

WOE TO THE WICKED

Monsters

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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Using the profiles

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.

For entry labels and omitted fields, see [Reading an entry](#) in the [Player Book](#). Printed profile statistics and exceptions govern this opponent.

Creature and monster profiles use the Alpha 43 engine. Costs are preparation estimates, not tested danger ratings. [Creatures](#) can be candidates for taming; monsters are a separate category. No profile grants automatic ownership, obedience, a learned spell or a harvestable item. Use [Player Book: Companions and Contact Slots](#) for companionship; profile changes require explicit permission.

A basic attack costs an Action; a projected magical basic also costs 1 Mana. Physical melee assigns Might; physical ranged and the listed projected damaging basics assign Agility. Roll that Affinity plus the printed supplemental die. Only the Affinity crits. Physical attacks allow one legal Evade, Block or Withstand defense; direct magical harm uses Ward + Spirit, deception Perception + Intellect and influence Composure + Tact. Specific biological effects use Withstand + Vitality. No passive second defense or paid base defense exists.

Default basic melee reach is 5 feet; default ranged reach is 40 feet unless the profile specifies another distance. Fallback: Action, Might + supplemental d4 Wound (bludgeoning) at 5 feet, no Mana. Unlisted Skills use the printed parent Affinity. Unlisted resistances, immunities and spells are absent. Printed supernatural abilities are bounded profile exceptions; they grant no general spell repertoire. A printed Movement or size override supersedes the default.

Existing converted profiles retain their printed Affinities, Skills and resources. Restored creature profiles marked Draft use provisional current-engine values and need calibration. Only Affinity dice critically succeed. Unlisted Skills use their governing Affinity; unlisted immunities and spells are absent.

Shared profile abilities

Hinder - Profile Ability

Effect: until the start of the attacker's next turn, halve the target's Move distance, rounding down. Multiple Hinders do not stack.

Unsettle - Profile Ability

Effect: until the start of the attacker's next turn, the target has Disadvantage on its next attack against that attacker only. This never dictates the PC's beliefs or choices.

Distract - Profile Ability

Effect: Disadvantage on the target's next attack before the start of the attacker's next turn. Multiple instances do not stack.

Seize (hold a creature) - Profile Ability

Use: Action · One target within reach

Effect: physically suitable grip, jaws, coils or hooked limbs against one target within reach. Resolve Force + Might versus the target's Force + Might or Maneuver + Agility. On success it cannot move away; the holder cannot Move while maintaining the grip. The target or an adjacent helper can spend an Action on an appropriate Force, Labor or Maneuver Test against the holder's Might die maximum to release it; the holder rolls no second defense. Suitable leverage may remove uncertainty. Leaving reach, releasing the grip or the holder reaching 0 Resolve ends it. One held target; holding does not imply swallowing, crushing or drowning.

Shove - Profile Ability

Use: On a Damaging Hit · 1 Stamina

Effect: Push the target 5 feet along the same surface. No additional Contest. Do not move it through a wall; at an exposed edge it stops there. This positions the target without an automatic lethal fall.

Venom - Profile Ability

Use: On a Damaging Hit · 1 Mana

Effect: Inflict Distract until the start of the attacker's next turn. No additional Contest, ongoing damage or permanent paralysis.

Dread - Profile Ability

Use: Action · One visible target within 30 feet · 1 Mana

Effect: Invoke + Spirit versus Composure + Tact. Success inflicts Unsettle; no damage. Use its stated endpoint, not repeated recovery rolls.

Glamour - Profile Ability

Use: Action · One visible target within 30 feet · 1 Mana

Effect: Invoke + Spirit versus Perception + Intellect. Success inflicts Distract; no damage or compelled harmful action.

Burst - Profile Ability

Use: Action · Visible area within 30 feet; up to two creatures within 10 feet of each other, declared before rolling · 2 Mana

Effect: visible area within 30 feet and up to two creatures within 10 feet of each other, declared before rolling. Roll Agility + the printed supplemental damage die + one non-exploding supplementary die of the same size as the supplemental damage die. Apply the completed shared pool separately to each declared target, with its own defenses; do not reroll the attack or damage per target. Magic uses Ward + Spirit; physical fragments use normal physical defenses. No kill overflow outside these targets. This follows the **Player Book's** shared-pool/per-target-defense procedure; the target cap and Mana cost bound its output.

Line - Profile Ability

Use: Action · Up to three declared creatures in a straight 30-foot line · 3 Mana

Effect: As Burst, with two supplementary dice. Same shared-pool and per-target-defense procedure.

Mend - Profile Ability

Use: Action · Touch; living creature · 1 Mana

Effect: touch a living creature to restore a non-exploding d4 Resolve up to its maximum. Does not revive, restore Hope or remove Doom.

Protect - Profile Ability

Use: Action · One creature within 20 feet · 1 Mana

Effect: one creature within 20 feet receives a 3-point damage buffer until the caster's next turn. It does not stack with itself; use the larger remaining buffer. Apply after defenses and before Resolve. Ward remains the defense Skill.

