

GNAWSCUM

Moving purely on survival instinct, gnawscums include algae, oozes, slimes and sludges—filmy plants that can swim, crawl and climb, albeit rather slowly. These carnivorous plants need to eat flesh and will take anything they can get, whether insects, beasts or mortals. In response to environmental light levels and coloration, they can alter their pigmentation to blend with surroundings, whether matching the hues of the ground or becoming translucent to hide in clear water. Occasionally they may mimic windows or glass portals. Gnawscums can spread themselves flat or pull themselves into blobs, orbs or cubes; their stats-block battlegrid shapes reflect their overall mass if moving in a relatively compact shape, rather than fully spread out.

Gnawscums attack by reaching out with bodily blobs to touch and corrode the skin while absorbing nutrients, desiccating creatures to feed themselves.

- Creeping gnawscums slowly make their way across dry land, consuming edibles in their paths, often turning brownish green to match dirt and other plants.
- Dangling gnawscums roam through subterranean caverns, climbing on ceilings to drop on prey or setting traps by turning clear while stretching across openings.
- Gliding gnawscums swim effortlessly through water, especially in swampy, marshy or coastal areas, blending in with normal flora to look for food sources.
- Winddread gnawscums are variants that are so lightweight they can take to the air, carried by the breezes while contorting their forms to control their trajectories.

GNAWSCUM TRAITS
Class: plant
Origin: Midgard
Sapience: nonmoral-agent
Liferviews: <i>laxful</i> , <i>lawful</i> , <i>lashful</i>
Vessel: corporeal (zoetic-nonorganic)
Tier/Shape Range: Dawning $\frac{1}{8} \times \frac{1}{8} \times \frac{1}{8}$ to Crowning $5 \times 5 \times 5$
Role: warrior
Creature Knowledge:
• <i>General:</i> <i>farm</i> or <i>nighlore</i> (sta) DR 21
• <i>Specific:</i> <i>farm</i> or <i>nighlore</i> (imp) DR 30
Roottrait Points: $3 + [3 \times (\text{tier} - 1)]$
Attack Roottraits:
• <i>Physical Strikes/Harm:</i> Wis/Brw
• <i>Magical Strikes/Harm:</i> —
Fixed Base Grit: $[2] \times [\text{tier}]^2$
Augmentations/Lifeskills: hasten +3; physical strikes +4, physical harm +8; <i>deepfare</i> +1 (train: imp); <i>dive</i> +4 (train: imp); <i>landfare</i> ±0 (train: sta); <i>look</i> ±0 (train: sta); <i>lurk</i> +3 (train: imp); <i>seafare</i> +3 (train: imp); <i>search</i> +2 (train: imp); <i>toil</i> +1 (train: imp); <i>tumble</i> +1 (train: sta)
Carcass Harvest:
• <i>Food:</i> $[(1d2) \times \text{cubes}]$ meals; <i>cook</i> (imp) DR 31 <i>diseased</i> (medial)
• <i>Water:</i> $[(1d2) \times \text{cubes}]$ meals; <i>mash</i> (imp) DR 30 <i>corroded</i> (greater)
Lair Treasure:
• <i>Mundane:</i> incidental
• <i>Magical:</i> incidental

CREEPING GNAWSCUM
Tier: Raising
Liferview: <i>laxful</i>
Languages: Plant
Shape: $1 \times 1 \times 1$
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 1; swim 1
Roottraits: Brw 3; Lth 1; Smt 0; Wis 4; Glt 1
Hasten: 7
Defenses: Nml 15; Ftl 16; Mfl 15
Grit: $21 + 3d8$ [35]
Pneuma: 7
Harm Yields:
• <i>susceptible</i> <i>frost</i> , <i>gloom</i> , <i>chaos</i> , <i>heinous</i>
• <i>vulnerable</i> <i>flare</i> 5
• <i>resistant</i> <i>wreck</i> 23, <i>whelm</i> 28, <i>rot</i> 3, <i>rasp</i> 7, <i>gleam</i> 1, <i>shake</i> 9, <i>shock</i> 4
• <i>immune</i> <i>logos</i> , <i>charis</i> , <i>hubris</i> , <i>hallow</i>
Condition Adaptations:
• <i>renitent</i> (<i>avail</i> :1) <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>stifled</i> , <i>numbed</i>
• <i>impervious</i> <i>disoriented</i> , <i>stunned</i> , <i>jostled</i> , <i>imbalanced</i> , <i>prostrated</i> , <i>restrained</i> , <i>constrained</i> , <i>blinded</i> , <i>deafened</i>
Lifeskills: <i>deepfare</i> +7 (imp); <i>dive</i> +8 (imp); <i>landfare</i> +5 (sta); <i>lurk</i> +7 (imp); <i>look</i> +4 (sta); <i>seafare</i> +6 (imp); <i>search</i> +5 (imp); <i>toil</i> +5 (imp); <i>tumble</i> +2 (sta)
ATTACKS AND POWERS
1 Touch — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +8; <i>rasp</i> harm $1d4 + 11$ Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d4)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingwalk</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>spheresense</i>
Ascension-Point Value: 20

