

## ZMAJ

Originally conjured by corrupt mortal magicians, zmajes are grotesque magical crossbreeds of drakes and at least one other type of dragon, blended with the genetics of plants, insects and beasts. Unlike those chimeras with similar blends of blood in their veins, zmajes are dragons at their core. They can have up to eight wings, or none at all, and up to a thousand legs. Their heads and bodies have plant, insect and animal characteristics, all nicely (or not so nicely) blended in with the draconic ancestry. In all known nighlore, zmajes are voracious and sadistic – the least willing of any dragons to begin a reasonable conversation in the first place, much less negotiate. Found in any environment, they live as recluses, at most gathering in small families (2–6 individuals). They thirst for blood more than treasure, and other dragons hate zmajes, seeing them as abominations whose base lineage may hail from Dauroam, but whose true origin lies in the polluted magic of Midgard. Zmajes attack with whatever innate weapons are available to them based on their anatomy, whether fangs or claws or pincers or barbs, and the energies of their *vilebreath* can vary greatly, reflecting their preferred climates and environments, as well as the creatures that lent their blood to their vessels.

- The hatching statistics are for a foul zmaj with a lopsided combination rat-dragon head; overlarge front incisors backed by twisted fangs along its jaws; a locust thorax and abdomen mingled with rat fur and draconic scales; six bush-twigg legs, the front two of which end in rat paws with draconic claws, the rest of which end in wooden barbs; and a leaf-sprouting rat tail with a decaying flower at the tip. Its *vilebreath* is a sickly grey fog with the scent of dead rat and saccharine floral tones, as well as a spray of caustic gastric juices.
- The fledgling statistics are for a twisted zmaj with a mutated flea-mosquito head and two butterfly antennae; an ant thorax and abdomen connected by a short length of scaly draconic midsection; four draconic legs ending in lion paws; a furry skunk tail; beautiful butterfly wings; and fresh pollen-laden flowers randomly growing from its body. Its *vilebreath* is a cloud of euphoric scents that can delude even the most focused minds, mixed with a deceptively sweet noise that subtly harms the psyche.
- The youngling statistics are for a warped zmaj with a draconic head adorned with ram horns; an elongated worm body armored with draconscales bolstered by tree bark, as well as lined with two rows of sharp spines, and with long vines sprouting from its back; six dragon-wasp legs with hippopotamus toes and dragon claws; a wasp stinger on the end of its body; and two hawk wings plus two dragonfly wings. Its *vilebreath* is a ball of electrified air that gleams brightly with charged flashes.
- The middling statistics are for a hideous zmaj with a bald condor head; boar tusks and dragon fangs curving from its beak-like jaws; spider mandibles around its beak; a bulbous spidery abdomen; eight spidery legs, one of which ends in a cattle hoof, one of which ends in a cleaver-like shank, and six of which end in saber-like barbs; a scorpion tail; bat wings; and mushrooms upon its dragon-scaly hide, clustered atop its shiny abdomen. Its *vilebreath* is a cloud of noxious poisonous gas, causing severe nausea.
- The oldling statistics are for a gruesome zmaj with a spliced shark-dragon head, including shark and dragon fangs along its jaws; a short, scaly draconic body mingled with shark scales and fins, overlaid with a thick beetle carapace; twelve draconic legs coated with sprigs of poison ivy and poison oak; algal plumes squirting from its orifices; and jellyfish tentacles dangling from holes amidst the heavy armoring. Its *vilebreath* is a stream of contact poison that is not only extremely dangerous, but has paralytic effects.

