

# CREATING A THREAT

There are many monsters and problems in the lands of Gradina that serve to make it a more dangerous place. Some have been well recorded and documented in the 100 years since the awakening, and some have even yet to be seen. Throughout a party's campaign a GM may want to create their own dilemma for the Hunter's to face, this may be a new monster or a gauntlet of puzzles and problems to solve.

When it comes to natural disasters, or more abstract threats, like diseases, storms, or possibly problems of a political nature there should be a few considerations. Similar to crafting Quests there are a few steps that should be taken in creating Threats like these.

## HOW IS IT A THREAT?

What kind of danger it poses, and if this danger is immediate or long term. What are the stakes? What benefits does it gain from being in its **Nightmare** form.

## HOW LONG DO THE HUNTERS HAVE?

How long will the Hunters have to complete the goal? What should the difficulty be to reach the Monster before it turns to its **Nightmare** form.

## WHAT DO THEY NEED?

This is where a GM should have some notes on things the Hunters need to learn, and what they need to do, decide what needs to be told to the hunters.

## WHAT TASKS WILL THIS INVOLVE?

After a goal has been set, the GM should figure out exactly what Tasks are needed at what points, it's okay to wing it or add a few but some forethought is recommended.

## HOW LONG WILL IT TAKE?

This is an extension of the 2nd question but more in terms of after the Hunters know the task at hand, once all pieces are set how long in game time will it take to solve?

## WHAT'S THE CHALLENGE?

Finally once all has been laid out, one should consider what the real hook for this threat is, just a monotonous string of Tasks is ultimately boring, so will it be like a puzzle? Will it require picking words carefully? Is it about resource management?

Ultimately what mechanic or hook will there be other than the Tasks and the steps to completion? This is truly what will elevate a threat from just a set of Tasks that need doing into an interesting and dynamic Quest.

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Although many Threats don't just consist of abstract dangers like weather or diseases, often-times the biggest problems will be monsters or other combatants, and of course the most dangerous quests will include both. Although whether a Quest is entirely based around a Monster or based around a larger problem with Monsters, having a good template to create Monsters is key, there is a Template on the next page, that can be used to help determine different aspects of a creature. This can also be used to determine the Attributes and abilities of a humanoid as well, like a bandit or guard.

In total there are different kinds of Enemies that are important and tie a pivotal role in how they are approached, many hunters can get specific benefits against different "types" of Monsters and these categories are what those Types refer to. In total there are 7 Types of Monsters which include:

- **HUMANOID** (this mostly just means humans, but also extends to anything human-esque such as Elves, Dwarves, Gnomes, Goblins, or Orcs)
- **BEAST** (this includes any kind of monster that is derivative of normal animals such as wolves, bears, stags, even if they are giant or magical in nature)
- **MYTHICAL** (this includes anything that is a beast but is not strictly derivative such as chimera, hippocryphs, dragons, or sea serpents)
- **UNDEAD** (this is anything that is essentially dead, like spirits, zombies, skeletons, liches and the like, if they have once died and now return they are undead)
- **PLANAR** (this is any type of creature that comes from another plane, including demons, angels, supreme beings, deities, and primordial spirits)
- **CONSTRUCT** (this is anything that was constructed or non-moving, and usually does not have sapience, such as golems, animated armor, or living trees)
- **ABOMINATION** (this is anything beyond categorization or description, something eldritch or horrifying in nature and somehow bends or breaks a law of nature)

Monsters can be complex, or simple, but even these categories can't cover all the possibilities and in some rare cases they may be monsters that straddle the line or stand between two types, these types are more to help categorize them, if it needs to be determined for an ability the GM can make a call on whether a Monster counts as both or only 1 if the decision needs to be made.

