

MONSTER POWERS

Monster-type statistical tables list attack powers and special powers, some of which are fully described in those tables and others of which are described here. Or they may have access to mortal powers found in *Alpengard: Tales and Adventurers* (Chapter 5). Some of the following special powers stand on their own and are listed among monsters' "Key Monster and Mortal Powers". Others augment attacks, similar to mortal powers like *rending slash*, and are listed as "Options" along with monsters' attack powers.

These powers are only available to monsters, unless the GM decides otherwise in order to expand mortal power options—or wants to use them as special options associated with mortal powers like *way of the cultist*.

If a power requires physical touch, whether a cutting blow or a caustic, or if it inflicts *wreck* or *whelm* harm, incorporeal targets are immune to it. Any further restrictions are noted in each power description.

Some powers are actually detrimental, reflecting the fact (e.g. *inferior defense*), reflecting the fact that a monster may be inferior to a mortal in a particular arena.

ABILITY SUBSTITUTION

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: Creature focuses on its best abilities to enhance its combat effectiveness.

- For physical attacks, grants option to use Smt, Wis or Glt as either the attack strike or attack harm roottrait score bonus, along with Brw or Lth as the other.
- For magical attacks, grants option to use Smt, Wis or Glt as either the attack strike or attack harm roottrait score bonus, along with any other roottrait as the other.

AGONIZE

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 encounter

Effects: Monster inflicts debilitating wounds upon an enemy. Affects 1 hit-target. Monster engages target in a counter-Brw or counter-Lth challenge (monster and target choose separately). If target fails, it is distracted by pain and is *nauseated*; an individual target can only suffer 1 *agonize* effect at a time. If monster is capable of executing more than 1 physical attack strike per turn, it has the option to expend pneuma to execute *agonize* against separate hit-targets.

Agonize is only effective against targets with zoetic-organic vessels.

ASPECT OF MAGICIAN

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: Analogous to the assaulter *aspect* powers, *aspect of magician* grants a warrior-role monster access to magical attack and special powers. Since monsters do not have power access slots, *aspect of magician* does not hinge upon a monster utilizing the assaulter *aspect procurement* power to employ new powers. Instead, *aspect of magician* opens the doorway to all magical powers (whether monstrous powers or mortal kall powers), though the monsters in this book are still limited to those powers that fit their themes, keeping statistical balance in mind.

All the same power restrictions for *aspect procurement* apply, and just as for *aspect procurement*, a warrior-role monster must expend 1 extra pneuma beyond what a magician would expend to execute the power—if a power would normally cost 2 pneuma, monster must expend 3 pneuma.

AURA OF DREAD

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 3**Duration:** 1 encounter

Effects: Monster's fearsome presence inspires terror. Affects an aura of range [$\frac{1}{2} \times \text{tier}$] (↑); monster can choose to generate a smaller aura of minimum range 1. Monster engages each creature in affected area—as well as that starts or ends its turn in ongoing zone, or passes through it—in a counter-magic challenge, including if monster's movement on its turn brings creature within the aura. If target fails, it is *panicked* of monster. If target succeeds, it is immune to that monster's *aura of dread* for 1 day, though not to other monsters' *aura of dread* or *aura of fright* powers.

AURA OF FRIGHT**Tier:** Dawning**Type:** Special**Action:** None**Pneuma Expenditure:** 3**Duration:** 1 encounter

Effects: Monster's fearsome presence inspires terror. Affects an aura of range [$\frac{1}{2} \times \text{tier}$] (↑); monster can choose to generate a smaller aura of minimum range 1. Monster engages each creature in affected area—as well as that starts or ends its turn in ongoing zone, or passes through it—in a counter-magic challenge, including if monster's movement on its turn brings creature within the aura. If target fails, it is *scared* of monster. If target succeeds, it is immune to that monster's *aura of fright* for 1 day, though not to other monsters' *aura of fright* or *aura of dread* powers.

AURA OF RUIN**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 3**Duration:** 1 encounter

Effects: Pulling essences from within, monster projects damaging radiation (*wreck, whelm, rot, rasp, frost, flare, gleam, shake, gloom* or *shock*), such as *aura of forceruin*, *aura of crushruin*, *aura of fireeruin*, *aura of icceruin*, *aura of radianceruin*, *aura of shadowruin*, *aura of acidruin*, *aura of poisonruin*, *aura of thunderruin* or *aura of lightningruin*. Some monsters can also project spiritual energy through *aura of ruin* (inflicting *hallow* or *heinous* harm), or soulual energy if the GM uses the optional *lifeviews* rule presented in *Alpengard: Tales and Adventurers* (inflicting *logos, chaos, charis* or *hubris* harm). Affects an aura of range [$1 \times \text{tier}$]; monster can choose to generate a smaller aura of minimum range 0.