Phase - Profile Ability

Use: Bonus Action · Visible vacant space within 15 feet · 1 Mana

Effect: pass through at most 5 feet of nonmagical solid material and end in a visible vacant space within 15 feet. No ending inside objects, permanent invulnerability or attacking through an opaque wall.

Shade Step - Profile Ability

Use: Bonus Action · Two visible areas of dim light within 15 feet · 1 Mana

Effect: move up to 15 feet between two visible areas of dim light; blocked paths may be crossed, but not sealed opaque walls.

Feed - Profile Ability

Use: Action · Profile-specific accessible source · Maximum twice per encounter

Effect: consume a profile-specific accessible source to restore 2 Resolve, maximum twice per encounter and never above maximum Resolve. No permanent resource creation or automatic replenishment from every death.

Regrow - Profile Ability

Use: Bonus Action · Yourself · 1 Mana · Maximum twice per encounter

Effect: restore 2 Resolve, maximum twice per encounter. Burn or Holy-tagged Resolve damage since the creature's preceding turn prevents that use. Cannot operate at 0 Resolve.

Only listed traits apply. No generic immunity package for "undead," "construct" or "spirit" is supplied here. No ability bypasses normal lethal/Hope resolution. Advantage/Disadvantage on a particular die follows the **Player Book's** method for that die; no +2 shorthand is used. Unlisted resistances and immunities are absent. Feeding does not consume a PC's metaphysical soul as an automatic hit rider.

Monster profiles

Banshee - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Player Book idea: Mournful haunting spirit; the scream is its defining danger.

Use: Basic attack · Touch: Might + supplemental d6 Rend (Unholy), Ward + Spirit.

Effect - Signature: Wound Burst (sound); Dread; Phase. No failed-save instant 0 Resolve.

Counterplay/relationship: Silence its route by creating distance, or address the death and grief behind the haunting.

Barbed Revenant - grappler interpretation - Tier 3 · cost 4 - Monster

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.

Player Book idea: Thorn-bound undead that punishes close contact.

Use: Basic attack · Claws: Might + supplemental d8 Wound (slashing).

Effect - Signature: Seize as an Action. Once per round after taking Resolve damage from a melee attack, Reaction + 1 Stamina: Might + supplemental d4 Wound (piercing) against that attacker, with one appropriate defense.

Counterplay/relationship: Ranged attacks avoid barbed retaliation. The source's name/description assignment remains unresolved.

Barugala - undead whale interpretation - Tier 4 · cost 8 - Monster

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: Huge decaying sea creature stalking vessels.

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

Effect - Signature: Swim 35 feet, land Move 0. Action + 2 Stamina: one Might + supplemental d10 Wound (bludgeoning) pool against two targets within 10 feet, each defending independently. Seize as separate Action.

Counterplay/relationship: Maintain distance, escape narrow channels, or use ship-protection goals. Assigning the whale concept to this name is a proposal.

Basilisk - Tier 3 · cost 4 - Monster

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

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

Resolve 16; Stamina 7; Mana 6. Movement 30 feet.

Player Book idea: Reptilian predator associated with a dangerous gaze.

Use: Basic attack · Bite: Might + supplemental d8 Wound (piercing).

Effect - Signature: Stone Gaze: Action + 2 Mana, one target within 20 feet that can see its eyes; Invoke versus Composure + Tact, success Hinders until its next turn. Repeat exposure can reapply Hinder, never automatically cause permanent petrification. Venom after bite.

Counterplay/relationship: A target may avert its gaze, avoiding Stone Gaze but taking Disadvantage on attacks against the basilisk until its next turn. Statues can foreshadow the encounter; permanent transformation needs a separate ritual rule.

Bone Lord - Tier 3 · cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Crypt spirit commanding unwilling undead.

Use: Basic attack · Bone Bolt: Agility + supplemental d8 Rend (Unholy).

Use - Signature: Action · 1 Mana

Effect - Signature: one allied undead within 20 feet gets a 3-point Protect buffer. Cannot summon new budget-free units during combat.

Counterplay: Separate it from its followers; disrupt or recover the remains connected to its haunting.

Relationship: Intelligent adversary or negotiated spirit.

Bunyip - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Tusked aquatic ambush beast with a haunting cry.

Use: Basic attack · Tusks: Might + supplemental d6 Wound (piercing).

Effect - Signature: Swim 30 feet; Dread; Seize as an Action.

Counterplay: It must surface for its cry; moving away from the water limits its escape route.

Relationship: Category needs designer review. This entry remains a Monster profile and grants no taming route; an independent ally is not a controlled pet.

Chimera - Tier 3 · cost 4 - Monster

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

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

Resolve 16; Stamina 7; Mana 6. Movement 30 feet.

Player Book idea: Lion-goat-serpent hybrid with fire breath.

Use: Basic attack · Bite: Might + supplemental d8 Wound (piercing).