The template below can be used to create your very own Monster Threats. It is a place to track its Attributes, Defenses, and a few other things such as

Damage, Size, and Difficulty. A Monster's Attributes should be based on a combined total of their Size and Difficulty. A Monster's Damage is a flat number that is added to all Natural Attacks while usually Natural attacks have a base die associated with them. Creature Abilities only add Damage if the Ability says so or states that the Ability counts as a Natural Attack. Unlike Hunters, Monsters don't have a set cap or minimum for an Attribute, a recommended margin for Monsters is between -2 to +6 (from lowest to highest)

NAME: <input type="text"/>				
ATTRIBUTES				
STRENGTH <input type="text"/>	AGILITY <input type="text"/>	INFLUENCE <input type="text"/>		
WITS <input type="text"/>	ARCANE <input type="text"/>	LUCK <input type="text"/>		
HEALTH <input type="text"/>	ARMOR <input type="text"/>	EVASION <input type="text"/>		
HARM REDUCTION <input type="text"/>	SIZE <input type="text"/>	DIFFICULTY <input type="text"/>		
TAGS <small>(See 'Monster Tags' for more)</small> Write a brief description of what Tags this Monster has, as well as how they manifest.		BEHAVIOR <small>(See 'Monster Behaviors' for more)</small> Write a brief description of how this Monster behaves.		
WEAKNESSES <input type="text"/>		RESISTANCES <input type="text"/>	IMMUNITIES <input type="text"/>	
<p><b>DESCRIPTION</b></p> <p><i>Write more about what this Monster looks like, where it comes from, or what might be known about it.</i></p> <p><i>You can also include information that is not known to the Hunters or anyone right away but to help guide you as the GM to better control this Monster.</i></p>				
<p><b>CREATURE MOVES</b></p> <ul style="list-style-type: none"> <li>• Select from the list of Creature Moves and place the most prevalent ones here.</li> <li>• You may have as many or as little as you want but the Moves not being listed here do not omit using other Moves from the "Creature Moves" List.</li> </ul>				
<p><b>CREATURE PASSIVES</b></p> <p><b>Passive Example:</b> Write a unique quirk or ability for the Monster that does not require rolling or active use. Such as getting Evasion while mounting, having impeccable eyesight, or a +1 to a certain task. (If this Passive receives benefits from the Nightmare Phase write it here)</p> <p><b>Nightmare Phase:</b> You can also write any unique or specific buffs that don't fall in line with other Passives as if it's a new move.</p>				
<p><b>CREATURE ABILITIES</b></p> <p><b>Ability Example:</b> Write any unique move or ability that requires active use or actions from the Monster, such as a special stance, an action that requires a roll, or even an action that forces a saving throw on a hunter. (If this Ability receives benefits from the Nightmare Phase write it here)</p> <p><b>Nightmare Phase:</b> You can also write any unique or specific buffs that don't fall in line with other Abilities as if it's a new move.</p>				

There are a total of 4 Sizes a creature can be which include: Small, Medium, Large, and Massive. As a point of reference, all Player Hunters and Humans are Medium-sized creatures. When selecting a Size for a custom Monster, consider how large they should be in relation to Humans, things like Wolves or Giant Insects would usually be Small. Medium can extend anywhere from a mule to even a horse, as long as it could fit through a doorway. Large would be a size that would struggle fitting in an average door, such as a rhino and capping somewhere an elephant. Massive creatures are anything bigger than that.

Here is a chart to have a reference on high and low numbers, anything is interchangeable here.

### MONSTER SIZE

- **Small** = +7 Attributes
- **Medium** = +9 Attributes
- **Large** = +12 Attributes
- **Massive** = +16 Attributes

### MONSTER DIFFICULTY

- **Trivial** (0-1) = -2 Attributes
- **Easy** (2-3) = +0 Attributes
- **Average** (4-5) = +2 Attributes
- **Hard** (6-7) = +4 Attributes
- **Difficult** (8-9) = +6 Attributes
- **Legendary** (10+) = +8 Attributes

A Monster should have 1 - 5 Abilities based on their Difficulty

### HEALTH TIERS

- **Fragile** = 6 - 12 Health
- **Solid** = 13 - 20 Health
- **Sturdy** = 21 - 29 Health
- **Unkillable** = 30+ Health

### ARMOR TIERS

- **Vulnerable** = 0 - 2 Armor
- **Protected** = 3 - 5 Armor
- **Armored** = 6 - 8 Armor
- **Unbreakable** = 9+ Armor

### EVASION TIERS

- **Slow** = (-2) - (-1) Evasion
- **Normal** = 0 - 1 Evasion
- **Fast** = 2 - 3 Evasion
- **Uncatchable** = 4+ Evasion

### DAMAGE TIERS (FLAT/DIE)

- **Weak** = -1 Flat (d4)
- **Average** = 0 - 1 Flat (d4 - d6)
- **Strong** = 2 - 4 Flat (d8 - d10)
- **Unbeatable** = 5+ Flat (d12)

### ATTRIBUTES

- **Low** = (-2) - (-1)
- **Standard** = 0 - 2
- **High** = 3 - 4
- **Unmatched** = 5 - 6

These numbers are just suggestions and GM's are encouraged to scale their monsters around personal preference, Hunter composition, and Hunters levels.