Each creature in affected area—as well as that starts or ends its turn in ongoing zone, or passes through it—suffers variable harm of the aura's category, including if monster's movement on its turn brings creature within the aura. Harm type/category and variable harm are noted in each monster's statistics, such as: *aura of lightningruin* (1d4) or, if monster is capable of more than one type of aura, will note all the options, such as *aura of ruin* (*rasp* or *rot* or *shake*; 1d6). *Aura of ruin* affects inanimate objects as well, so *aura of fireruin* could ignite flammable objects and *aura of thunderruin* could shatter fragile objects. *Aura of ruin* weakly obscures visibility.

BALEFUL CURSE**Tier:** Beginning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 2**Duration:** 1 encounter

Effects: Using hateful magic, monster curses its enemies. Affects 1 creature within range 15. Monster target in a counter-magic challenge. If target fails, it suffers a -6 penalty to one statistic: Nml, Ftl, Mfl, attack strike rolls, or attack harm rolls (monster's choice).

BALEFUL HEX**Tier:** Raising**Type:** Special**Action:** Utilization**Pneuma Expenditure:** Varies**Duration:** 1 day

Effects: Wielding vengeful magic, monster hexes an enemy with a detrimental spirit. Affects 1 creature within range 20. Monster engages target in a counter-magic challenge. If target fails, it is hexed with a *spirit* equal to half of monster's tier

(rounded up). But if target prevails, it does not receive the spirit's presence, and the eidolon is unable to enter the Cosmos. Once *baleful hex* expires (if target fails), the eidolon is free to roam the Cosmos of its own accord for 6 days, after which it instantly returns to its verse of origin unless it has other means to remain in the Multiverse. GM either determines the true nature of the spirit or rolls randomly (see Chapter 19).

The type of eidolon affects the amount of pneuma required, and some monsters have a choice of multiple eidolons (monster chooses one), with such notations as *baleful hex* (debilitation, lechery, terror):

- **Spirit of Apathy:** 5 pneuma; consumed with indifference, target suffers a $-[1 \times (\text{spirit's tier})]$ penalty to hasten, Nml, Ftl and Mfl.
- **Spirit of Debilitation:** 4 pneuma; unable to muster effort, target is *slowed* and *fatigued*.
- **Spirit of Lechery:** 3 pneuma; brimming with lust, any time target is approached romantically (even insincerely) by a creature to which it could be attracted, target must make a Smt, Wis or Glt check (target's choice) $[DR 20 + (1 \times (\text{spirit's tier}))]$ – if target fails, it becomes *captivated* by romance-source for the duration.
- **Spirit of Misfortune:** 5 pneuma; haunted by ill luck, target suffers a $-[1 \times (\text{spirit's tier})]$ penalty to hasten, attack strike, lifeskill, roottrait and counter-challenge rolls.
- **Spirit of Pestilence:** 3 pneuma; riddled with infirmity, target becomes *diseased (basal)* [Beginning or Dawning *spirit*], *diseased (lesser)* [Raising or Surging *spirit*] or *diseased (medial)* [Honing *spirit*].
- **Spirit of Rage:** 2 pneuma; fueled by fury, any time target executes a physical attack, target adds an extra 1d2 nonmagic *wreck* harm to each strike, but becomes *imbalanced* and *jostled* (1 encounter) if it misses 1+ strikes during its turn.
- **Spirit of Sorrow:** 2 pneuma; wracked with grief, any time it is confronted with profound sadness, target must make a Smt, Wis or Glt check (target's choice) $[DR 20 + (1 \times (\text{spirit's tier}))]$ – if target fails, it begins weeping uncontrollably, losing its ambulation and utilization actions (1 round).
- **Spirit of Terror:** 2 pneuma; unable to control its fear, any time it is hit by an attack, target must make a Smt, Wis or Glt check (target's choice) $[DR 20 + (1 \times (\text{spirit's tier}))]$ – if target fails, it becomes *scared* of fear-source.
- **Spirit of Torment:** 3 pneuma; tortured by its own failures, any time it is reminded of past mistakes or failures, target must make a Smt, Wis or Glt check (target's choice) $[DR 20 + (1 \times (\text{spirit's tier}))]$ – if target fails, it is *slowed* and *fatigued* (1 encounter).