Effect - Signature: Burn Burst; Venom applies only to its basic bite. One Action prevents three heads from becoming three free attacks.

Counterplay: Spread out and make it choose between breath and a bite.

Relationship: Dangerous beast; no automatic taming from species alone.

Crawling Claw - Tier 0 · incidental - Monster

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

Skill overrides:

Resolve 2; Stamina 1; Mana 0. Movement 30 feet.

Player Book idea: Animated severed hand used in occult rituals.

Use: Basic attack · Claw: Might + supplemental d4 Wound (piercing).

Effect - Signature: Move 15 feet, climb 15 feet. Can carry a key or pull an unsecured latch as an Action; cannot Seize a human-sized target.

Counterplay: A solid container blocks its approach; it is a nuisance rather than a default budgeted soldier.

Relationship: Construct or ritual tool; not a normal pet.

Cyclops - Tier 3 · cost 4 - Monster

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.

Player Book idea: One-eyed giant interpreted as a territorial stone-thrower.

Use: Basic attack · Club: Might + supplemental d8 Wound (bludgeoning), reach 10 feet; rock: Agility + supplemental d8 Wound (bludgeoning), range 30 feet.

Effect - Signature: Shove; rock attack requires an accessible loose rock and spends its Action.

Counterplay/relationship: Cover and blocked sight deny its throwing advantage; talk before intruding on its territory.

Death Knight - Tier 3 · cost 4 - Monster

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.

Player Book idea: Undead armored champion bound to an oath.

Use: Basic attack · Blade: Might + supplemental d8 Wound (slashing).

Use - Signature: Action · 1 Mana

Effect - Signature: replace blade damage type with Rend (Unholy) for that attack, defending with Ward + Spirit; cannot also use a second attack. Dread.

Counterplay/relationship: Cunning the oath and remaining loyalties; no alignment-based immunity or automatic connection to the Council.

Devourer - Tier 3 · cost 4 - Monster

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

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

Resolve 16; Stamina 7; Mana 6. Movement 30 feet.

Player Book idea: Predator hungry for living energy or souls.

Use: Basic attack · Grasp: Might + supplemental d8 Wither (Unholy); defender uses Withstand + Vitality. This attack drains living vitality; use actual Withstand, without armor Support limits.

Effect - Signature: After a Damaging Hit, may spend its Bonus Action + 1 Mana to restore 2 Resolve, maximum twice per encounter. Seize as a separate Action.

Counterplay: Keep distance, break its grip, and prevent easy feeding; PC soul loss requires a separate established event.

Relationship: Unwilling predator; not a default pet.

Doppelganger - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Player Book idea: Identity-stealing shapeshifter.

Use: Basic attack · Slam: Might + supplemental d6 Wound (bludgeoning).

Use - Signature: Action · 1 Mana

Effect - Signature: imitate a previously observed humanoid's appearance until dismissed. Presence d6 versus Perception for scrutiny. Gains no copied abilities, private memories or equipment. Glamour.

Counterplay/relationship: Use private knowledge, physical evidence and independent witnesses instead of one forced revelation roll.

Dreadmaw - Tier 4 · cost 8 - Monster

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: Armored burrowing worm that senses vibration and immobilizes prey.

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

Effect - Signature: Burrow 20 feet through loose earth, not worked stone; must end a turn surfaced to attack. After a Damaging Hit, 1 Mana and Invoke versus Withstand + Vitality inflicts Hinder. Seize is a separate Action, not instant swallowing.

Counterplay: Stillness conceals location outside combat; rock floors block burrowing. A grabbed ally retains actions.

Relationship: A major predator; juveniles would need separate lower-tier profiles.

Ettin - Tier 3 · cost 4 - Monster

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.

Player Book idea: Two-headed territorial giant.

Use: Basic attack · Club: Might + supplemental d8 Wound (bludgeoning).

Effect - Signature: When using a basic attack, can spend Bonus Action + 1 Stamina to reroll its skill die once, keeping the new result. Shove. No second full attack.

Counterplay: Two disagreeing heads can be addressed separately; mental defenses are not doubled.

Relationship: Sentient individual; ally, rival or adversary, never livestock.

Fungal Decomposer - Tier 1 · cost 1 - Monster

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

Skill overrides:

Resolve 4; Stamina 3; Mana 2. Movement 30 feet.

Player Book idea: New interpretation: mobile fungus breaking down dead matter.

Use: Basic attack · Tendril: Might + supplemental d4 Wound (bludgeoning).

Effect - Signature: Move 15 feet. Feed requires dead plant matter; Action + 1 Mana: Invoke versus Withstand + Vitality on one adjacent target, success Distracts with spores.

Counterplay/relationship: Avoid spores by keeping distance; living bodies do not fuel its recovery. The legacy description is empty.

Gargoyle - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4, Ward d4.

Resolve 10; Stamina 5; Mana 4. Movement 20 feet.

Player Book idea: Sentient stone guardian with a dangerous protective instinct.