## CREATURE MOVES

When creating your Monster, there are special actions you can give to your Monsters besides combat abilities. Creature Moves are the Monster equivalent of the Hunter's Innate Tasks. These are given to Monsters to give them more options in a fight instead of moving, attacking, or using a Creature Ability. Typically the list below are things ANY Monster should be able to do, but the GM should apply some logic to this, if something does not make sense, a Monster should not be allowed to do it, but all listed moves below are by default allowed on all Monsters. The Creature Moves are:

- Force a \_\_\_\_\_ task on a Hunter. On a partial success, the Hunter takes -1 Forward. On a miss they suffer from a \_\_\_\_\_ status effect.
- Force a Weapon or item out of a Hunter's hand.
- Give a Hunter -1 Forward.
- Separate a Hunter from the rest of their team.
- Force a Hunter to make a choice that will jeopardize them or shift the consequence to an ally Hunter.
- Break a Weapon, tool, or piece of Armor.
- Obscure themselves from the Hunters, forcing the Hunters to pass an Investigate task to locate them.
- Make a large noise, drawing unwanted attention.
- Call for help.
- Trap a Hunter.

Here are some Creature moves that exist on many but not all, such as the ability to speak or use complex tools or mechanisms:

- Converse with a Hunter.
- Offer a resource in return for pacifism.
- Alter their physical form.
- Cast Magic.
- Alter the Terrain.
- Use a Weapon or Item.

Once again most of these Creature Moves are accessible to most Monsters, but it may not always be the case, use discretion when selecting a Creature Move for a Monster to use. These Creature Moves can always be called upon as an Action or Quick Action (possibly even a Free action if the situation calls for it). In addition Monsters might have unique abilities that integrate the Creature Moves, such as “if a Hunter deals Harm to this Monster, use a Creature Move as a Reaction” or “if the Monster succeeds a \_\_\_\_\_ Task then perform 2 Creature Moves at once”. Be creative with how these Moves get integrated into the Hunt and how it might enhance the experience and threat a Monster poses without being unfair to the Hunters.

## NIGHTMARE PHASE

An additional consideration when creating your Monster is its Nightmare Phase. Every Monster will shift into its Nightmare form during the Night (usually beginning at 8 pm), and gain any number of new effects, stats, and abilities. As a GM it is your responsibility to establish to the players the urgency of vanquishing a monster before it enters its Nightmare Phase, allow them to deduce how to combat its Nightmare Phase abilities, and to make each Nightmare effect unique. Some examples are:

- Gaining Stat Bonuses
- Gaining or empowering pre-existing abilities and Moves
- Calling allies to their aid
- Gaining extra Health or Defenses
- Altering the Terrain
- Applying a passive Status Effect on all Hunters
- Assuming a new form altogether

Much like how every Nightmare Phase is unique, certain Monsters might have unique conditions under which they enter their Nightmare Phases . For example:

- The Monster must haunt a Hunter or other Target for some amount of time
- The Monster achieving some goal allows it to enter its Nightmare Phase permanently,
- The Monster is Angelic in nature, and enters its Nightmare Phase during the Day instead of at Night

It is recommended to use such alterations sparingly, since Hunters will generally be preparing for more difficult encounters at Night and not during the Day, and will expect the sunrise to bring them reprieve during a difficult encounter. That said, curveballs can be quite interesting when used with discretion! Use your best judgment and discuss with your players ahead of the campaign (or at least at the beginning of the session) how much deviation from the typical formula they’re comfortable with.

Next page is an example of a Monster that has specific Nightmare Phase stipulations and effects.



NAME:

**FOREST SKULKER****ATTRIBUTES**

STRENGTH <b>4</b>	AGILITY <b>2</b>	INFLUENCE <b>1</b>
WITS <b>1</b>	ARCANE <b>3</b>	LUCK <b>2</b>
HEALTH <b>35</b>	ARMOR <b>2</b>	EVASION <b>1</b>
HARM REDUCTION <b>1</b>	SIZE Medium	DIFFICULTY Hard

**TAGS***Predator, Sneaky, Abomination, Vegetal*

Due to its nature of being made up of primarily natural materials, the Skulker has a very easy time blending in, and it knows it.