ZMAJ TRAITS
<b>Class:</b> Dragon
<b>Origin:</b> Midgard
<b>Sapience:</b> Moral-Agent
<b>Lifepoints:</b> <i>lashful-wicked-leeward</i> , <i>laxful-wicked-leeward</i> , <i>lawful-wicked-leeward</i> , <i>lashful-detached-leeward</i>
<b>Vessel:</b> Corporeal (Zoetic-Organic)
<b>Tier/Shape Range:</b> Dawning ½×½×½ to Crowning 5×8×4
<b>Role:</b> Warrior
<b>Creature Knowledge:</b>
• <i>General:</i> <i>nighlore</i> (imp) DR 26
• <i>Specific:</i> <i>farlore</i> (adv) DR 31
<b>Roottrait Points:</b> 6+[4×(tier-1)]
<b>Attack Roottraits:</b>
• <i>Physical Strikes/Harm:</i> Wis/Brw
• <i>Magical Strikes/Harm:</i> Wis/Glt
<b>Augmentations/Lifeskills:</b> Nml +3, Ftl +3, Mfl +1; hasten +6; physical strikes +5, physical harm +5; magical strikes +3, magical harm +1; <i>barter</i> +1 (train: imp); <i>clout</i> +0 (train: sta); <i>deepfare</i> +1 (train: imp); <i>dive</i> +2 (train: imp); <i>landfare</i> +1 (train: imp); <i>look</i> +6 (train: adv; <i>avail:1</i> ); <i>lurk</i> +5 (train: adv); <i>mingle</i> +0 (train: sta); <i>nighlore</i> +0 (train:

<i>sta</i> ); <i>seafare</i> +1 (train: imp); <i>search</i> +3 (train: imp); <i>toil</i> +4 (train: adv; <i>avail:1</i> ); <i>trick</i> +0 (train: sta); <i>tumble</i> +3 (train: adv; <i>avail:1</i> ); <i>writ</i> +0 (train: sta)
<b>Carcass Harvest:</b>
• <b>Food:</b> [(1d4)×cubes] meals; <i>cook</i> (sta) DR 21 <i>diseased</i> (medial)
• <b>Water:</b> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 26 <i>corroded</i> (medial)
• <b>Bones:</b> [(2d8)×cubes] silvers; <i>hew</i> (sta) DR 21
• <b>Fangs, Claws, Horns, Spines, Barbs:</b> [(3d6)×cubes] silvers; <i>hew</i> (sta) DR 19
• <b>Hide:</b> [(2d6)×cubes] golds; <i>taw</i> (imp) DR 18
• <b>Scales:</b> [(2d10)×cubes] golds; <i>smith</i> (imp) DR 31
• <b>Webs, Silks, Strands, Vines:</b> [(1d6)×cubes] silvers; <i>weave</i> (imp) DR 15
• <b>Organs, Secretions:</b> [(1d8)×cubes] golds; <i>taw</i> (imp) DR 21
<b>Lair Treasure:</b>
• <b>Mundane:</b> abundant
• <b>Magical:</b> modest