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

Effect - Signature: Fly 25 feet. Action: remain motionless and resemble ordinary stone; identifying it is Cunning opposed by Presence d6. No immunity while disguised.

Counterplay: Ask what or whom it guards; physical observation and damage expose the disguise.

Relationship: Potential consenting guardian or ally.

Ghast - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Stronger pack-hunting undead with a terrifying presence.

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

Effect - Signature: Ghoul Hinder rider; Dread. Cannot apply both through one Action.

Counterplay: Break up the pack and remove access to fallen bodies.

Relationship: No default companion assumption.

Ghost - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Player Book idea: A haunting linked to emotional trauma or unfinished business.

Use: Basic attack · Cold Touch: Might + supplemental d6 Freeze; defender uses Ward + Spirit.

Effect - Signature: Phase and Glamour. Can be harmed while manifest; no blanket physical immunity.

Counterplay: Resolve its unfinished business for a noncombat outcome; protect or relocate its anchor.

Relationship: Negotiated spirit; not an owned pet.

Ghoul - Tier 1 · cost 1 - Monster

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

Skill overrides:

Resolve 4; Stamina 3; Mana 2. Movement 30 feet.

Player Book idea: Silent corpse-eating ambush predator.

Use: Basic attack · Claws: Might + supplemental d4 Wound (slashing).

Effect - Signature: After a Damaging Hit, 1 Mana and Invoke versus Withstand + Vitality inflicts Hinder. This replaces minute-long paralysis.

Counterplay: Keep watch around remains; its single-target hindrance is broken by distance.

Relationship: No default companion assumption.

Mist Hag - Tier 3 · cost 4 - Monster

A physical hag plays cruel childhood games within the magical mist surrounding her swamp hut.

Resolve 36 | Stamina 4 | Mana 21 | Movement 30 feet

Vitality d4 | Might d4 | Agility d8 | Intellect d8 | Tact d12 | Spirit d12. Each Skill uses its governing Affinity's die size.

Her Favorite

Trait. The GM chooses the smallest or youngest character as her Favorite, preferably while she is hidden during the opening Hide and Seek. She focuses Peek-a-boo's soul-siphoning attack on them. She will not willingly move away from her Favorite unless damaged. She takes damage normally.

Hide and Seek

Innate: Magical mist surrounds her in a 30-foot radius and dissipates when she dies. Units within her mist are revealed to her unless magically hidden. Determine surprise using the core Surprise rule.

Combat start — Reaction; 1 Mana. If she is not surprised, she hides in her mist. If surprised, she cannot use this Reaction until her turn begins.

Hide — Roll Maneuver + Agility and record the total. Maneuver has Advantage if she teleported immediately before hiding. Her location is concealed until she attacks or is discovered.

Discover — At the start of a unit's turn within her mist while she is hidden, that unit may spend its Bonus Action to roll Perception + Intellect against the recorded total. Success reveals her location to the party and ends concealment and further mist damage until she hides again. Failure triggers the mist's damage against that unit. A unit that does not attempt discovery takes the mist's damage.

Mist damage — Resolve Spirit + supplemental Invoke d12 as Madden against Ward + Spirit. Her Spirit has Advantage against her Favorite; another unit's Ward has Advantage. On a Damaging Hit, the unit is Mad until the end of its next turn. Add one turn for each critical on her Spirit die. While Mad, it cannot voluntarily leave the mist and resolves Intellect and Tact Skills with Disadvantage.

Peek a boo

On her turn — Bonus Action; 2 Mana. Teleport up to 30 feet to a location not blocked by terrain.

Soul-siphoning scare — Action; 3 Mana; Favorite within 5 feet. She reveals herself with a sudden cry and drains her Favorite's youthful vitality. Resolve Spirit + supplemental Invoke d12 as Wither against Ward + Spirit. Her Spirit has Advantage if she remained hidden until this attack. On a Damaging Hit, recover d4 Resolve up to her Resolve Maximum. If the attack kills her Favorite, recover Resolve equal to the damage dealt instead.

Defensive return — After an applicable defense against an incoming effect leaves her unharmed and unaffected by a condition preventing teleporting or hiding, she may continue her active defensive Reaction: spend 2 Mana to teleport up to 30 feet to a location not blocked by terrain, then 1 Mana to use Hide and Seek. Returning to hiding ends her active defensive window. Record Maneuver + Agility with Advantage on Maneuver.

Harpy - Tier 2 · cost 2 - Monster

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: Winged thief that torments travelers with piercing cries.

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

Effect - Signature: Fly 30 feet; Wound Burst (sound). May steal an unattended small item as an Action, not an automatic attack rider.

Counterplay: Shelter overhead and secure provisions; escape or a bargain may end the conflict.

Relationship: Sentient potential ally or rival.

Hellhound - Tier 2 • cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Infernal tracker with coordinated hunting and a fiery death.

Use: Basic attack • Bite: Might + supplemental d6 Wound (piercing).