BALEFUL JINX

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 encounter

Effects: Wielding spiteful magic, monster jinxes an enemy. Affects 1 creature within range 10. Monster engages target in a counter-magic challenge. If target fails, it suffers a -3 penalty to one statistic: Nml, Ftl, Mfl, attack strike rolls, or attack harm rolls (monster's choice).

CHARGECRUSH

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 2

Duration: 1 encounter

Effects: Monster crushes enemies underfoot; any time it executes a *trample* attack—see *Alpengard: Tales and Adventurers* (Chapter 9)—it upgrades the harm inflicted. If moving into or through the same space as a target roughly half its size or smaller, monster can inflict both *wreck* and *whelm* harm, whereas a monster without *chargecrush* would only be able to inflict *wreck* harm (and also to a lesser degree).

For *trample* attacks, the following parameters list how much *wreck* harm a monster can inflict without *chargecrush*, as well as how much *wreck* and *whelm* harm it can inflict with *chargecrush*, depending on its size (a 0×0×0 monster cannot execute a *trample* attack, since nothing is statistically smaller than it):

Monster Size Range:	Trample Wreck:	Chargecrush-Trample Wreck:	Chargecrush-Trample Whelm:
$\frac{1}{8} \times \frac{1}{8} \times \frac{1}{8} - 1 \times 1 \times \frac{1}{2}$	1	1d2	0
1 Cube	1d2	1d4	0
2–4 Cubes	1d2	1d6	1
5–8 Cubes	1d4	1d8	1
9–16 Cubes	1d4	1d10	1d2
17–28 Cubes	1d6	1d12	1d2
29–44 Cubes	1d6	1d8+1d6	1d4

ALPENGARD | MONSTER STATISTICS

45-64 Cubes	1d8	2d8	1d4
65-88 Cubes	1d10	1d10+1d8	1d6
89-116 Cubes	1d12	2d10	1d8
117-148 Cubes	1d8+1d6	1d12+1d10	1d10
149+ Cubes	2d8	2d12	1d12

CHARMING VOICE

Tier: Dawning

Type: Special

Action: Utilization

Pneuma Expenditure: 2

Duration: 2+[1×tier] hours

Effects: Equivalent to druid *charming gaze* power, *charming voice* is instead executed through spoken words. Monster aims to convince a victim that it is trustworthy and likeable. Affects 1 creature. Monster speaks compelling words and engages target in a counter-magic challenge. If target fails, it is *charmed*. If monster is unable to communicate verbally, it cannot execute *charming voice*, though it can if it is naturally deaf or *deafened* yet still normally able to communicate verbally.

Charming voice is only effective against targets with auditory senses; it can affect incorporeal targets.

CLINGCLIMB

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: Due to adaptations with its limbs, paws, claws, barbs or other appendages, monster can cling to precarious surfaces and climb rapidly. With no *toil* check required, it can climb on vertical surfaces at [$\frac{3}{4} \times (\text{walking speed})$] (↑). To climb on vertical surfaces at [$1 \times (\text{walking speed})$], a *toil* check is required – GM sets DR based on circumstances. In special situations on vertical surfaces, such as trying to grip an icy cliff, GM may still require monster to make a *toil* check rather than allowing it to climb without risk.

CLINGWALK

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: A superior version of *clingclimb* – with special appendage adaptations, monster can climb even faster on precarious surfaces. With no *toil* check required, it can climb on vertical surfaces at [$1 \times (\text{walking speed})$]. With no *toil* check required, it can climb upside-down on horizontal surfaces at [$\frac{3}{4} \times (\text{walking speed})$] (↑). To climb upside-down on horizontal surfaces at [$1 \times (\text{walking speed})$], a *toil* check is required – GM sets DR based on circumstances. As for *clingclimb*, in special situations on vertical surfaces or upside-down on horizontal surfaces, such as attempting to grip algae-covered stalactites, GM may still require monster to make a *toil* check rather than allowing it to climb without risk.

COMBINE

Tier: Beginning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 2

Duration: Instantaneous

Effects: Exerting its magical focus, monster is able to join magical energies together. In conjunction with a targeted magical attack power that involves multiple strikes per turn, monster can combine 2+ strikes versus 1 target. If the attack involves 3 strikes, monster could launch 2 strikes versus 1 target and 1 strike versus another, or all 3 strikes versus 1 target.

