

WOE TO THE WICKED

Creatures

ALPHA v44 - PLAYTEST EDITION

GM profile reference. Alpha v44 playtest edition; use actual capability and situation when preparing encounters.

Simple rules. Complicated situations.

Preparation, restoration and consequential choices in a fallen world.

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Use bookmarks for subsections and entries; search by name for a specific option.

Using Creatures

Unless an entry states otherwise, unlisted Skills use their governing Affinity; profiles have no Hope and are Medium. Block requires a usable intercepting implement or explicitly usable anatomy. Printed Movement, size, Skill and Hope overrides take precedence.

Creatures are the category intended to permit possible taming. A listed profile grants no automatic ownership or obedience; use [Player Book: Companions and Contact Slots](#) for companionship; profile changes require explicit permission. Draft identifies provisional playtest values. Classification exceptions are flagged in their entries.

Companions

Each companion takes one Contact Slot; only one may fight alongside its handler per combat. Others may assist suitable Skill checks during the adventuring day. Use [Player Book: Companions and Contact Slots](#) and the handler's command Techniques. These rules do not make [Monsters](#) or [Wicked Ones & Followers](#) companion options.

For shared profile defaults, basic attacks and named Profile Abilities, see [Using the profiles](#) and [Shared profile abilities](#) in [Monsters](#). An individual profile grants only its printed abilities and exceptions.

Creature profiles

Alicanto - Creature / Draft

Ore-eating cave bird whose luminous feathers reveal nearby mineral veins.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d8	d6	d4	d6

Resolve 6; Stamina 4; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Agility + supplemental d4 Wound (piercing).

Effect: Luminous Gaze: visible light to 30 feet and dim light another 30 feet; may dim it as a Bonus Action. Flight 40 feet. After eating heavy ore, flight is unavailable until the meal clears. Mineral clues still require appropriate investigation; no automatic treasure discovery or spell reflection.

Altibi - Creature / Draft

Sure-footed mountain bison adapted to cold, exposed slopes.

Vitality	Might	Agility	Intellect	Tact	Spirit
d8	d8	d6	d4	d4	d4

Resolve 14; Stamina 6; Mana 4. Movement 30 feet. Evade d6; Withstand d8; Ward d4.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (piercing).

Effect: Sturdy Build: Advantage on Labor Contests against forced movement. Freeze Resistance. Gouge uses the basic attack; no separate damage roll.

Ardana - Creature / Draft

Barbed, bandaged undead form. Its placement in the historical creature chapter needs classification review.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d6	d4	d4	d6

Resolve 12; Stamina 5; Mana 5. Movement 20 feet. Evade d6; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (slashing).

Effect: Barbs: after a Damaging Hit, spend 1 Stamina to use the shared **Seize** procedure with a suitable grip. No automatic contact damage. Creature classification is provisional.

Arlandous - Creature / Draft

Armored porcupine-and-turtle predator with a powerful gripping jaw.

Vitality	Might	Agility	Intellect	Tact	Spirit
d8	d8	d4	d4	d4	d4

Resolve 16; Stamina 6; Mana 4. Movement 20 feet. Evade d4; Withstand d8; Ward d4.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (piercing).

Effect: Snap Jaw: after a Damaging Hit with its bite, spend 1 Stamina to use **Seize**. It cannot bite another target while maintaining that grip. No automatic extra damage from the hold.

Caldarius - Creature / Draft

White healing bird that draws harmful afflictions into itself.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d8

Resolve 8; Stamina 5; Mana 8. Movement 25 feet. Evade d8; Withstand d4; Ward d8.

Use: Basic attack - Action - 5 feet - Agility + supplemental d4 Wound (piercing).

Effect: Sacrificial Grace: Action, touch, 2 Mana. Transfer one printed Poisoned or Diseased affliction from a willing creature to this bird with the same duration and removal requirement. It receives no automatic recovery or immunity. Flight 40 feet.