Effect - Signature: Track a previously sampled scent within one mile, not through sealed airtight barriers. At 0 Resolve, one Burn Burst using its Aim and d4 original + d4 supplementary, maximum two adjacent creatures, no Mana cost; once only.

Counterplay: Do not finish it beside a wounded ally. Keep wind and water between it and the trail.

Relationship: Possible exceptional bonded beast; death burst affects allies too.

Imp - Tier 1 • cost 1 - Monster

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

Skill overrides: Ward d6.

Resolve 2; Stamina 3; Mana 4. Movement 25 feet.

Player Book idea: Small creature protected by unholy shade.

Use: Basic attack • Sting: Might + supplemental d4 Wound (piercing).

Effect - Signature: Venom; Shade Step. Weakness to Holy-tagged damage, no free multitype immunity.

Counterplay: Bright light blocks its shadow escape.

Relationship: Sentient pact partner; not an owned animal.

Jiangshi - Tier 2 • cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Hopping undead drawing life from nearby victims.

Use: Basic attack • Grasp: Might + supplemental d6 Wither (Unholy), Withstand + Vitality. This attack drains living vitality; use actual Withstand, without armor Support limits.

Effect - Signature: Move 20 feet; after a Damaging Hit, Bonus Action + 1 Mana restores 2 Resolve, at most twice per encounter. No disease conversion rider.

Counterplay/relationship: Uneven ground and distance constrain its approach; feeding competes with other Bonus Actions.

Kitsune - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Player Book idea: Fox spirit using disguise, duplicates and foxfire.

Use: Basic attack · Foxfire: Agility + supplemental d6 Burn.

Effect - Signature: Glamour; Action + 1 Mana to adopt a human appearance until damaged or dismissed. Appearance changes no statistics or extra powers.

Counterplay: Ask questions its disguise cannot answer; taking damage reveals its fox form.

Relationship: Category needs designer review. This entry remains a Monster profile and grants no taming route; an independent ally is not a controlled pet.

Kraken - Tier 4 · cost 8 - Monster

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: Tentacled sea predator that threatens vessels and swimmers.

Use: Basic attack · Tentacle: Might + supplemental d10 Wound (bludgeoning), reach 15 feet.

Effect - Signature: Swim 30 feet; land Move 5. Seize at 15-foot reach, still maximum one victim. Shared physical sweep: Action + 2 Stamina, one Might + supplemental d10 pool against two declared targets in reach.

Counterplay/relationship: Save the held victim and escape its reach; ship damage and sinking require explicit vessel rules, not automatic destruction.

Krakinos - Tier 3 · cost 4 - Monster

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.

Player Book idea: New interpretation: armored shore creature with crushing pincers.

Use: Basic attack · Pincer: Might + supplemental d8 Wound (piercing).

Effect - Signature: Swim 20 feet; Seize; Shove. No free resistance added on top of its raised Block.

Counterplay/relationship: Pull it from shallow water and force a choice between maintaining a grip and repositioning.

Leviathan - encounter-sized form - Tier 4 · cost 8 - Monster

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

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

Resolve 28; Stamina 9; Mana 8. Movement 30 feet.

Player Book idea: New interpretation: immense aquatic serpent; this profile handles a local confrontation.

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

Effect - Signature: Swim 40 feet; land Move 5. Water Wake: Action + 2 Mana, Force Burst. No whole-ship swallowing attack.

Counterplay/relationship: Escape or protecting a vessel may be the objective. A larger legendary depiction needs an environmental encounter, not extra zeros on Resolve.

Levid - Green Devil - Tier 2 · cost 2 - Monster

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: New interpretation: green-skinned prowler using false paths.

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

Effect - Signature: Glamour; Shade Step. Its color does not establish poison or a particular infernal hierarchy.

Counterplay/relationship: Light and independent route checking defeat its misdirection. Origin remains open.

Lich - Tier 4 · cost 8 - Monster

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

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

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Player Book idea: Undead sorcerer whose continued existence is bound to a vessel.

Use: Basic attack · Soul Bolt: Agility + supplemental d10 Rend (Unholy).

Effect - Signature: Rend Burst (Unholy); Phase; Regrow. At 0 Resolve combat ends normally. If its intact vessel remains, it reforms after d6 days; never during this encounter.

Counterplay: Find the vessel to make defeat permanent. Neither vessel nor regeneration confers universal immunity.

Relationship: Sentient adversary; no automatic Wicked One status.

Lycanthrope - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Transformation-based predator distinct from the pack-oriented Ulvhan draft.

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

Use - Signature: Bonus Action · 1 Mana

Effect - Signature: assume beast form, raise Move from 30 to 35 feet and lose any equipment-based ranged attack; same cost to revert. Once per encounter, Bonus Action + 1 Stamina grants Advantage on the next basic attack's skill die.

Counterplay/relationship: Changing shape provides no healing, universal resistance or automatic infection; the setting's transmission rules remain open.

Makara - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Hippo-bodied hybrid with lion and alligator features.