CONSTRICT

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 0**Duration:** Instantaneous

Effects: Because of its build, any time monster successfully grapples an adversary, it squeezes with crushing force upon its turn, including the turn when grapple was initially executed – this inflicts variable *whelm* harm every turn monster has the target *restrained* or *constrained*. Variable harm is noted in each monster’s description, such as: *constrict* (2d4).

If target has a zoetic-organic vessel that requires respiration, GM can rule the suffocation process begins.

CONVERT**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 1**Duration:** Instantaneous

Effects: With deadly magical adaptability, monster is able to convert its magical energies from raw to ethereal, or vice-versa, allowing it to alter a magical attack so it assails Ftl or Mfl instead of Nml, or Nml instead of Ftl or Mfl. Each entry specifies new defense assailed by *convert* option.

CORRODE**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 1**Duration:** Varies

Effects: Able to secrete a caustic with a physical attack, whether a low-pH acid or a high-pH base, monster can excrete it upon opponents’ vessels. Affects 1 hit-target. Caustic engages target in a counter-Brawn challenge, with a roll bonus that depends upon its potency (basal, lesser, medial, greater, apex), per *Alpengard: Tales and Adventurers* (Chapter 9). If target fails, it is *corroded* (basal, lesser, medial, greater, apex) per caustic’s potency, including duration.

DEFILE**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 1**Duration:** 1 encounter

Effects: Able to transmit filth with a physical attack, whether a sickening venom or germ, and whether by injecting it, causing it to be inhaled, or causing it to be absorbed through the skin, monster can afflict victims. Affects 1 hit-target. Monster engages target in a counter-Brw, counter-Lth or counter-Glt challenge (monster and target choose separately). If target fails, it is *nauseated*.

Defile is only effective against targets with zoetic vessels.

DISEASE**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 1**Duration:** Varies

Effects: Able to spread sickness with a physical attack, monster can infect victims with an ailment, whether by injecting it or causing it to be inhaled. Affects 1 hit-target. Ailment engages target in a counter-Brw challenge, with a roll bonus that depends upon its potency (basal, lesser, medial, greater, apex), per *Alpengard: Tales and Adventurers* (Chapter 9). If target fails, it is *diseased* (basal, lesser, medial, greater, apex) per ailment’s potency, including duration.

Disease is only effective against targets with zoetic vessels.

DRAG**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 0

Duration: Instantaneous

Effects: Monster's appendages allow it to easily wrap around, hook or otherwise latch onto and drag victims. Affects 1 hit-target. When monster hits a target with the appropriate physical strike, it can opt to execute a *pull* attack without expending 1 pneuma; an individual target can only be subjected to one such attempt per round.

ENFEEBLE

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 encounter

Effects: Able to spread contaminants with a physical attack, whether a weakening venom or germ, and whether by injecting it, causing it to be inhaled, or causing it to be absorbed through the skin, monster can debilitate enemies. Affects 1 hit-target. Monster engages target in a counter-Brw, counter-Lth or counter-Glt challenge (monster and target choose separately). If target fails, it is *fatigued*.

Enfeeble is only effective against targets with zoetic vessels.

ENSHEATHE

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 2

Duration: 1 encounter

Effects: Inherently infused with energy (*wreck, overwhelm, flare, frost, gleam, gloom, rasp, rot, shake or shock*), monster can sheathe itself in the essence and transfer it through physical attacks, melee and barrage—this results in an energy manifestation such as *forcesheathe, crushsheathe, firesheathe, icesheathe, radiancesheathe, shadowsheathe, acidsheathe, poisonsheathe, thundersheathe* or *lightningsheathe*. For each hit-strike, monster inflicts variable harm of the power's category. Harm type/category and variable harm are noted in each monster's statistics, such as *acidsheathe* (1d4) or, if monster is capable of more than one type of energy, will note all the options, such as *ensheathe* (*fire or gleam*; 1d6). *Ensheathe* does not add extra harm to magical attacks.

FEAR

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 2 rounds

Effects: Projecting emotional trepidation through its attack, monster is able to fill an adversary with fear. Affects 1 hit-target. Monster engages target in a counter-magic challenge. If target fails, it is *scared* of monster.

FLANKGUARD

Tier: Novice

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: Though it cannot see in all directions, monster's senses cover its sides and rear very well. If attackers flank monster, they gain no measure of *avail* to strikes versus target's Nml, and flanking harm is reduced 1 d-step.