Carbuncle - Creature / Draft

Nocturnal burrowing creature with a bright ruby embedded in its forehead.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d6	d6	d4	d6

Resolve 6; Stamina 4; Mana 5. Movement 20 feet. Evade d6; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Ruby Bolt: Action, 30 feet, 1 Mana; Agility + supplemental d4 Burn versus the target's legal defense for projected magical harm. Ruby light illuminates 15 feet. No automatic Curse or Burning condition.

Cockatrice - Creature / Draft

Small chicken-and-dragon form with a dangerous petrifying peck.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d4	d4	d6

Resolve 8; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Petrifying Peck: after a Damaging Hit, spend 2 Mana; Exert + Vitality versus Withstand + Vitality. Success prevents the target's movement until the end of its next turn; it may still act. This temporary stone stiffness grants no death threshold, lasting petrification or Curses.

Couatl - Creature / Draft

Feathered serpent associated with protection, guidance and water.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d8	d8	d8	d10

Resolve 16; Stamina 7; Mana 10. Movement 25 feet. Evade d8; Withstand d6; Ward d10.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (piercing).

Effect: Seraphic Shelter: Action, touch, 2 Mana. One willing creature gains Advantage on its next Composure defense against fear before the Couatl's next turn. Flight 40 feet. This is no blanket type immunity.

Gagana - Creature / Draft

Rare guardian bird with an iron beak and copper claws.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d10	d6	d6	d8

Resolve 16; Stamina 7; Mana 8. Movement 25 feet. Evade d10; Withstand d6; Ward d8.

Use: Basic attack - Action - 5 feet - Agility + supplemental d8 Wound (piercing).

Effect: Lightning Strike: Action, 30 feet, 1 Mana; Agility + supplemental d6 Shock versus Ward + Spirit. Flight 50 feet. Shock grants no paralysis or automatic rider.

Glashtyn - Creature / Draft

Water spirit with a dark horse form and a seaweed-covered mane.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Resolve 14; Stamina 6; Mana 8. Movement 30 feet. Evade d8; Withstand d6; Ward d8.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Watery Movement: Swim 40 feet. Crashing Coffin: Action, creature within 15 feet in connected water, 1 Mana; Force + Might versus Labor + Might. Success holds its movement under the shared **Seize** release procedure; the water must provide a feasible hold. No automatic drowning or damage tick.

Golden Ant Colony - Creature / Draft

Gold-hoarding colony of insects with shimmering exoskeletons.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d6	d4	d4	d4

Resolve 12; Stamina 6; Mana 4. Movement 20 feet. Evade d6; Withstand d6; Ward d4.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (piercing).

Effect: Glintlust: detects exposed gold within 15 feet; barriers and sealed containers obscure it. Royal Defense: Bonus Action, 1 Stamina; reposition the colony up to 5 feet. One colony is one profile, not six additional turns or attacks.

Golden Stag - Creature / Draft

Elusive forest stag with golden fur and antlers.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d6	d10	d6	d6	d8

Resolve 12; Stamina 6; Mana 8. Movement 40 feet. Evade d10; Withstand d6; Ward d8.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (piercing).

Effect: Vanishing Bound: Action, 2 Stamina; move up to 40 feet into reachable space. The fading image is visual concealment only; Perception + Intellect may contest Maneuver + Agility to track it. No compulsory targeting of the image.

Grakduhn - Creature / Draft

Huge amphibious toad with toxic mucus and a sticky tongue.

Vitality	Might	Agility	Intellect	Tact	Spirit
d10	d10	d4	d4	d4	d6

Resolve 24; Stamina 8; Mana 6. Movement 20 feet. Evade d4; Withstand d10; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d8 Wound (piercing).

Effect: Amphibious; Swim 25 feet. Sticky Tongue: Action, 15 feet, 1 Stamina; Force + Might versus Labor + Might. Success uses **Seize** with the tongue. A held target may use the shared escape procedure. Swallowing and digestive damage are deferred.