Use: Basic attack · Jaws: Might + supplemental d6 Wound (piercing).

Effect - Signature: Swim 25 feet; Seize as an Action.

Counterplay: It must choose between grabbing and biting; keep its water route in view.

Relationship: Category needs designer review. This entry remains a Monster profile and grants no taming route; an independent ally is not a controlled pet.

Manticore - Tier 3 · cost 4 - Monster

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.

Player Book idea: Lion-bodied hybrid with a human head and dart-firing tail.

Use: Basic attack · Dart: Agility + supplemental d8 Wound (piercing), range 40 feet; claws use Might + supplemental d8 Wound (slashing).

Effect - Signature: Venom after a dart Damaging Hit. Move 35 feet; wings are not assumed by the supplied description.

Counterplay: Cover blocks the ranged advantage; close in while denying its escape.

Relationship: Sentient if its humanlike mind is retained; relationship needs confirmation.

Mimic - Tier 1 · cost 1 - Monster

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

Skill overrides: Block d6.

Resolve 6; Stamina 3; Mana 2. Movement 20 feet.

Player Book idea: Ambush creature resembling useful objects.

Use: Basic attack · Bite: Might + supplemental d4 Wound (piercing).

Effect - Signature: Action: adopt an object-shaped disguise. Presence d4 versus Cunning for examination. Seize as a separate Action; touching it does not automatically restrain the PC. Move 10 feet.

Counterplay/relationship: Residue, inappropriate placement and cautious probing can expose it before contact.

Minotaur - Tier 3 · cost 4 - Monster

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

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

Resolve 16; Stamina 7; Mana 6. Movement 30 feet.

Player Book idea: Labyrinth guardian with a charging attack.

Use: Basic attack · Horns: Might + supplemental d8 Wound (piercing).

Effect - Signature: After moving at least 15 feet straight toward a target, a basic Damaging Hit may Shove without its 1 Stamina cost; opposed roll still required. Automatically recalls routes it has personally traveled.

Counterplay: Corners prevent the charge; learning or changing the route undermines its home advantage.

Relationship: Sentient guardian, ally or rival.

Mummy Lord - Tier 4 · cost 8 - Monster

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

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

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Player Book idea: Commanding preserved sorcerer defending an ancient domain.

Use: Basic attack · Sepulchral Bolt: Agility + supplemental d10 Rend (Unholy).

Effect - Signature: Dread; Rend Burst (Unholy); Protect an allied guardian. No perpetual disease, extra free soldiers or indefinite immunity.

Counterplay/relationship: Recover the authority or obligation behind its command. Followers cost their own budget.

Mummy - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4, Ward d4.

Resolve 10; Stamina 5; Mana 4. Movement 20 feet.

Player Book idea: Preserved guardian attached to a tomb or duty.

Use: Basic attack · Fist: Might + supplemental d6 Wound (bludgeoning).

Effect - Signature: Dread; Burn weakness. Once per encounter after a Damaging Hit, 1 Mana and Invoke versus Withstand + Vitality inflicts Hinder.

Counterplay/relationship: Read the tomb's conditions or avoid disturbing its charge; fire is effective but may damage what PCs came to recover.

Mutated One - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: New interpretation: one visible mutation with a corresponding vulnerability.

Use: Basic attack · Whip Limb: Might + supplemental d6 Wound (slashing), reach 10 feet.

Effect - Signature: Seize at 10-foot reach. Move 20 feet. Burn weakness represents exposed sensitive tissue; mutation does not imply a loss of personhood.

Counterplay/relationship: Use the visible reach and vulnerability, or discover what happened to the individual.

Nightmare - Tier 3 · cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Collector conveying undead souls to their judge.

Use: Basic attack · Spectral Touch: Might + supplemental d8 Rend (Unholy); defender uses Ward + Spirit.

Effect - Signature: Phase; Dread. It can convey an already released spirit outside combat; cannot harvest a living PC or bypass Hope as an attack rider.

Counterplay: Learn whom it serves and why it has arrived; it may be fulfilling a duty rather than hunting.

Relationship: Independent spiritual agent; not presumed horse-shaped or evil.

Normazu - Tier 1 · cost 1 - Monster

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

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Player Book idea: Sand fish.

Use: Basic attack · Sand Bite: Might + supplemental d4 Wound (piercing).

Effect - Signature: Burrow 15 feet through loose sand; surfaces to attack and must remain surfaced until its next turn. No burrowing through stone.

Counterplay: Solid floors and staying still between disturbances limit its approach.

Relationship: Category needs designer review. This entry remains a Monster profile and grants no taming route; an independent ally is not a controlled pet.

Nuckelavee - Tier 4 · cost 8 - Monster

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

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

Resolve 26; Stamina 9; Mana 10. Movement 25 feet.

Player Book idea: Skinless horror whose breath carries sickness and terror.

Use: Basic attack · Rend: Might + supplemental d10 Wound (slashing).