GOONSMITE

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 0

Duration: Instantaneous

Effects: Sacrificing accuracy for might, monster foregoes some or all of its physical strike modifier to inflict extra harm. If monster is able to execute multiple physical strikes per turn, the strike modifier is sacrificed for each strike, and the extra

ALPENGARD | MONSTER STATISTICS

harm is applied to each strike. The bonus variable *wreck* harm starts at a base of +1d2 for a sacrificed +1 strike bonus. For each additional +1 strike bonus sacrificed, the bonus harm is upgraded 1 d-step. A monster with a +7 strike bonus could choose to sacrifice a +5 portion of that strike bonus; its strikes would instead only be executed with a +2 strike bonus, but would inflict +1d10 bonus *wreck* harm for each hit.

GORE

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 round

Effects: This power can only be executed with a piercing physical attack. With thrusting force, monster gores an opponent. Any time monster inflicts *wreck* (*stab*) harm with a physical attack, it adds nonmagic variable *rot* harm to each hit. Variable harm is noted in each monster's description, such as: *gore* (1d4).

Gore is only effective against targets with zoetic-organic vessels.

GRASP

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 0

Duration: Instantaneous

Effects: Monster's appendages allow it to easily grapple opponents. Affects 1 hit-target. When monster hits a target with the appropriate physical strike, the hit also counts as a successful grappling strike, starting a counter-grapple challenge. *Grasp* can be combined with another automatic power, like *constrict*.

A creature that does not have *grab* cannot combine a grappling attack with a normal damaging attack and must instead choose between attempting to inflict harm and starting a grapple.

GULPDOWN

Tier: Dawning

Type: Special

Action: Ambulation

Pneuma Expenditure: 1

Duration: Instantaneous

Effects: If already grappling an enemy of roughly half its size or smaller, per the same parameters described for *chargecrush*, monster can sacrifice 1 bite strike to attempt to swallow grappled target. Instead of inflicting harm with its bite, monster instead engages target in a counter-Brw or counter-Lth challenge (monster and target choose separately). If target fails, it is swallowed and *restrained*, and begins to suffocate – due to monster's digestive acids, target automatically suffers variable *rasp* harm at start of each its subsequent turns. Variable harm is noted in each monster's statistics, such as: *gulpdwn* (1d2). If swallowed target inflicts harm equal to $[\frac{1}{4} \times (\text{monster's maximum grit})]$ (\leftrightarrow), it can slice monster's innards to create an escape hole, after which monster's gastrointestinal musculature closes the wound, though monster may suffer ongoing bleeding or infection (GM's discretion). Or if target slays monster, it can slice an escape hole or force its way out of its mouth.

HACK

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 round

Effects: This power can only be executed with a chopping physical attack. With jolting force, monster cleaves an adversary. Affects 1 hit-target. Any time monster inflicts *wreck* (*chop*) harm with a physical attack, it adds nonmagic variable *shock* harm to each hit. Variable harm is noted in each monster's description, such as: *hack* (1d8).

Hack is only effective against targets with zoetic-organic vessels.

HINDER

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 encounter

Effects: With debilitating magic that slows opponents' vessels, monster can stall their motion. Affects all hit-targets. Monster engages each target in a counter-magic challenge. If target fails, it is *slowed*.

KNOCKDOWN

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 0

Duration: Instantaneous

Effects: With the sheer force of its blow, monster threatens to knock down an enemy. Affects 1 hit-target; *knockdown* can only be combined with a melee weapon strike, and target must be roughly half the size of monster, per the parameters outlined for *chargecrush*. Monster engages target in a counter-Brw challenge. If target fails, it is knocked *prostrated*. An individual target can only be subject to this counter-challenge once per turn, even monster hits it with more than 1 melee strike.

Incorporeal targets are immune to this power.

LASHOUT

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: Monster's extra limbs or appendages allow it to execute more impromptu strikes. If a single opponent (or more than one), moves through a cube menaced by monster, it can execute up to 1 impromptu strike for every 1 attacking limb or appendage it has, including if it is holding a weapon, but only 1 strike per limb or appendage per turn. However, based on positioning, GM may rule a limb or appendage cannot reach target. If *lashout* is limited to certain limbs or appendages, this will be noted in each monster's description, such as: *lashout* (tentacles).

LONGLEAP

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: Permanent

Effects: Monster can leap an astounding distance. This distance for *longleap* is measured as a multiplier that is applied to monster's walking speed. Multiplier is noted in each monster's description, such as: *longleap* (×4).

