (sta); armor/shield -6); mingle +9 (imp); nighlore +5 (sta); seafare +9 (sta); search +5 (sta); smith +8 (sta); taw +5 (sta); toil +14 (imp); armor/shield -6); tumble +4 (sta; armor/shield -6); weave +3 (sta); writ +5 (sta)</i>
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +10; <i>wreck (beat)</i> harm 1d8+10 Option [adjutant; 1 pneuma]: <i>squash (1d8)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d6)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike +10; <i>wreck (beat)</i> harm 1d8+1d6+20 Option [adjutant; 1 pneuma]: <i>squash (1d8)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d6)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
Arcane Energysmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 3; strike +7; <i>[per yotun breed]</i> harm 1d10+5
Arcane Energyray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +7; <i>[per yotun breed]</i> harm 1d8+4
Arcane Energyspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +7; <i>wreck (stab)</i> harm 1d6+1 plus <i>[per yotun breed]</i> harm 1d6+1 Option [adjutant; 2 pneuma]: <i>combine</i>
Arcane Energyblast – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +7; <i>[per yotun breed]</i> harm 1d6+2
Arcane Energywall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +7; <i>[per yotun breed]</i> harm 1d4+3 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>ability substitution (Glt); arcane omen; arcane radiance; arcane shadow; arcane sigil; baleful curse; baleful jinx; chargecrush; goonsmite; grappling – standard; magic channeling; magic countering; magic deciphering; magic sensing; speedburst (+3)</i>

LEADER YOTUN
Tier: Quelling Liferview: <i>lawful-detached-leeward</i> Languages: Common, Giant, Faerie, Weird, Dragon, Titan
Shape: 2×2×4 Size Modifier: -4 Mass Modifier: +8 Speed: walk 16 (armor -2) Languages: Common, Giant, Faerie, Weird, Dragon, Titan
Roottraits: Brw 10; Lth 2; Smt 3; Wis 2; Glt 8 Hasten: 4 Defenses: Nml 20 (armor -1); Ftl 39; Mfl 30 Grit: 165+14d6 [214] Pneuma: 22
Harm Yields: <ul style="list-style-type: none"> • Fire: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>frost 22, gloom 17</i>; <u>resistant</u> <i>wreck 7 (armor +11), whelm 8 (armor +2), flare 48, gleam 24</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Frost: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>flare 22, gleam 17</i>; <u>resistant</u> <i>wreck 7 (armor +11), whelm 8 (armor +2), frost 48, gloom 24</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Stone: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>shake 22, shock 17</i>; <u>resistant</u> <i>wreck 7 (armor +11), whelm 8 (armor +2), rasp 24, rot 48</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Storm: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>rasp 22, rot 17</i>; <u>resistant</u> <i>wreck 7 (armor +11), whelm 8 (armor +2), shake 24, shock 48</i>; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, poisoned, diseased</i>
Lifeskills: <i>chip +4 (sta); clout +12 (imp); deepfare +9 (imp); dive +10 (sta; armor -4); farlore +9 (sta); heed +6 (sta); herd +10 (sta); hew +9 (sta); landfare +9 (imp); look +10 (imp); lurk +3 (sta; armor -4); mingle +9 (sta); nighlore +4 (sta); seafare +10 (sta); search +4 (sta); smith +10 (imp); taw +7 (sta); toil +14 (imp; armor -4); tumble +3 (sta; armor -4); weave +3 (sta)</i>
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike +12; <i>wreck (beat)</i> harm 1d8+13 (mainhand) or 1d8+12 (offhand) Option [adjutant; 1 pneuma]: <i>squash (1d8)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d8)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Falchion (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 4; strike +12; <i>wreck (rend)</i> harm 1d12+1d10+25 Option [adjutant; 1 pneuma]: <i>rend (1d8)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d8)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Fastsling (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: ranged 30/60/90; strike +12; <i>wreck (stab)</i> harm 1d10+1d8+25 Option [adjutant; 1 pneuma]: <i>gore (1d8)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d8)</i>
Monster and Mortal Powers: <i>ability substitution (Glt); chargecrush; goonsmite; grappling – advanced; speedburst (+3)</i>
Ascension-Point Value: 69