Effect - Signature: Dread. Plague Cloud: Action + 2 Mana, two targets within a 10-foot area at range 20 feet; one Invoke roll versus each Withstand, inflicts Distract on failures; no damage.

Counterplay: Separate targets and make it choose between breath and direct harm.

Relationship: Horror with no default companion route.

Ogre - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4, Ward d4.

Resolve 10; Stamina 5; Mana 4. Movement 20 feet.

Player Book idea: Durable giant whose heavy blows move opponents.

Use: Basic attack · Club: Might + supplemental d6 Wound (bludgeoning), reach 10 feet.

Effect - Signature: Shove; Force d8 for lifting and breaking objects only, not attacks or combat contests.

Counterplay: Faster opponents can avoid its short reach and exploit its ordinary mental defenses.

Relationship: Sentient individual; not a pet.

Oni - Tier 3 · cost 4 - Monster

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.

Player Book idea: Horned, fang-bearing supernatural bruiser inspired by ogre/demon depictions.

Use: Basic attack · Club: Might + supplemental d8 Wound (bludgeoning), reach 10 feet.

Effect - Signature: Shove. Action + 1 Mana: appear humanoid until damaged or dismissed, Presence d6 versus Perception to scrutinize. No simultaneously free flight, invisibility and regeneration.

Counterplay/relationship: Question the stranger's knowledge and exploit its limited mobility when its true form is exposed.

Ooze / Sludge - Tier 1 · cost 1 - Monster

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

Skill overrides:

Resolve 4; Stamina 3; Mana 2. Movement 30 feet.

Player Book idea: Slow amorphous scavenger inspired by corrosive ooze depictions.

Use: Basic attack · Pseudopod: Might + supplemental d4 Wound (bludgeoning).

Effect - Signature: Move 10 feet; after a Damaging Hit, 1 Mana and Invoke versus Withstand + Vitality inflicts Distract from caustic contact. Can pass through a 2-inch gap, but takes an Action to squeeze through.

Counterplay/relationship: Distance and barriers create escape routes. Equipment corrosion needs time and visible exposure outside combat, not surprise permanent loss.

Phantom - Tier 3 · cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Ethereal stalker that vanishes and returns.

Use: Basic attack · Touch: Might + supplemental d8 Rend (Unholy); defender uses Ward + Spirit.

Effect - Signature: Phase; Dread. Action + 1 Mana: become unseen until next turn or an attack; opponents can still locate it by sound, evidence or area effects. No 0-Resolve reappearance in combat.

Counterplay: Mark its location and force it to spend actions on concealment.

Relationship: Spirit whose motive may permit negotiation.

Pixie - Tier 1 · cost 1 - Monster

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

Skill overrides: Ward d6.

Resolve 2; Stamina 3; Mana 4. Movement 25 feet.

Player Book idea: Small winged glamour spirit.

Use: Basic attack · Glimmer: Agility + supplemental d4 Rend (Holy).

Effect - Signature: Fly 20 feet; Glamour; Action + 1 Mana: appear as a drifting light until damaged or dismissed. Statistics unchanged.

Counterplay/relationship: Find what it wants; a trickster is an independent person, not automatic loot or a pet.

Plesiosaur - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Long-necked aquatic reptile with a predatory bite.

Use: Basic attack · Bite: Might + supplemental d6 Wound (piercing), reach 10 feet.

Effect - Signature: Swim 35 feet; land Move 10. Seize as an Action at reach 10 feet; no automatic drowning.

Counterplay/relationship: Use platforms and narrow entrances; freeing the grabbed target remains a normal action contest.

Qareen - Tier 3 · cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Whispering inhabitator using temptation and shadow doubles.

Use: Basic attack · Shadow Touch: Might + supplemental d8 Madden (Unholy); defender uses Composure + Tact. This attack injures thought or awareness.

Effect - Signature: Glamour; Shade Step. Possession is a separate narrative ritual with explicit consent/conflict rules, not a three-roll automatic PC takeover.

Counterplay: Compare advice with independent evidence and remove shadow destinations.

Relationship: Potential pact adversary; preserves player agency.

Cragfur - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: New interpretation: shaggy territorial cave climber.

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

Effect - Signature: Climb 25 feet; once per encounter, Bonus Action + 1 Stamina: move 10 extra feet after its basic attack.

Counterplay/relationship: Watch vertical routes and offer passage rather than assuming a fight. This is a fresh cave-beast treatment, not imported fantasy ancestry.

Quaker - Tier 3 · cost 4 - Monster

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.

Player Book idea: New interpretation: subterranean creature signaling attacks through ground tremors.

Use: Basic attack · Slam: Might + supplemental d8 Wound (bludgeoning).

Effect - Signature: Ground Shock: Action + 2 Stamina, one Might + supplemental d8 Wound (bludgeoning) pool against two declared targets standing on the same ground within 10 feet. Airborne targets are ineligible. No bonus damage dice.

Counterplay/relationship: Climbing or leaving the visible disturbance denies the area effect. Anatomy remains proposed.