OTHERWORLDLY WARD

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: Monster is resistant to nonmagic harm. Any time it suffers nonmagic harm (usually *wreck*, but possibly of any harm category), it gains bonus resistant [1×tier] versus the harm. If it is struck by a nonmagic weapon crafted of a substance with the appropriate *bane* category, the attack ignores *otherworldly ward*.

If a monster with *otherworldly ward* attacks another monster with *otherworldly ward*, its attacks count as magical and by bypass the harm resistance.

PACKATTACK

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 0**Duration:** Instantaneous

Effects: When attacking an adversary along with others of the same monster, such as a pack of hounds, monster is can deal out more punishment. This bonus is not gained if monster is working with allies of a different monster type. Must be a pack of 3+ monsters simultaneously engaged with target in melee range; monster inflicts extra variable *wreck* harm. Variable harm is noted in each monster's description, such as: *packattack* (1d4). Monster and its allies need not flank or surprise target, but will also inflict extra flanking or surprise harm if they do.

PARALYZE**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 2**Duration:** 1 round

Effects: Whether by physically afflicting foes with a paralytic substance or magically halting their vessels, monster can paralyze its foes. Affects all hit-targets during 1 turn. Monster engages each target in a counter-Brw or counter-Glt challenge (monster and target choose separately). If target fails, it is *paralyzed*.

Paralyze is only effective against targets with zoetic vessels.

PERSIST**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 2+**Duration:** 1 encounter

Effects: Monster can cause blast-area or wall-area attack to persist as ongoing attack zone(s), so the attack energy continues to fill the affected area after the initial attack has been executed. A creature that starts or ends its turn within the ongoing zone(s), or passes through during its turn, is attacked (equivalent to primary attack). A creature can only be subjected to one attack per round, even if it exits and reenters the ongoing zone(s). If ongoing area has significant additional effects (e.g. increasing terrain grade or strongly obscuring visibility), invoking it requires expending more than 2 pneuma (noted in each monster's description, or GM's discretion). If ongoing area is small (e.g. only 2 cubes 1×1×1), invoking it requires only 1 pneuma (noted in each monster's description).

PETRIFY**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 2**Duration:** Varies

Effects: With terrifying magic, monster can turn its enemies to stone or another mineral-based substance. Affects 1 hit-target. Monster engages each target in a counter-magic challenge. If target fails, it is *mineralized* for a variable duration; its vessel takes on qualities of a mineral type such as hardstone or bronze. Duration and mineral type are noted in each monster's description, such as: *mineralized* (silver: 1d6 days).

If target suffers harm, *mineralized* condition instantly ends; if engaged in combat, target rolls a hasten check to determine its new standing.

Petrify is only effective against corporeal targets; animations are immune to this power.

POISON**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 1**Duration:** Varies

Effects: This power can only be executed with a physical attack. Able to administer venom, monster can afflict foes with a toxin, whether by injecting it, causing it to be inhaled, or causing it to be absorbed through the skin. Affects 1 hit-target. Toxin engages target in a counter-Brawn challenge, with a roll bonus that depends upon its potency (basal, lesser, medial, greater, apex), per *Alpengard: Tales and Adventurers* (Chapter 9). If target fails, it is *poisoned* (basal, lesser, medial, greater, apex)

per toxin's potency, including duration.

Poison is only effective against targets with zoetic vessels.

POUNCERAKE

Tier: Dawning

Type: Special

Action: Ambulation

Pneuma Expenditure: 1

Duration: Instantaneous

Effects: Combining a leap with its ambulation action, monster can bring its hindleg claws into the fray so it can execute more strikes on its turn. It executes 1 melee strike per hindleg claw, which is equivalent to a strike with a foreleg claw, including additional power options. For this attack, its leap distance is equal to $[\frac{1}{4} \times (\text{maximum walking speed})]$ (\leftrightarrow).

SHARPHIDE

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Instantaneous

Effects: Monster's hide is covered in thorns, spines, spikes, needles, barbs or other sharp growths. Any time a foe tries to harm monster with a physical melee attack, it risks injuring itself. For each melee strike opponent executes with a weapon at range 0 or range 1, or with an appendage at any range, it must make a Lth, Smt or Wis check (attacker's choice) or suffer variable *wreck (stab)* or *wreck (rend)* harm. Ability check DR and variable harm are noted in each monster's description, such as: *sharpide* (DR 22; 1d2).

