

CHOMPSTUMP

Disarmingly quiet yet ravenously hungry, chompstumps remain in one place for extended periods, allowing them to blend into the landscape as the earth settles around them and other plants sprout nearby, though they also move to find abundant prey, such as along wild game trails. As their name suggests, they appear like the stumps of fallen trees. However, their roots are able to move like tentacles, and their stump-like cores can suddenly split open wide to reveal wooden fangs, including if an unwary mortal sits on the deadly plant. The knots on the outside of their twisted bark contains eye-like growths that allow them to see, in addition to sensing the vibrations and electrical signals of nearby creatures.

Chompstumps prefer to ambush their prey, either when a victim unwittingly moves atop the stump, or passes nearby in range of the grasping roots.

- Thin chompstumps look like the remains of fallen small trees.
- Mid chompstumps look like the remains of fallen medium trees.
- Thick chompstumps look like the remains of fallen large trees.
- Great chompstumps look like the remains of fallen huge trees.
- Maniacal chompstumps are variants that fly into a savage frenzy when they strike and have particularly nasty wooden fangs in their central maws, as well as thorns along their roots.

CHOMPSTUMP TRAITS
Class: plant
Origin: Midgard
Sapience: nonmoral-agent
Liferviews: <i>lashful</i>
Vessel: corporeal (zoetic-nonorganic)
Tier/Shape Range: Dawning — $\frac{1}{4} \times \frac{1}{4} \times \frac{1}{4}$ to Crowning — $6 \times 6 \times 2$
Role: warrior
Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>farm</i> or <i>nighlore</i> (sta) DR 11 • <i>Specific:</i> <i>farm</i> or <i>nighlore</i> (imp) DR 20
Roottrait Points: $3 + [3 \times (\text{tier} - 1)]$
Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> —
Fixed Base Grit: $[2] \times [\text{tier}]^2$
Augmentations/Lifeskills: hasten +2; physical strikes +4, physical harm +5; <i>deepfare</i> ± 0 (train: sta); <i>dive</i> ± 0 (train: sta); <i>landfare</i> +2 (train: imp); <i>look</i> +4 (train: imp); <i>lurk</i> +7 (train: adv); <i>seafare</i> ± 0 (train: sta); <i>search</i> +1 (train: sta); <i>toil</i> +1 (train: sta); <i>tumble</i> ± 0 (train: sta)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Hardwood:</i> $[(1d2) \times \text{tier}]$ silvers; <i>chip</i> (sta) DR 15
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

THIN CHOMPSTUMP
Tier: Raising
Liferview: <i>lashful</i>
Languages: Plant
Shape: $1 \times 1 \times 1$
Size Modifier: ± 0
Mass Modifier: ± 0
Speed: walk 2; swim 1; burrow 1
Roottraits: Brw 4; Lth 2; Smt 0; Wis 2; Glt 1
Hasten: +4
Defenses: Nml 14; Ftl 18; Mfl 13
Grit: $22 + 3d6$ [33]
Pneuma: 7
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>logos</i>, <i>heinous</i> • <u>vulnerable</u> <i>flare</i> 3, <i>gloom</i> 3, <i>shock</i> 1 • <u>resistant</u> <i>wreck</i> 3, <i>whelm</i> 3, <i>frost</i> 2, <i>gleam</i> 5, <i>rasp</i> 2, <i>rot</i> 2, <i>shake</i> 4 • <u>immune</u> <i>chaos</i>, <i>charis</i>, <i>hubris</i>, <i>hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>renitent</u> (<i>avail:1</i>) <i>paralyzed</i>, <i>incapacitated</i>, <i>nauseated</i>, <i>retched</i>, <i>poisoned</i>, <i>diseased</i>, <i>scared</i>, <i>terrified</i>, <i>charmed</i>, <i>enthralled</i>, <i>confused</i>, <i>deranged</i>, <i>blinded</i>, <i>stifled</i>, <i>numbed</i> • <u>renitent</u> (<i>avail:2</i>) <i>jostled</i>, <i>imbalanced</i>, <i>prostrated</i>, <i>restrained</i>, <i>constrained</i> • <u>impervious</u> <i>disoriented</i>, <i>stunned</i>, <i>deafened</i>
Lifeskills: <i>deepfare</i> +4 (sta); <i>dive</i> +5 (sta); <i>landfare</i> +7 (imp); <i>look</i> +7 (imp); <i>lurk</i> +12 (adv); <i>seafare</i> +3 (sta); <i>search</i> +2 (sta); <i>toil</i> +5 (sta); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
Innate Weapons — 5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 1; strike +6; <i>wreck</i> (stab) harm 2d4+5 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d4) • 4 Root-Tentacles: targeted melee 1; strike +6; <i>whelm</i> harm 1d4+1 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d2)
Monster and Mortal Powers: <i>grappling</i> — <i>improved</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>speedburst</i> (+3); <i>spheresense</i> ; <i>stonesplit</i>
Ascension-Point Value: 17

