

## 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. 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. 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 with thick chunks of warped bark across their trunks and branches – their central eyes have creepy blood-red hues. Prone to malevolence, they use roots and chutes to drain blood from victims.

WEALDEYE TRAITS
<b>Class:</b> plant
<b>Origin:</b> Midgard
<b>Sapience:</b> moral-agent
<b>Lifeweaves:</b> <i>laxful-hearted-leeward, lashful-hearted-leeward, laxful-detached-leeward, lashful-detached-leeward, laxful-wicked-leeward</i>
<b>Vessel:</b> corporeal (zoetic-nonorganic)
<b>Tier/Shape Range:</b> Dawning ¼×¼×¼ to Crowning 7×7×6 [leafy] or 5×5×12 [spiny]
<b>Role:</b> warrior
<b>Creature Knowledge:</b>
• <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
<b>Roottrait Points:</b> 4+[3×(tier-1)]
<b>Attack Roottraits:</b>
• <i>Physical Strikes/Harm:</i> Wis/Brw
• <i>Magical Strikes/Harm:</i> –
<b>Augmentations/Lifeskills:</b> 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)
<b>Carcass Harvest:</b>
• <i>Food:</i> incidental (berries, fruits)
• <i>Water:</i> incidental (condensation)
• <i>Hardwood:</i> [(1d4)×tier] golds, <i>chip</i> (sta) DR 16
<b>Lair Treasure:</b>
• <i>Mundane:</i> incidental
• <i>Magical:</i> sparse

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

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

# ALPENGARD | MONSTER STATISTICS

BRAMBLY WEALDEYE
<b>Tier:</b> Surging <b>Lifview:</b> <i>lashful-detached-leeeward</i> <b>Languages:</b> Common, Plant, Insect, Beast, Chimera
<b>Shape:</b> 2×2×1 <b>Size Modifier:</b> -1 <b>Mass Modifier:</b> +2 <b>Speed:</b> walk 3; swim 1; burrow 1
<b>Roottraits:</b> Brw 4; Lth 1; Smt 1; Wis 5; Glt 2 <b>Hasten:</b> 7 <b>Defenses:</b> Nml 18; Ftl 25; Mfl 25 <b>Grit:</b> 44+4d12 [70] <b>Pneuma:</b> 10
<b>Harm Yields:</b> <u>susceptible</u> logos, charis, heinous; <u>vulnerable</u> flare 5, gloom 2; resistant wreck 4, whelm 7, rot 2, rasp 4, frost 7, gleam 8, shake 1, shock 4; <u>immune</u> chaos, hubris, hallow
<b>Condition Adaptations:</b> <u>renitent</u> (avail:1) disoriented, stunned; <u>renitent</u> (avail:2) imbalanced, prostrated; <u>impervious</u> nauseated, retched
<b>Lifeskills:</b> clout +2 (sta); deepfare +7 (sta); dive +4 (sta); farm +7 (adv); heed +6 (sta); landfare +12 (adv); look +11 (adv; avail:1); lurk +8 (imp); nighlore +3 (sta); seafare +4 (sta); search +6 (imp); toil +9 (imp); tumble +1 (sta)
ATTACKS AND POWERS
<b>• 5 Limbs — 5 strikes; assail Nml [utilization; 0 pneuma]:</b> targeted melee 2; strike +7; wreck (beat-rend-stab) harm 1d10+2   <b>Option [adjuvant; 1 pneuma]:</b> squash (1d6) or slash (1d6) or gore (1d6)
<b>Monster and Mortal Powers:</b> ability substitution (Wis); clingclimb; grappling — improved; speedburst (+2); spheresense; stonesplit; tendrilgrasp (1d8)
<b>Ascension-Point Value:</b> 31

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

LEAFY WEALDEYE
<b>Tier:</b> Helming <b>Lifview:</b> <i>laxful-hearted-leeeward</i> <b>Languages:</b> Common, Plant, Insect, Beast, Chimera
<b>Shape:</b> 3×3×2 <b>Size Modifier:</b> -4 <b>Mass Modifier:</b> +9 <b>Speed:</b> walk 7; swim 4; burrow 2
<b>Roottraits:</b> Brw 6; Lth 2; Smt 1; Wis 8; Glt 2 <b>Hasten:</b> 10 <b>Defenses:</b> Nml 22; Ftl 31; Mfl 30 <b>Grit:</b> 105+6d12 [144] <b>Pneuma:</b> 14
<b>Harm Yields:</b> <u>susceptible</u> chaos, hubris, heinous; <u>vulnerable</u> flare 3, gloom 4; <u>resistant</u> wreck 10, whelm 17, rot 2, rasp 6, frost 5, gleam 13, shake 3, shock 2; <u>immune</u> logos, charis, hallow
<b>Condition Adaptations:</b> <u>renitent</u> (avail:1) disoriented, stunned; <u>renitent</u> (avail:2) imbalanced, prostrated; <u>impervious</u> nauseated, retched
<b>Lifeskills:</b> clout +2 (sta); dive +7 (sta); deepfare +10 (sta); farm +10 (adv); heed +9 (sta); landfare +15 (adv); look +14 (adv; avail:1); lurk +12 (adv); seafare +5 (sta); search +7 (sta); toil +12 (imp); tumble +2 (sta)
ATTACKS AND POWERS
<b>Innate Weapons — 5 strikes; assail Nml [utilization; 0 pneuma]:</b> <b>• 4 Limbs:</b> targeted melee 3; strike +10; wreck (beat-rend) harm 2d8+3   <b>Option [adjuvant; 1 pneuma]:</b> squash (1d8) or slash (1d8) <b>• 1 Stomp:</b> targeted melee 2; strike +10; wreck (beat) harm 2d12+7   <b>Option [adjuvant; 1 pneuma]:</b> squash (1d10)
<b>Monster and Mortal Powers:</b> ability substitution (Wis); clingclimb; grappling — improved; speedburst (+4); spheresense; stonesplit; tendrilgrasp (1d10)
<b>Ascension-Point Value:</b> 47