ALPENGARD | MONSTER STATISTICS

HEXER YOTUN
Tier: Mastering
Lifeview: <i>lawful-detached-leeward</i>
Languages: Common, Giant, Faerie, Weird, Dragon, Primal, Titan, Genie, Fiend, Archon
Shape: 3×2×4 Size Modifier: -6 Mass Modifier: +12 Speed: walk 16 (armor/shield -3)
Roottraits: Brw 8; Lth 2; Smt 7; Wis 2; Glt 9 Hasten: 4 Defenses: Nml 23 (armor/shield -2); Ftl 36; Mfl 36 Grit: 212+16d6 [268] Pneuma: 25
Harm Yields: <ul style="list-style-type: none"> • Fire: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>frost 26, gloom 20</i>; <u>resistant</u> <i>wreck 8 (armor/shield +15), whelm 8 (armor/shield +6), flare 58, gleam 28</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Frost: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>flare 26, gleam 20</i>; <u>resistant</u> <i>wreck 8 (armor/shield +15), whelm 8 (armor/shield +6), frost 58, gloom 28</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Stone: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>shake 26, shock 20</i>; <u>resistant</u> <i>wreck 8 (armor/shield +15), whelm 8 (armor/shield +6), rasp 28, rot 58</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Storm: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>rasp 26, rot 20</i>; <u>resistant</u> <i>wreck 8 (armor/shield +15), whelm 8 (armor/shield +6), shake 28, shock 58</i>; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, poisoned, diseased</i>
Lifeskills: <i>chip +8 (sta); clout +14 (adv); deepfare +8 (imp); dive +9 (sta; armor/shield -7); farlore +11 (imp); heed +7 (imp); herd +10 (sta); hew +11 (sta); landfare +8 (imp); look +9 (sta); lurk +3 (sta; armor/shield -7); mingle +11 (imp); nighlore +8 (sta); seafare +10 (sta); search +8 (sta); smith +12 (imp); taw +6 (sta); toil +14 (imp; armor/shield -7); tumble +5 (sta; armor/shield -7); weave +3 (sta); writ +8 (sta)</i>
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike +13; <i>wreck (beat) harm 1d8+14 (mainhand) or 1d8+13 (offhand)</i> Option [adjutant; 1 pneuma]: <i>squash (1d10)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d8)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 4; strike +13; <i>wreck (beat) harm 2d8+27</i> Option [adjutant; 1 pneuma]: <i>squash (1d10)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d8)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
Arcane Energysmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 4; strike +10; <i>[per yotun breed] harm 1d10+8</i>
Arcane Energyray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted ranged 40; strike +10; <i>[per yotun breed] harm 1d8+6</i>
Arcane Energyspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted ranged 30; strike +10; <i>wreck (stab) harm 1d6+1 plus [per yotun breed] harm 1d6+1</i> Option [adjutant; 2 pneuma]: <i>combine</i>
Arcane Energyblast – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area ranged 30; strike +10; <i>[per yotun breed] harm 1d6+2</i>
Arcane Energywall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area ranged 20; strike +10; <i>[per yotun breed] harm 1d4+4 – persist (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade</i>
Arcane Energywisp – 1 strike; assail Nml [utilization; 3 pneuma]: targeted ranged 10; strike +10; <i>[per yotun breed] harm 1d4 – persist</i>

(10 rounds; range 10)
Monster and Mortal Powers: <i>ability substitution (Glt); arcane omen; arcane radiance; arcane shadow; arcane sigil; baleful curse; baleful hex (debilitation, misfortune, rage, sorrow); baleful jinx; chargecrush; goonsmite; grappling – standard; magic channeling; magic countering; magic deciphering; magic sensing; speedburst (+3)</i>
Ascension-Point Value: 77

RULER YOTUN
Tier: Reckoning
Lifeview: <i>lawful-wicked-leeward</i>
Languages: Common, Giant, Faerie, Weird, Dragon, Primal, Titan, Genie
Shape: 3×2×5 Size Modifier: -7 Mass Modifier: +15 Speed: walk 17 (armor -3)
Roottraits: Brw 10; Lth 4; Smt 5; Wis 2; Glt 10 Hasten: 4 Defenses: Nml 23 (armor -2); Ftl 41; Mfl 36 Grit: 268+18d6 [331] Pneuma: 30
Harm Yields: <ul style="list-style-type: none"> • Fire: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>frost 29, gloom 23</i>; <u>resistant</u> <i>wreck 9 (armor +13), whelm 9 (armor +4), flare 70, gleam 33</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Frost: <u>susceptible</u> <i>rasp, rot, shake, shock, chaos, charis, heinous</i>; <u>vulnerable</u> <i>flare 29, gleam 23</i>; <u>resistant</u> <i>wreck 9 (armor +13), whelm 9 (armor +4), frost 70, gloom 33</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Stone: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>shake 29, shock 23</i>; <u>resistant</u> <i>wreck 9 (armor +13), whelm 9 (armor +4), rasp 33, rot 70</i>; <u>immune</u> <i>logos, hubris, hallow</i> • Storm: <u>susceptible</u> <i>flare, frost, gleam, gloom, chaos, charis, heinous</i>; <u>vulnerable</u> <i>rasp 29, rot 23</i>; <u>resistant</u> <i>wreck 9 (armor +13), whelm 9 (armor +4), shake 33, shock 70</i>; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, poisoned, diseased</i>
Lifeskills: <i>chip +7 (sta); clout +14 (adv); deepfare +9 (imp); dive +11 (imp; armor -5); farlore +10 (sta); heed +8 (imp); herd +10 (sta); hew +11 (sta); landfare +9 (imp); look +10 (sta); lurk +5 (sta; armor -5); mingle +10 (sta); nighlore +6 (sta); seafare +10 (sta); search +6 (sta); smith +11 (sta); taw +7 (sta); toil +14 (imp; armor -5); tumble +6 (sta; armor -5); weave +4 (sta); writ +7 (sta)</i>
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 4; strike +14; <i>wreck (beat) harm 1d10+16</i> Option [adjutant; 1 pneuma]: <i>squash (1d12)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d10)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Havocaxe (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 5; strike +14; <i>wreck (chop) harm 2d10+1d8+32</i> Option [adjutant; 1 pneuma]: <i>hack (1d12)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d10)</i> Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Swiftbow (Offensive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: ranged 40/80/120; strike +14; <i>wreck (stab) harm 2d10+1d6+32</i> Option [adjutant; 1 pneuma]: <i>gore (1d12)</i> Option [adjutant; 1 pneuma]: <i>ensheathe [per yotun breed] (1d10)</i>
Monster and Mortal Powers: <i>ability substitution (Glt); chargecrush; goonsmite; grappling – advanced; speedburst (+4)</i>
Ascension-Point Value: 83