# ALPENGARD | MONSTER STATISTICS

HATCHLING ZMAJ
<b>Tier:</b> Dawning <b>Liferview:</b> <i>laxful-wicked-leeward</i> <b>Languages:</b> Common, Dragon, Beast
<b>Shape:</b> 1×1×1 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> ±0 <b>Speed:</b> walk 19; swim 11; burrow 1
<b>Roottraits:</b> Brw 1; Lth 1; Smt 0; Wis 3; Glt 1 <b>Hasten:</b> 9 <b>Defenses:</b> Nml 17; Ftl 15; Mfl 15 <b>Grit:</b> 6+3d4+1d6 [17] <b>Pneuma:</b> 3
<b>Harm Yields:</b> <u>susceptible</u> <i>gloom, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 4, flare 2, gleam 1</i> ; <u>resistant</u> <i>wreck 8, frost 3</i> ; <u>immune</u> <i>rasp, rot, chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated, paralyzed, poisoned, diseased, frightened, terrified, charmed, enthralled, possessed</i>
<b>Lifeskills:</b> <i>barter +2 (imp); clout +1 (sta); deepfare +4 (imp); dive +3 (imp); heed +3 (sta); landfare +4 (imp); look +9 (adv; avail:1); lurk +7 (adv); mingle +1 (sta); nighlore +1 (sta); seafare +2 (imp); search +4 (imp); toil +5 (adv; avail:1); trick +1 (sta); tumble +4 (adv; avail:1); writ +0 (sta)</i>
ATTACKS AND POWERS
<b>Innate Weapons — 4 strikes; assail Nml [utilization; 0 pneuma]:</b> • <b>1 Bite:</b> targeted melee 1; strike +8; <i>wreck (rend-stab) harm 2d4+1</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>slash (1d4) or gore (1d4)</i> • <b>2 Claws:</b> targeted melee 1; strike +8; <i>wreck (rend-stab) harm 1d4+1</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>slash (1d4) or gore (1d4)</i> • <b>1 Tail:</b> targeted melee 1; strike +8; <i>wreck (beat) harm 1d10+3</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash (1d6)</i>
<b>Vilebreath — 1 zone 1×1×1; assail Nml [utilization; 2 pneuma]:</b> <i>blast area melee 1; strike +6; rot harm 1d4+1 plus rasp harm 1d4+1</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>smolder (rot 1d2 plus rasp 1d2)</i>
<b>Monster and Mortal Powers:</b> <i>ability substitution (Wis); aspect of magician; aura of fright; chargecrush; clingclimb; diminish light; goonsmite; grace of nature; grappling — standard; lashout; magic channeling; magic countering; magic deciphering; magic sensing; nonfriction; speedburst (+5); sporefog; slumberwatch; wild affinity</i>
<b>Ascension-Point Value:</b> 30

FLEDGLING ZMAJ
<b>Tier:</b> Beginning <b>Liferview:</b> <i>lashful-wicked-leeward</i> <b>Languages:</b> Common, Dragon, Insect
<b>Shape:</b> 1×2×1 <b>Size Modifier:</b> ±0 <b>Mass Modifier:</b> +1 <b>Speed:</b> walk 22; swim 6; fly 14; burrow 1
<b>Roottraits:</b> Brw 3; Lth 1; Smt 0; Wis 4; Glt 2 <b>Hasten:</b> 10 <b>Defenses:</b> Nml 20; Ftl 21; Mfl 19 <b>Grit:</b> 40+6d4+2d6 [62] <b>Pneuma:</b> 6
<b>Harm Yields:</b> <u>susceptible</u> <i>frost, rasp, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 5, flare 6, gloom 2</i> ; <u>resistant</u> <i>wreck 14, gleam 5, rot 6</i> ; <u>immune</u> <i>shake, chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated, paralyzed, poisoned, diseased, frightened, terrified, charmed, enthralled, possessed</i>
<b>Lifeskills:</b> <i>barter +2 (imp); clout +2 (sta); deepfare +6 (imp); dive +5 (imp); heed +4 (sta); landfare +6 (imp); look +11 (adv; avail:1); lurk +8 (adv); mingle +2 (sta); nighlore +2 (sta); seafare +4 (imp); search +5 (imp); toil +8 (adv; avail:1); trick +2 (sta); tumble +4 (adv; avail:1); writ +0 (sta)</i>
ATTACKS AND POWERS
<b>Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]:</b> • <b>1 Bite:</b> targeted melee 1; strike +9; <i>wreck (stab) harm 1d4+2</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore (1d4)</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>siphon (1d2)</i> • <b>2 Claws:</b> targeted melee 1; strike +9; <i>wreck (rend-stab) harm 1d10+3</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>slash (1d4) or gore (1d4)</i>
<b>Vilebreath — 1 zone 2×3×2; assail Nml [utilization; 2 pneuma]:</b> <i>blast area melee 1; strike +7; shake harm 1d4+3</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>engage each hit-target in CMagC; if target fails, it is enthralled for 2d4 rounds</i>
<b>Monster and Mortal Powers:</b> <i>ability substitution (Wis); amplify light; aspect of magician; aura of fright; chargecrush; charming gaze; clingclimb; diminish light; goonsmite; grace of nature; grappling — improved; lashout; magic channeling; magic countering; magic deciphering; magic sensing; nonfriction; obscuring mist; pouncerake; speedburst (+6); sporefog; slumberwatch; treemeld; wall of brilliance; wild affinity</i>
<b>Ascension-Point Value:</b> 33