**BEHAVIOR**

Bloodthirsty, Territorial, Competitive

Cold, ominous, this monster slinks its limbs of wood and brush at its side, collecting more and more mass with each step.

**WEAKNESSES**

Fire, Mounted Strikes to the Chest

**RESISTANCES**

Water, Shadow, Psychic, Fear

**IMMUNITIES**

Bleeding, Shadow

**DESCRIPTION**

The Forest Skulker is a type of Undead spirit which does not haunt a forest—it has possessed it. While the physical forms of Forest Stalkers vary a good deal in appearance, they are always constructed from readily-available materials within the forest. Trees are often twisted into limbs, with sharp claws hewn from gnarled branches; stone or packed earth from the forest floor may provide a layer of protection to the beast, and unfortunate forest creatures may have sinew or skull pulled from their carcasses to help bind the spirit's body together. While it may incidentally catch foliage when initially forming its body, mushrooms and lichens often grow on it after the fact, and the amount of growth that has accumulated on a Skulker is a reliable indicator of how long it has roamed in a given forest.

**CREATURE MOVES**

- Force a Weapon or item out of a Hunter's hand.
- Separate a Hunter from the rest of their team.
- Obscure themselves from the Hunters, forcing the Hunters to pass an Investigate task to locate them.
- Trap a Hunter.
- Alter the Terrain.

**CREATURE PASSIVES**

**Nightmare Phase:** Nightmare Phase: The Forest Skulker can remain in its **Nightmare Phase** indefinitely if enough spirits are gathered in the Woods they have claimed. If it does so, its size changes from Medium to Large, gaining +2 Harm and the **Far Tag** to their Natural Attacks, gaining an additional 20 to their Max Health and trades its evasion for +2 flat Harm Reduction.

**Un-natural Strength:** The Forest Skulker's strength is so great that it is able to pick up large objects (Rocks, Tree Stumps, etc.) and throw them at Hunters. These deal d6+2 Environmental Damage and **Stagger** Hunters.

(In the Nightmare Phase, this attack knocks Hunters Prone, and its damage die becomes a d8. The Skulker can now throw even larger objects, such as boulders and trees.)

**CREATURE ABILITIES**

**Vine Yard:** The Forest Skulker plants its hands into the earth and manipulates the roots of the surrounding trees to restrain its pursuers. Force a **Traverse Task** on a single Hunter. On a roll of:

- 8 - 10, they avoid the roots but suffer -1 Forward and are **Staggered**,
- 11+, the Hunter avoids the attack.
- On a miss, the Hunter is pulled to the ground and fully encased in a pile of vines.

(In the Nightmare Phase, the Forest Skulker can add the **Area Tag**).

This **Restricts** Hunters and knocks them **Prone**. The roots can only be escaped with the help of another Hunter (a **Quick Action**) or by hacking through them with a Weapon (or an appropriate Tool).

**Curse of the Wyld:** If it successfully grapples or **Restrains** a Hunter, the Forest Skulker can expend a Luck Point to apply this effect to them. The Stalker will embed a seed in the skin of the Target; throughout the fight, its curse will slowly expand across the Hunter's body, causing a Severe **Slow** that cannot be removed through normal means (only particularly strong Healing Magic or a potion brewed specifically to counteract this curse will succeed). If the Hunters do not quickly defeat the Forest Stalker, the seed's effect will fully consume the Hunter, turning them fully into an inert piece of wood—restrict use of the Hunter's limbs as appropriate for the degree of progression of the curse.

(In Nightmare Phase, implanting the seed causes a **Bleed-Out** on the Afflicted Hunter).

# MONSTER CATEGORIES

The following tags define the base 7 Categories Monsters have been split up into, while most monsters can fit under 1 there are unique cases where more than 1 applies. Each Category may come with intrinsic benefits and in any cases where a Monster fits multiple categories they acquire the strengths and weaknesses from both. When creating a Monster block, the Weakness, Resistance, and Immunity section takes precedence over any Inherent traits from a category.