SHELLSHIELD

Tier: Dawning

Type: Special

Action: Ambulation and utilization

Pneuma Expenditure: 0

Duration: Indefinite

Effects: Monster can withdraw its vulnerable appendages, such its head and legs, inside its protective shell. Each round it remains within *shellshield*, it foregoes its physical attacks, but also becomes much more difficult to hurt. Its measures of resistant *wreck* and *whelm* are multiplied by 2.

SHOVE

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 0

Duration: Instantaneous

Effects: Monster's appendages allow it to easily apply pushing pressure to foes. Affects 1 hit-target. When monster hits a target with the appropriate physical strike, it can opt to execute a *push* attack without expending 1 pneuma; an individual target can only be subjected to one such attempt per round.

SIPHON

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: Instantaneous

Effects: With a proboscis or similar appendage, monster is able to drain blood from victims, inflicting injury and healing itself. If 1 proboscis or similar weapon strike that inflicts *wreck* harm hits (usually piercing), monster inflicts extra variable *rot* harm and heals monster. Variable harm and healing are equal to each other and are specified in each entry, such as *siphon* (1d6).

Only affects zoetic-organic targets.

SLASH

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: Instantaneous

Effects: This power can only be executed with a rending physical attack. With swiping force, monster cleaves a foe. Affects 1 hit-target. Any time monster inflicts *wreck (rend)* harm with a physical attack, it adds nonmagic variable *rasp* harm to each hit. Variable harm is noted in each monster's description, such as: *slash* (1d6).

Slash is only effective against targets with zoetic vessels.

SLUMBERWATCH

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 sleep cycle

Effects: Allows monster to remain alert while sleeping; it can make attentive *look* and *search* checks.

SMOLDER

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 2 rounds

Effects: Whether by leaving behind a physical wound or magical energy, monster is able to inflict ongoing wounds on its foes. Affects 1 hit-target. Ongoing wound inflicts [*category*] harm upon start of target's subsequent turns.

SOUL DESIRE

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Indefinite

Effects: If a monster's avarice is particularly intense, it can focus its greed upon one object within its treasure horde. While the monster is with the object in its lair, or if it is otherwise actively defending its *soul desire* to prevent it from being stolen, monster gains *avail:1* on attack strike rolls. However, monster cannot carry its object with it to gain this advantage; object of *soul desire* must be stored or displayed like a trophy (GM's discretion).

SPEEDBURST

Tier: Dawning

Type: Special

Action: Adjuvant

Pneuma Expenditure: 1

Duration: 1 encounter

Effects: Monster generates a burst of speed that adds to its speed for the duration of the power. The bonus is specified in parentheses, such as *speedburst* (+2), applying to all of the creature's movement types.

SPHERESENSE

Tier: Dawning

Type: Special

Action: None

Pneuma Expenditure: 0

Duration: Permanent

Effects: Monster's senses extend in all directions, so it cannot suffer disadvantages from being flanked. If attackers flank target, they gain no measure of *avail* to strikes and do not inflict bonus flanking harm.

SPOREFOG**Tier:** Dawning**Type:** Special**Action:** Utilization**Pneuma Expenditure:** 2**Duration:** 2 rounds/1 encounter

Effects: Monster can release a cloud of spores that afflicts surrounding creatures with revolting sickness. Affects an aura of range $[\frac{1}{2} \times \text{tier}]$ (1) (2 rounds), though creature can choose to generate a smaller aura of minimum range 0. Monster engages each creature in affected area—as well as that starts or ends its turn in ongoing zone, or passes through it—in a counter-Brw or counter-Glt challenge (monster and target choose separately), including if monster's movement on its turn brings creature within the aura. If target fails, it is *retched* (1 encounter). If target prevails, it is immune to *sporefog* for duration of encounter.

Incorporeal creatures and targets that do not require respiration are immune to this power.

SQUASH**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 1**Duration:** Instantaneous

Effects: This power can only be executed with a beating physical attack. With crushing force, monster squashes an enemy. Affects 1 hit-target. Any time monster inflicts *wreck* (*beat*) harm with a physical attack, it adds nonmagic variable *whelm* harm to each hit. Variable harm is noted in each monster's description, such as: *squash* (1d10).