# ALPENGARD | MONSTER STATISTICS

YOUNGLING ZMAJ
<b>Tier:</b> Raising <b>Liferview:</b> <i>lashful-wicked-leeward</i> <b>Languages:</b> Common, Dragon, Beast
<b>Shape:</b> 1×4×1 <b>Size Modifier:</b> -1 <b>Mass Modifier:</b> +2 <b>Speed:</b> walk 14; swim 15; fly 21; burrow 2
<b>Roottraits:</b> Brw 5; Lth 3; Smt 0; Wis 5; Glt 1 <b>Hasten:</b> 11 <b>Defenses:</b> Nml 15; Ftl 16; Mfl 14 <b>Grit:</b> 48+9d4+3d6 [81] <b>Pneuma:</b> 7
<b>Harm Yields:</b> <u>susceptible</u> <i>shake, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 2, frost 1, gloom 3</i> ; <u>resistant</u> <i>wreck 12, flare 1, rasp 3, rot 2</i> ; <u>immune</u> <i>gleam, shock, chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated, paralyzed, poisoned, diseased, frightened, terrified, charmed, enthralled, possessed</i>
<b>Lifeskills:</b> <i>barter</i> +1 (imp); <i>clout</i> +1 (sta); <i>deepfare</i> +8 (imp); <i>dive</i> +8 (imp); <i>heed</i> +5 (sta); <i>landfare</i> +8 (imp); <i>look</i> +11 (adv; <i>avail:1</i> ); <i>lurk</i> +10 (adv); <i>mingle</i> +1 (sta); <i>nighlore</i> +2 (sta); <i>seafare</i> +4 (imp); <i>search</i> +5 (imp); <i>toil</i> +9 (adv; <i>avail:1</i> ); <i>trick</i> +3 (sta); <i>tumble</i> +6 (adv; <i>avail:1</i> ); <i>writ</i> +1 (sta)
ATTACKS AND POWERS
<b>Innate Weapons — 5 strikes; assail Nml [utilization; 0 pneuma]:</b> • <b>1 Bite:</b> targeted melee 1; strike +10; <i>wreck (rend-stab)</i> harm 1d8+1d6+5   <b>Option [adjuvant; 1 pneuma]:</b> <i>slash (1d6)</i> or <i>gore (1d6)</i> • <b>1 Horn:</b> targeted melee 1; strike +10; <i>wreck (beat-stab)</i> harm 1d6+1   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash (1d6)</i> or <i>gore (1d6)</i> • <b>1 Stomp-Claw:</b> targeted melee 1; strike +10; <i>wreck (beat-rend)</i> harm 2d6+3   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash (1d8)</i> or <i>rend (1d8)</i> • <b>1 Vine-Lash:</b> targeted melee 2; strike +10; <i>wreck (rend)</i> harm 1d12+1   <b>Option [adjuvant; 1 pneuma]:</b> <i>rend (1d6)</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>suffocate</i> • <b>1 Stinger:</b> targeted melee 1; strike +10; <i>wreck (stab)</i> harm 1d4+1   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore (1d4)</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>agonize</i>
<b>Vilebreath — 1 zone 3×3×3; assail Nml [utilization; 2 pneuma]:</b> blast area melee 1; strike +8; <i>shock</i> harm 1d8+1 plus <i>gleam</i> harm 1d8+1   <b>Option [adjuvant; 1 pneuma]:</b> <i>persist</i> (moderate obscurement; 4 rounds)
<b>Monster and Mortal Powers:</b> <i>ability substitution (Wis); aspect of magician; aura of fright; chargecrush; clingclimb; diminish light; goonsmite; grace of nature; grappling — improved; lashout; magic channeling; magic countering; magic deciphering; magic sensing; nonfriction; obscuring mist; oodles of blood; speedburst (+7); sporefog; slumberwatch; uncertain ground; wild affinity</i>
<b>Ascension-Point Value:</b> 40