**BEAST** - *This is an animalistic creature either seen as an enhanced form of more natural animals or something that still carries beastial and natural elements. The strongest indicator of a beast regardless of its size or abilities is that Beast's are inherently not magical nor capable of casting magic.*

- Inherent Weaknesses: None
- Inherent Resistances: None
- Inherent Immunities: None

**MYTHICAL** - *This is an animalistic creature very similar to Beasts but may have exaggerated features, such as a horse with a horn, or a lion with a scorpion tail. There are many similarities between Mythical and Beast but the primary difference is that Mythical is in tune with Magic or capable of casting it.*

- Inherent Weaknesses: Silver
- Inherent Resistances: Magic (Non-Elemental Harm)
- Inherent Immunities: None

**HUMANOID** - *This is a monster that takes after the Human appearance, in the form of having two legs, two arms, and at the very least are semi-intelligent, this can include Gremlins, Kobolds, Elves, Orcs, Shapeshifters, Vampires, etc. For this matter even Humans technically count for this category.*

- Inherent Weaknesses: None
- Inherent Resistances: None
- Inherent Immunities: None

**UNDEAD** - *This is a Monster who has been brought back from the dead or is somehow derived from death and the soul. This can be Animated skeletons, zombies, or even ethereal ghosts or spirits. Undead vary wildly on their intelligence, some only being able to follow a master's command while others are extremely adept at analyzing and interpreting their surroundings.*

- Inherent Weaknesses: Silver, Holy
- Inherent Resistances: Shadow, Mental Statuses
- Inherent Immunities: Poison/Disease, Bleeding

**CONSTRUCT** - *This is a monster who was created by something or someone very magically powerful, using taboo rituals or avant garde types of magic to create something.... Alive? This can be as simple as animated armor, or living thinking golems, or possessed statues. Constructs come from many places, sometimes being automatons and others being living rocks.*

- Inherent Weaknesses: None
- Inherent Resistances: Physical, Slow
- Inherent Immunities: Fear

**ABOMINATION** - *This is a monster that defies the norms and understandings of the other categories, being something eldritch at heart. This can be a swarm of writhing tentacles, the amalgamation of flesh, a beast with no resemblance of animals we know or understand. Abominations are the outliers, the unknown, the true horrors in the back of everyone's mind.*

- Inherent Weaknesses: None
- Inherent Resistances: Psychic, Fear
- Inherent Immunities: Shadow

**PLANAR** - *This is a monster that intrinsically comes from another Plane or world. This can be religious in nature such as Angels or Demons, or beings from another plane such as alternate clones or Planar ghosts. Many deific figures even if described as Spirits also fit this category, especially if they are known to be primordial or ancient in nature.*

- Inherent Weaknesses: None
- Inherent Resistances: Physical
- Inherent Immunities: Psychic

## MONSTER SIZE TAGS

The following tags are used to describe the size of the creature a Monster's size is used to scale its stat attributes and change how Hunters must fight them. The tags are as follows:

- **Small** - *This creature is small enough to slip by Hunters without being blocked.*
- **Medium** - *This creature is on the same level as the Hunter or slightly larger, such as Horses.*
- **Large** - *This creature is large enough to have trouble fitting in doors, and Hunters cannot attack Large Creatures that are targeting them.*
- **Massive** - *This creature is so big that it cannot be attacked from the front, you must Mount or be In Position to get the opportunity to attack.*
- **Morphing** - *This creature can alter its size with a Quick Action.*

## MONSTER BODY TAGS

Some Monsters might have unique body types not found commonly on other monsters. Here are a list of some specific examples:

- **Gelatinous** - This creature's body is made up of a dense form of liquid rather than a solid. This would give them an inherent resistance to physical attacks and have very specific weaknesses.
- **Vegetal** - This creature exhibits plant-like tendencies such as being grown out of the ground or having unique actions involving nature.
- **Mineral** - These creature's bodies are compiled of entirely natural materials either being held together by magic or some sort of spirit. These creatures should have either a resistance or immunity to physical attacks and have large amounts of Harm Reduction.
- **Ethereal** - These creature's bodies are completely uninhibited by physical means. These creatures can only be harmed by magic and gain full immunity to unenchanted physical attacks.