Griffin - Creature / Draft

Lion-and-eagle guardian with swift flight and protective wingbeats.

Vitality	Might	Agility	Intellect	Tact	Spirit
d8	d8	d10	d6	d6	d6

Resolve 20; Stamina 8; Mana 6. Movement 30 feet. Evade d10; Withstand d8; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d8 Wound (slashing).

Effect: Flight 50 feet. Raking Dive: after descending at least 10 feet during ordinary Movement and making a Damaging Hit, spend 1 Stamina to **Shove** the target under the shared procedure. Windwall: Reaction, 1 Stamina; use Block + Might against one visible physical projectile with wing support capped at d6.

Hippogriff - Creature / Draft

Draft interpretation: winged equine creature with a raptor forebody.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 40 feet; claws use the basic attack.

Jackelope - Creature / Draft

Draft interpretation: small antlered hare of open woodland.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d6

Resolve 6; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Bonus Action, 1 Stamina: move 5 feet into reachable space. No extra attack.

Kirin - Creature / Draft

Draft interpretation: elusive hoofed guardian with a single horn.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Horn uses the basic attack. Gains Advantage on Perception Tests to notice tracks in its home terrain.

Mortifowl - Creature / Draft

Draft interpretation: scavenging bird drawn to disturbed remains.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 35 feet. Gains Advantage on Cunning Tests to locate exposed carrion by scent; no automatic knowledge of deaths.

Moa - Creature / Draft

Draft interpretation: large flightless grazing bird.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Movement 35 feet; kick uses the basic attack.

Monkey - Creature / Draft

Agile, intelligent tropical climber with expressive calls.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d6

Resolve 6; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Climb 25 feet; may handle a small object with a free hand using an Action.

Parrot - Creature / Draft

Bright tropical bird able to reproduce familiar voices and sounds.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d6

Resolve 6; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Flight 35 feet. Reproduce a heard sound; successful deception still uses Influence + Tact versus Composure + Tact.

Pegasus - Creature / Draft

Draft interpretation: winged horse of open highlands.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 40 feet. Carry and riding permissions depend on its anatomy and load; no companion control is implied.

Phoenix - Creature / Draft

Draft interpretation: fire-associated bird; resurrection is not granted by this profile.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 40 feet. Fire plume: Action, 15 feet, 1 Mana; Agility + supplemental d4 Burn versus Ward + Spirit. No rebirth, healing or immunity is implied.

Piggle - Creature / Draft

Small, trusting collector of pebbles, Suncap Fungus and Winterberries.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d6

Resolve 6; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Gains Advantage on Cunning Tests to locate exposed Suncap Fungus or Winterberries in suitable terrain; no automatic yield.

Siren - Creature / Draft

Sea-associated humanoid whose alluring voice lures travelers into danger.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Luring Song: Action, heard target within 30 feet, 1 Mana; Influence + Tact versus Composure + Tact. Success gives Disadvantage on its next Perception Test before the Siren's next turn. No compelled movement or control.

Skeeter - Creature / Draft

Draft interpretation: small biting wetland insect.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d6

Resolve 6; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Flight 20 feet; bite uses the basic attack and inflicts no automatic disease or poison.

Sphinx - Creature / Draft

Draft interpretation: intelligent winged guardian that bargains through questions.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 30 feet. May bargain, ask questions and offer clues through ordinary conversation; no compulsory riddle, supernatural truth detection or knowledge of every answer.

Sprite - Creature / Draft

Draft interpretation: small woodland spirit with an elusive glow.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d6

Resolve 6; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Flight 25 feet. Dim glow to 5 feet; may extinguish it as a Bonus Action. Concealment uses Maneuver normally.

Stonewing - Creature / Draft

Draft interpretation: stone-bodied winged creature.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 25 feet. Its stone body supports Block up to d6 against feasible physical contact; it grants no general Resistance.