STONESPLIT**Tier:** Dawning**Type:** Special**Action:** Utilization**Pneuma Expenditure:** 1**Duration:** Instantaneous

Effects: Using its physical attacks, monster can split stone and similar mineral formations at a remarkably rapid rate, inflicting structural harm. Anytime creature attacks a structure made of earth or stone, including an animation, target's harm resistance towards attacking monster is quartered (rounded down)—most likely its resistant *wreck*, but possibly *whelm* or another harm category.

STUMBLE**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 0**Duration:** Instantaneous

Effects: Monster's appendages allow it to easily cause opponents to stumble and topple. Affects 1 hit-target. When monster hits a target with the appropriate physical strike, it can opt to execute a *trip* attack without expending 1 pneuma; an individual target can only be subjected to one such attempt per round.

TENDRILGRASP**Tier:** Dawning**Type:** Special**Action:** Ambulation**Pneuma Expenditure:** 2**Duration:** Instantaneous/1 encounter

Effects: Whether roots burrowing through soil or tentacles seemingly coming from nowhere, monster can cause tendrils spring from the ground and wrap around creatures. Affects 1 zone (blast area) (instantaneous), and tendrilgrasp persists (1 encounter). Each creature in affected zone, or that engages moves into area on its turn, in a counter-Brw or counter-Lth challenge (monster and target choose separately). If target fails, it is *restrained* and suffers variable *whelm* harm. Range, area affected and variable *whelm* harm are noted in each monster's description, such as: *tendrigrasp* (range 30; 3 zones 1×1×1; 2d4).

THUGHUG**Tier:** Dawning**Type:** Special**Action:** Adjuvant**Pneuma Expenditure:** 0**Duration:** Instantaneous

Effects: Monster's construction allows it to thuggishly hug targets in certain situations. Affects 1 hit-target. Along with attack, monster automatically inflicts additional variable *whelm* harm. Prerequisite circumstances and variable harm are noted in each monster's description, such as: if 2 claws hit, *thughug* (2d4).

VILESTENCH**Tier:** Dawning**Type:** Special**Action:** None**Pneuma Expenditure:** 0**Duration:** Instantaneous/1 encounter

Effects: Creature has glands or other means of spraying a foul odor that sticks to targets, or (if undead) it exudes a naturally rotten odor that clings to bodies. Affects an aura of range [$\frac{1}{2} \times \text{tier}$] (↑) (instantaneous), though creature can choose to generate a smaller aura of minimum range 0. Monster engages each creature in affected area in a counter-Brw or counter-Glt challenge (monster and target choose separately). If target fails, it is *nauseated* (1 encounter). Further, target suffers a -5 penalty to *lurk* checks versus opponents who partly or wholly rely on smell.

Targets that do not require respiration are immune to the *nauseated* aspect of this power. Incorporeal creatures are immune to this power.

WEBWALK**Tier:** Dawning**Type:** Special**Action:** None**Pneuma Expenditure:** 0**Duration:** Permanent

Effects: Monster can walk on webs at a maximum speed, including upside down.

WEBWEAVE**Tier:** Dawning**Type:** Special**Action:** Ambulation and utilization**Pneuma Expenditure:** 0/1**Duration:** Indefinite

Effects: Monster can weave extremely sticky webs to use for travel and to trap prey, forming traversable ropes over chasms and holding victims in place. It is able to walk across its webbing at [$\frac{1}{2} \times (\text{maximum walking speed})$] (↑), unless it also has *webwalk*. Affects a zone (blast area) based upon monster's size and the amount of time it has to weave the webbing. Monster can weave the webs at a normal rate (0 pneuma), in which case it takes a while to establish the web (not feasible during combat), or it can weave webs at an abnormal rate (1 pneuma), in which case it can quickly establish the webbing (feasible during combat):

- **Normally Slow:** Spins webs in zone equal to the size of its vessel in 1 minute.
- **Abnormally Fast:** Spins webs in zone equal to the size of its vessel in 3 rounds.

The web engages any creature that starts or ends its turn in affected area, or that moves into area on its turn, in a counter-Brw challenge (monster and target choose separately). The web's effective Brw score and any modifiers hinge on the monster that wove it, ranging from +0 to +20 (GM's discretion), employing a standard roll for the counter-Brw challenge, unless the GM rules the web is so strong that an improved or advanced roll best reflects its stickiness and tensile strength. If target fails, it is *constrained*. On its turn, target can attempt to break free with a counter-Brw challenge (adjuvant action). A spider or other creature that is naturally used to moving along webbing is either immune to *webweave* (if threatened by it) or gains *avail:2* on the counter-Brw challenge (GM's discretion).