## BEHAVIORAL TAGS

Behavioral tags are used to describe how a creature might interact with the Hunters, other members of its kind, or how it would respond to certain situations. The tags are listed as follows:

- **Aggressive** - The Monster will attack anyone they run into in the wild.
- **Bloodthirsty** - The Monster will actively pursue humans to feast and slaughter.
- **Competitive** - The Monster will tend to not get along with others of their species or even see them as threats.
- **Follower** - The Monster will tend to follow the orders of and protect stronger members of their kind.
- **Intelligent** - The Monster will have human-levels of intelligence and be able to communicate with the hunters.
- **Leader** - The Monster will command and lead other members of its kind.
- **Negotiable** - The Monster will exhibit enough intelligence to be persuaded by items. They also can attempt to persuade Hunters with possessions of their own.
- **Obsessive** - The Monster will tend to be obsessed with a certain person, object, or location.
- **Passive** - The Monster will not resort to violence and will flee at signs of danger.
- **Scout** - The Monster will be proficient in gaining information or transporting small items.

- **Swarm** - The Monster will travel in groups. When isolated it may attempt to retreat.
- **Territorial** - The Monster will become agitated if something encroaches on their home or their herd.

## COMBAT TAGS

Combat Tags are used to describe how a Monster would perform when in a fight. The tags are listed as follows:

- **Airborne** - This creature can fly through the air, change its elevation for free without having to perform Traversal Tasks.
- **Aquatic** - This creature can traverse through water and liquids without the need to perform Traversal Tasks.



- **Elemental** - This creature can have multiple variants each coinciding with one of the following tags:
  - **Blessed** - This creature is infused with the Light element. Gain immunity and deal damage in the given element.
  - **Flame** - This creature is infused with the Fire element. Gain immunity and deal damage in the given element.
  - **Frost** - This creature is infused with the Water element. Gain immunity and deal damage in the given element.
  - **Gust** - This creature is infused with the Wind element. Gain immunity and deal damage in the given element.
  - **Shock** - This creature is infused with the Lightning element. Gain immunity and deal damage in the given element.
  - **Shrouded** - This creature is infused with the Shadow element. Gain immunity and deal damage in the given element.
  - **Stone** - This creature is infused with the Earth element. Gain immunity and deal damage in the given element.
- **Evasive** - This creature turns any attacks with the "Accurate" tag into "Precise" as well as gains immunity to "Precise".
- **Hunter** - This creature excels at hunting, allowing it to Move in Position in the same move as an attack.
- **Loud** - This creature tends to make a lot of noise while performing its actions which can draw unwanted attention.
- **Predator** - This creature is able to pick apart the weakest member of the hunters and will target them.
- **Proficient** - This creature is able to wield weapons and tools.
- **Silent** - This creature doesn't make much noise when performing actions, letting it act without revealing itself.
- **Sneaky** - This creature excels at hiding itself and uses a Move out of Position action as a Quick action.
- **Sturdy** - This creature turns any attacks with the "Puncture" tag into "Pierce" as well as gains immunity to "Pierce".
- **Supportive** - This creature does not excel at combat and instead opts to support other creatures.
- **Tactical** - This creature can perform advanced strategies in combat such as setting traps or splitting the Party.

## CREATURE WEAKNESSES AND RESISTANCES

Certain creatures have natural born weaknesses and resistances to certain types of materials, Magic, or elements. Creatures that are hit by one of their weaknesses take an extra die in Harm. Creatures that are hit by one of their resistances take half harm after defenses. Some types of weaknesses and resistances are listed as follows:

- **Common Materials:** Wood, Steel, Silver, Copper, Gold, Diamond, Stone
- **Elements:** Fire, Water, Earth, Air, Lightning, Shadow, Light, Holy.
- **Types of Attacks:** Physical, Ranged, Magical, Position, Psychic.
- **Magic:** Spells, Incantations, Rituals, Hex, Illusion, Divination, Warding

**Misc Weaknesses:** Some Monsters cannot be harmed at all unless certain requirements are met. Some examples are:

Light, Darkness, Noises, Scents, Foods, Heat, Cold, Crowding, Isolating, Rituals, Incantations.

**Status Effects:** When a creature is resistant to a Status Effect then that means they cannot be affected by them, unless it is a Severe Status effect, in which case it will be lowered to a regular level status effect. The inverse is true for creatures that are weak to a certain status effect, where regular instances of a status effect will become Severe.