Swan Maiden - Creature / Draft

Draft interpretation: intelligent shapeshifter with a swan expression.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Action, 1 Mana: shift between its humanoid and swan expressions. Swan flight 35 feet; cannot use hand-held tools while in that form. Identity and consent remain its own.

Thunderbear - Creature / Draft

Draft interpretation: powerful bear associated with electrical storms.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Storm pulse: Action, 15 feet, 1 Mana; Agility + supplemental d6 Shock versus Ward + Spirit. No automatic stunning.

Thunderbeast - Creature / Draft

Draft interpretation: heavy horned beast associated with storms.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: After a Damaging Hit with a horn attack, spend 1 Stamina to **Shove** under the shared procedure; storms add no free attack or damage.

Thunderbird - Creature / Draft

Draft interpretation: great bird associated with lightning.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 45 feet. Lightning: Action, 30 feet, 1 Mana; Agility + supplemental d6 Shock versus Ward + Spirit.

Thundermonkey - Creature / Draft

Draft interpretation: storm-associated climbing primate.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Climb 25 feet. Static touch: Action, 5 feet, 1 Mana; Agility + supplemental d4 Shock versus Ward + Spirit.

Unicorn - Creature / Draft

Draft interpretation: wary single-horned woodland equine.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Horn uses the basic attack. Gains Advantage on Recover Tests during an undisturbed rest in its home terrain; no healing of others is granted.

Dark Unicorn - Creature / Draft

Draft interpretation: shadow-associated single-horned equine.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: **Shade Step** uses the shared profile ability with its printed Action and Mana cost. Horn damage remains Wound.

Carrionwing - Creature / Draft

Draft interpretation: ominous carrion-eating winged creature. Historical name replaced by Carrionwing.

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d6

Resolve 14; Stamina 7; Mana 6. Movement 25 feet. Evade d8; Withstand d6; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d6 Wound (bludgeoning).

Effect: Flight 35 feet. Gains Advantage on Cunning Tests to locate exposed carrion by scent. No copied outsider lore, spell list or supernatural spore effect.

Winged Snake - Creature / Draft

Draft interpretation: small flying serpent.

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d4	d8	d6	d6	d6

Resolve 6; Stamina 5; Mana 6. Movement 25 feet. Evade d8; Withstand d4; Ward d6.

Use: Basic attack - Action - 5 feet - Might + supplemental d4 Wound (piercing).

Effect: Flight 25 feet. Bite uses the basic attack; venom is absent unless specifically drafted later.

Wurm - Creature

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d8	d8	d6	d6	d8

Skill overrides: Evade d4, Ward d6.

Resolve 18; Stamina 7; Mana 6. Movement 20 feet.

Basic attack: Might + supplemental d8 Wound (piercing), reach 10 feet

Effect - Signature mechanics: Burrow 20 feet in loose earth, surface to attack; **Seize** as a separate Action.

Wyvern - Creature

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d8	d8	d6	d6	d8

Skill overrides: Block d6, Ward d6.

Resolve 15; Stamina 7; Mana 6. Movement 35 feet.

Basic attack: Might + supplemental d8 Wound (piercing)

Effect - Signature mechanics: Fly 35 feet; **Venom** after a tail strike. Only one attack per Action.

Yeti - Creature

Vitality	Might	Agility	Intellect	Tact	Spirit
d4	d6	d6	d4	d4	d6

Skill overrides: Block d4, Ward d4.

Resolve 7; Stamina 5; Mana 4. Movement 35 feet.

Player Book idea: Cold-country ambush beast.

Use: Basic attack · Claws: Might + supplemental d6 Wound (slashing).

Effect - Signature: Climb 20 feet; Maneuver d6 for concealment in snow, opposed by Perception. Burn weakness. No instant paralysis gaze.

Counterplay/relationship: Check snow cover and elevation; a fire helps but reveals the party's position.