MIDDLING ZMAJ
<b>Tier:</b> Honing <b>Liferview:</b> <i>lawful-wicked-leeward</i> <b>Languages:</b> Common, Dragon, Insect
<b>Shape:</b> 2×3×2 <b>Size Modifier:</b> -3 <b>Mass Modifier:</b> +6 <b>Speed:</b> walk 31; swim 12; fly 16; burrow 1
<b>Roottraits:</b> Brw 6; Lth 3; Smt 0; Wis 8; Glt 5 <b>Hasten:</b> 14 <b>Defenses:</b> Nml 26; Ftl 30; Mfl 29 <b>Grit:</b> 125+10d4+5d6 [168] <b>Pneuma:</b> 15
<b>Harm Yields:</b> <u>susceptible</u> <i>frost, gleam, shake, shock, chaos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 3, flare 4</i> ; <u>resistant</u> <i>wreck 16, gloom 4, rasp 5</i> ; <u>immune</u> <i>rot, logos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated, paralyzed, poisoned, diseased, frightened, terrified, charmed, enthralled, possessed</i>
<b>Lifeskills:</b> <i>barter</i> +3 (imp); <i>clout</i> +5 (sta); <i>deepfare</i> +11 (imp); <i>dive</i> +9 (imp); <i>heed</i> +10 (sta); <i>landfare</i> +11 (imp); <i>look</i> +16 (adv; <i>avail:1</i> ); <i>lurk</i> +12 (adv); <i>mingle</i> +5 (sta); <i>nighlore</i> +4 (sta); <i>seafare</i> +9 (imp); <i>search</i> +7 (imp); <i>toil</i> +12 (adv; <i>avail:1</i> ); <i>trick</i> +5 (sta); <i>tumble</i> +6 (adv; <i>avail:1</i> ); <i>writ</i> +1 (sta)
ATTACKS AND POWERS
<b>Innate Weapons — 6 strikes; assail Nml [utilization; 0 pneuma]:</b> • <b>1 Bite:</b> targeted melee 1; strike +13; <i>wreck (rend-stab)</i> harm 2d8+4   <b>Option [adjuvant; 1 pneuma]:</b> <i>slash (1d8)</i> or <i>gore (1d8)</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>poison</i> (medial) • <b>1 Hoof:</b> targeted melee 1; strike +13; <i>wreck (beat)</i> harm 1d12+2   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash (1d8)</i> • <b>1 Shank:</b> targeted melee 1; strike +13; <i>wreck (chop)</i> harm 2d6+2   <b>Option [adjuvant; 1 pneuma]:</b> <i>hack (1d8)</i> • <b>2 Barbs:</b> targeted melee 1; strike +13; <i>wreck (stab)</i> harm 2d4+1   <b>Option [adjuvant; 1 pneuma]:</b> <i>gore (1d4)</i> • <b>1 Tail-Stinger:</b> targeted melee 1; strike +13; <i>wreck (beat-stab)</i> harm 2d12+7   <b>Option [adjuvant; 1 pneuma]:</b> <i>squash (1d10)</i> or <i>gore (1d10)</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>poison</i> (greater)
<b>Vilebreath — 1 zone 3×3×3; assail Nml [utilization; 2 pneuma]:</b> blast area melee 1; strike +11; <i>rot</i> harm 4d4+6   <b>Option [adjuvant; 1 pneuma]:</b> engage each hit-target in CMagC; if target fails, it suffers 1d10 <i>rot</i> harm (instantaneous) and is <i>nauseated</i> (2d4+1 rounds)
<b>Monster and Mortal Powers:</b> <i>ability substitution (Wis); aspect of magician; aura of dread; chargecrush; clingclimb; diminish light; goonsmite; grace of nature; grappling — advanced; lashout; magic channeling; magic countering; magic deciphering; magic sensing; nonfriction; obscuring mist; oodles of blood; speedburst (+8); sporefog; slumberwatch; spiderweave; treemeld; uncertain ground; webweave; webwalk; wild affinity</i>
<b>Ascension-Point Value:</b> 53