ALPENGARD | MONSTER STATISTICS

MID CHOMPSTUMP
Tier: Surging Lifview: <i>lashful</i> Languages: Plant
Shape: 2×2×1 Size Modifier: -1 Mass Modifier: +2 Speed: walk 4; swim 2; burrow 1
Roottraits: Brw 6; Lth 3; Smt 0; Wis 2; Glt 1 Hasten: +4 Defenses: Nml 15; Ftl 22; Mfl 13 Grit: 40+4d8 [58] Pneuma: 9
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>logos, heinous</i> • <u>vulnerable</u> <i>flare 2, gloom 3, shock 1</i> • <u>resistant</u> <i>wreck 4, whelm 5, frost 2, gleam 5, rasp 2, rot 2, shake 4</i> • <u>immune</u> <i>chaos, charis, hubris, hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched, poisoned, diseased, scared, terrified, charmed, enthralled, confused, deranged, blinded, stifled, numbed</i> • <u>renitent</u> (<i>avail:2</i>) <i>jostled, imbalanced, prostrated, restrained, constrained</i> • <u>impervious</u> <i>disoriented, stunned, deafened</i>
Lifeskills: <i>deepfare</i> +5 (sta); <i>dive</i> +7 (sta); <i>landfare</i> +8 (imp); <i>look</i> +7 (imp); <i>lurk</i> +13 (adv); <i>seafare</i> +4 (sta); <i>search</i> +2 (sta); <i>toil</i> +7 (sta); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
Innate Weapons—5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 1; strike +7; <i>wreck</i> (<i>stab</i>) harm 1d8+1d6+5 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6) • 4 Root-Tentacles: targeted melee 2; strike +7; <i>whelm</i> harm 1d8+2 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> – <i>improved</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>speedburst</i> (+3); <i>spheresense</i> ; <i>stonesplit</i>
Ascension-Point Value: 22

THICK CHOMPSTUMP
Tier: Helming Lifview: <i>lashful</i> Languages: Plant
Shape: 4×4×1 Size Modifier: -4 Mass Modifier: +8 Speed: walk 6; swim 3; burrow 2
Roottraits: Brw 7; Lth 5; Smt 0; Wis 4; Glt 2 Hasten: +6 Defenses: Nml 16; Ftl 24; Mfl 16 Grit: 87+6d10 [120] Pneuma: 14
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>logos, heinous</i> • <u>vulnerable</u> <i>flare 2, gloom 2, shock 2</i> • <u>resistant</u> <i>wreck 6, whelm 9, frost 3, gleam 6, rasp 2, rot 2, shake 4</i> • <u>immune</u> <i>chaos, charis, hubris, hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched, poisoned, diseased, scared, terrified, charmed, enthralled, confused, deranged, blinded, stifled, numbed</i> • <u>renitent</u> (<i>avail:2</i>) <i>jostled, imbalanced, prostrated, restrained, constrained</i> • <u>impervious</u> <i>disoriented, stunned, deafened</i>
Lifeskills: <i>deepfare</i> +7 (sta); <i>dive</i> +9 (sta); <i>landfare</i> +10 (imp); <i>look</i> +10 (imp); <i>lurk</i> +16 (adv); <i>seafare</i> +5 (sta); <i>search</i> +3 (sta); <i>toil</i> +9 (sta); <i>tumble</i> +5 (sta)
ATTACKS AND POWERS
Innate Weapons—5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 2; strike +9; <i>wreck</i> (<i>stab</i>) harm 3d6+6 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d8) • 4 Root-Tentacles: targeted melee 3; strike +9; <i>whelm</i> harm 1d12+2 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
Monster and Mortal Powers: <i>grappling</i> – <i>advanced</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>speedburst</i> (+3); <i>spheresense</i> ; <i>stonesplit</i>
Ascension-Point Value: 31

ALPENGARD | MONSTER STATISTICS

GREAT CHOMPSTUMP
Tier: Reckoning Lifeview: <i>lashful</i> Languages: Plant
Shape: 5×5×2 Size Modifier: -12 Mass Modifier: +25 Speed: walk 9; swim 4; burrow 2
Roottraits: Brw 9; Lth 8; Smt 0; Wis 6; Glt 4 Hasten: +8 Defenses: Nml 4; Ftl 28; Mfl 20 Grit: 196+9d12 [255] Pneuma: 22
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>logos, heinous</i> • <u>vulnerable</u> <i>flare 2, gloom 1, shock 2</i> • <u>resistant</u> <i>wreck 3, whelm 3, frost 2, gleam 5, rasp 2, rot 2, shake 4</i> • <u>immune</u> <i>chaos, charis, hubris, hallow</i>
Condition Adaptations: <ul style="list-style-type: none"> • <u>renitent</u> (<i>avail:1</i>) <i>paralyzed, incapacitated, nauseated, retched, poisoned, diseased, scared, terrified, charmed, enthralled, confused, deranged, blinded, stifled, numbed</i> • <u>renitent</u> (<i>avail:2</i>) <i>jostled, imbalanced, prostrated, restrained, constrained</i> • <u>impervious</u> <i>disoriented, stunned, deafened</i>
Lifeskills: <i>deepfare</i> +10 (sta); <i>dive</i> +10 (sta); <i>landfare</i> +13 (imp); <i>look</i> +13 (imp); <i>lurk</i> +19 (adv); <i>seafare</i> +8 (sta); <i>search</i> +4 (sta); <i>toil</i> +11 (sta); <i>tumble</i> +8 (sta)
ATTACKS AND POWERS
Innate Weapons— 5 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 3; strike +12; <i>wreck (stab)</i> harm 2d12+11 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d10) • 4 Root-Tentacles: targeted melee 4; strike +12; <i>whelm</i> harm 1d8+1d6+7 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d8)
Monster and Mortal Powers: <i>grappling</i> – <i>advanced</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>speedburst</i> (+3); <i>spheresense</i> ; <i>stonesplit</i>
Ascension-Point Value: 43

MANIACAL CHOMPSTUMP TEMPLATE
Movement Alterations: walk +3; swim +1; burrow +1
Attacks and Powers Alterations: <i>physical</i> strikes – bite base variable harm +2 d-steps, root-tentacles base harm +1 d-step
Ascension-Point-Value Alterations: +10