Zarzatan - Creature

Vitality	Might	Agility	Intellect	Tact	Spirit
d6	d10	d10	d6	d6	d10

Skill overrides: Evade d4, Block d8, Ward d6.

Resolve 30; Stamina 9; Mana 8. Movement 20 feet.

Player Book idea: New interpretation: enormous shell-backed wanderer, with the habitat still open.

Use: Basic attack · Crush: Might + supplemental d10 Wound (bludgeoning), reach 10 feet.

Effect - Signature: Move 15 feet; **Shove**; Action + 1 Mana: **Protect** itself by withdrawing into its shell. Cannot attack during that Action.

Counterplay/relationship: Navigate around it or wait out withdrawal. This is a proposed creature identity, not established world-bearing-turtle lore.

Ordinary service animals

These Draft profiles support the transport roles in **Player Options**. A purchase or service agreement supplies the stated trained role only. No player-controlled attack turn is gained. Listed Skill overrides are fixed NPC capabilities; other Skills use the shared profile key. Ordinary animals have no default Hope; apply the transport harm/recovery rules. Their special load capacities are transport permissions, not a revision to character Carry.

Riding Horse - Ordinary Creature / Draft

A trained horse carries a rider and supplies along a usable trail.

Vitality	Might	Agility	Intellect	Tact	Spirit
d8	d8	d12	d4	d6	d4

Resolve 24 / Stamina 8 / Mana 0; Movement 40 feet; transport Carry 24.

Skill overrides: Evade d6, Withstand d6, Composure d6. Other Skills use the shared profile key.

Requires: Appropriate ordinary tack, feed/water, care and training for the stated transport role.

Use: One Medium rider, or a pack load with no rider; saddle or pack tack. Trails, roads and open firm ground; no flight or automatic cliff crossing. One trained draft-role horse can pull a light Cart.

Effect: Use its Movement and transport Carry under **Player Options**. Rider/handler uses their own turn; animal defenses use its own Skill + Affinity when feasible. These profiles grant transport and cooperation procedures, not combat commands, natural-weapon attacks or companion advancement.

Pack Mule - Ordinary Creature / Draft

A patient load-bearer takes the trail the wagon cannot.

Vitality	Might	Agility	Intellect	Tact	Spirit
d8	d10	d6	d4	d6	d4

Resolve 24 / Stamina 8 / Mana 0; Movement 25 feet; transport Carry 32.

Skill overrides: Evade d6, Withstand d6, Composure d6. Other Skills use the shared profile key.

Requires: Appropriate ordinary tack, feed/water, care and training for the stated transport role.

Use: One Medium rider or a pack load; fitted tack. Narrow walkable trails and firm slopes; no automatic traversal of impassable terrain. A draft-trained mule can pull a light Cart.

Effect: Use its Movement and transport Carry under **Player Options**. Rider/handler uses their own turn; animal defenses use its own Skill + Affinity when feasible. These profiles grant transport and cooperation procedures, not combat commands, natural-weapon attacks or companion advancement.

Draft Ox - Ordinary Creature / Draft

Steady traction matters more than haste.

Vitality	Might	Agility	Intellect	Tact	Spirit
d10	d12	d4	d4	d6	d4

Resolve 30 / Stamina 10 / Mana 0; Movement 20 feet; transport Carry 40.

Skill overrides: Evade d6, Withstand d6, Composure d6. Other Skills use the shared profile key.

Requires: Appropriate ordinary tack, feed/water, care and training for the stated transport role.

Use: Pack work or harnessed draft service; no ordinary riding role. Roads, tracks and firm open ground. Two oxen provide traction for one loaded Wagon or Sleigh.

Effect: Use its Movement and transport Carry under **Player Options**. Rider/handler uses their own turn; animal defenses use its own Skill + Affinity when feasible. These profiles grant transport and cooperation procedures, not combat commands, natural-weapon attacks or companion advancement.