ALPENGARD | MONSTER STATISTICS

DANGLING GNAWSCUM
Tier: Honing Lifview: <i>lawful</i> Languages: Plant
Shape: 2×2×2 Size Modifier: -2 Mass Modifier: +4 Speed: walk 1; swim 1
Roottraits: Brw 5; Lth 2; Smt 0; Wis 6; Glt 2 Hasten: 9 Defenses: Nml 16; Ftl 20; Mfl 18 Grit: 59+5d8 [82] Pneuma: 12
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>frost, chaos, heinous</i> • <u>vulnerable</u> <i>flare</i> 8, <i>gleam</i> 3 • <u>resistant</u> <i>wreck</i> 19, <i>whelm</i> 22, <i>gloom</i> 4, <i>rot</i> 5, <i>rasp</i> 8, <i>shake</i> 10, <i>shock</i> 2 • <u>immune</u> <i>logos, 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, stifled, numbed</i> • <u>impervious</u> <i>disoriented, stunned, jostled, imbalanced, prostrated, restrained, constrained, blinded, deafened</i>
Lifeskills: <i>deepfare</i> +10 (imp); <i>dive</i> +11 (imp); <i>landfare</i> +8 (sta); <i>look</i> +7 (sta); <i>lurk</i> +9 (imp); <i>seafare</i> +8 (imp); <i>search</i> +6 (imp); <i>toil</i> +8 (imp); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
1 Touch — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +10; <i>rasp</i> harm 2d4+13 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d6)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingwalk</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>spheresense</i>
Ascension-Point Value: 26

GLIDING GNAWSCUM
Tier: Quelling Lifview: <i>lashful</i> Languages: Plant
Shape: 3×3×3 Size Modifier: -6 Mass Modifier: +13 Speed: walk 1; swim 2
Roottraits: Brw 8; Lth 2; Smt 0; Wis 8; Glt 3 Hasten: 11 Defenses: Nml 14; Ftl 26; Mfl 21 Grit: 119+7d8 [151] Pneuma: 17
Harm Yields: <ul style="list-style-type: none"> • <u>susceptible</u> <i>frost, gloom, logos, heinous</i> • <u>vulnerable</u> <i>flare</i> 2, <i>shake</i> 3 • <u>resistant</u> <i>wreck</i> 24, <i>whelm</i> 25, <i>rot</i> 12, <i>rasp</i> 4, <i>frost</i> 3, <i>gleam</i> 6, <i>shock</i> 5 • <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, stifled, numbed</i> • <u>impervious</u> <i>disoriented, stunned, jostled, imbalanced, prostrated, restrained, constrained, blinded, deafened</i>
Lifeskills: <i>deepfare</i> +12 (imp); <i>dive</i> +14 (imp); <i>landfare</i> +10 (sta); <i>look</i> +9 (sta); <i>lurk</i> +10 (imp); <i>seafare</i> +11 (imp); <i>search</i> +7 (imp); <i>toil</i> +11 (imp); <i>tumble</i> +3 (sta)
ATTACKS AND POWERS
2 Touches — 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +12; <i>rasp</i> harm 3d4+8 Option [adjuvant; 1 pneuma]: <i>siphon</i> (1d8)
Monster and Mortal Powers: <i>ability substitution</i> (Wis); <i>clingwalk</i> ; <i>inferior defense</i> (Nml, Ftl, Mfl); <i>spheresense</i>
Ascension-Point Value: 35

WINDDREAD GNAWSCUM TEMPLATE
Movement Alterations: walk +2; swim +2; fly +3
Lifeskills Alterations: <i>look</i> +2 (train upgrade: imp); <i>lurk</i> +1 (train upgrade: adv)
Attacks and Powers Alterations: <i>touch</i> strikes — base variable harm +2 d-steps, plus <i>agonize</i> option; <i>speedburst</i> (+4) power
Ascension-Point-Value Alterations: +11