OLDLING ZMAJ
<b>Tier:</b> Mastering <b>Liferview:</b> <i>lashful-wicked-leeward</i> <b>Languages:</b> Common, Dragon, Plant
<b>Shape:</b> 4×5×3 <b>Size Modifier:</b> -15 <b>Mass Modifier:</b> +30 <b>Speed:</b> walk 16; swim 21; burrow 2
<b>Roottraits:</b> Brw 10; Lth 6; Smt 0; Wis 10; Glt 8 <b>Hasten:</b> 16 <b>Defenses:</b> Nml 22; Ftl 41; Mfl 37 <b>Grit:</b> 328+16d4+8d6 [396] <b>Pneuma:</b> 24
<b>Harm Yields:</b> <u>susceptible</u> <i>rot, shake, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm 3, shock 4</i> ; <u>resistant</u> <i>wreck 25, flare 3, frost 4, gleam 1, gloom 2</i> ; <u>immune</u> <i>rasp, chaos, hubris, hallow</i>
<b>Condition Adaptations:</b> <u>renitent</u> ( <i>avail:1</i> ) <i>imbalanced, prostrated, paralyzed, poisoned, diseased, frightened, terrified, charmed, enthralled, possessed</i>
<b>Lifeskills:</b> <i>barter +5 (imp); clout +8 (sta); deepfare +11 (imp); dive +12 (imp); heed +10 (sta); landfare +11 (imp); look +16 (adv; avail:1); lurk +15 (adv); mingle +8 (sta); nighlore +5 (sta); seafare +11 (imp); search +8 (imp); toil +14 (adv; avail:1); trick +10 (sta); tumble +9 (adv; avail:1); writ +3 (sta)</i>
ATTACKS AND POWERS
<b>Innate Weapons — 9 strikes; assail Nml [utilization; 0 pneuma]:</b> • <b>1 Bite:</b> targeted melee 1; strike +15; <i>wreck (rend-stab) harm 6d6+13</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>slash (1d10) or gore (1d10)</i> • <b>4 Claws:</b> targeted melee 1; strike +15; <i>wreck (rend-stab) harm 2d8+7</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>slash (1d8) or gore (1d8)</i> • <b>4 Tentacle-Clusters:</b> targeted melee 1; strike +15; <i>wreck (rend) harm 1d6+1</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>rend (1d6)</i>   <b>Option [adjuvant; 2 pneuma]:</b> <i>paralyze</i>   <b>Option [adjuvant; 1 pneuma]:</b> <i>suffocate</i>
<b>Vilebreath — 1 zone 2×10×2; assail Nml [utilization; 2 pneuma]:</b> blast area melee 1; strike +10; <i>rasp harm 3d6+11</i>   <b>Option [adjuvant; 2 pneuma]:</b> <i>paralyze</i>
<b>Monster and Mortal Powers:</b> <i>ability substitution (Wis); aspect of magician; aura of dread; blood frenzy; chargecrush; clingclimb; diminish light; goonsmite; grace of nature; grappling — advanced; lashout; magic channeling; magic countering; magic deciphering; magic sensing; nonfriction; obscuring mist; oodles of blood; otherworldly ward; pouncerake; speedburst (+9); sporefog; slumberwatch; treemeld; uncertain ground; wild affinity</i>
<b>Ascension-Point Value:</b> 88