Revenant - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Undead pursuer with a particular grievance.

Use: Basic attack · Fist: Might + supplemental d6 Wound (bludgeoning).

Effect - Signature: Dread. Outside combat it knows the direction of a previously identified quarry within one mile; blocked by an explicit ward. No in-combat resurrection.

Counterplay/relationship: Resolve or redirect its grievance, or travel beyond the limited tracking range. Its motive is an adventure choice.

Roc - Tier 4 · cost 8 - Monster

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

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

Resolve 28; Stamina 9; Mana 8. Movement 30 feet.

Player Book idea: Enormous bird that can carry prey.

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

Effect - Signature: Fly 40 feet; Seize. While holding a target, may Move up to 10 feet horizontally instead of the normal immobility; cannot ascend with a struggling target. Shove.

Counterplay: Free the held creature before it carries them away; ground cover limits access.

Relationship: Exceptional beast relationship; adult is not a routine pet.

Scarecrow - Tier 1 · cost 1 - Monster

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

Skill overrides:

Resolve 4; Stamina 3; Mana 2. Movement 30 feet.

Player Book idea: Animated field effigy that turns apparent safety into an ambush.

Use: Basic attack · Claws: Might + supplemental d4 Wound (slashing).

Effect - Signature: Move 15 feet; Dread; Burn weakness. Presence d4 versus Cunning while motionless among mundane scarecrows.

Counterplay/relationship: Observe positions over time and protect crops before using fire.

Shade - Tier 1 · cost 1 - Monster

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

Skill overrides: Ward d6.

Resolve 2; Stamina 3; Mana 4. Movement 25 feet.

Player Book idea: New distinction: a concealed haunting that manipulates perception.

Use: Basic attack · Touch: Might + supplemental d4 Madden (Unholy), Composure + Tact. This attack injures thought or awareness.

Effect - Signature: Glamour; Maneuver d4 for concealment in dim light. No life-drain or phasing.

Counterplay/relationship: Bright light and checking perceptions with allies defeat its main advantage.

Shadow - Tier 1 · cost 1 - Monster

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

Skill overrides: Evade d6.

Resolve 3; Stamina 3; Mana 2. Movement 35 feet.

Player Book idea: Dark silhouette slipping through narrow spaces.

Use: Basic attack · Touch: Might + supplemental d4 Rend (Unholy), Ward + Spirit.

Effect - Signature: Shade Step; squeezes through a 2-inch gap as an Action. Weakness to Holy-tagged damage. No Might loss or automatic conversion of victims.

Counterplay/relationship: Bright light removes its escape route; use its weak defenses rather than accepting an untouchable aura.

Skeleton - Tier 1 · cost 1 - Monster

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

Skill overrides:

Resolve 4; Stamina 3; Mana 2. Movement 30 feet.

Player Book idea: Animated bones capable of using a weapon.

Use: Basic attack · Blade: Might + supplemental d4 Wound (slashing); bow: Agility + supplemental d4 Wound (piercing).

Effect - Signature: Wound (bludgeoning) weakness. May use only the weapon it actually has; recovering a dropped weapon takes its Action.

Counterplay/relationship: Blunt weapons and cover exploit its simple role. Its orders and prior identity are adventure details.

Skrathar - Tier 3 · cost 4 - Monster

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.

Player Book idea: Corrupted abomination with caustic spittle and shadow tendrils.

Use: Basic attack · Claws: Might + supplemental d8 Wound (slashing).

Effect - Signature: Caustic Spit: Corrode Burst with physical delivery, representing bodily caustic injury. Use the existing shared Burst pool and one feasible Evade, Block or Withstand defense per target. Seize at 10-foot reach as an Action. Regrow, but also prevented by Burn or Holy-tagged damage as defined.

Counterplay: Burn or Holy stops regrowth; it cannot spit, seize and claw in the same Action.

Relationship: Corrupted being; curing its condition is an open design question.

Specter - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Player Book idea: Restless apparition with an invasive touch.

Use: Basic attack · Touch: Might + supplemental d6 Rend (Unholy), Ward + Spirit.

Effect - Signature: Phase; once per encounter after a Damaging Hit, Bonus Action + 1 Mana restores 2 Resolve.

Counterplay/relationship: Track its manifestation and deny nearby victims; no permanent maximum-Resolve loss.

Succubus / Incubus - Tier 3 · cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Temptation-focused spirit with social rather than purely physical leverage.

Use: Basic attack · Touch: Might + supplemental d8 Madden (Unholy), Composure + Tact. This attack injures thought or awareness.

Effect - Signature: Glamour; Shade Step; Presence d8 for spoken deception, opposed by Perception. No compelled intimate behavior or automatic pact.

Counterplay/relationship: Independent information and a clear account of the proposed bargain matter more than a compulsory seduction roll.

Summonling - Lightling - Tier 1 · cost 1 - Monster

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

Skill overrides: Ward d6.

Resolve 2; Stamina 3; Mana 4. Movement 25 feet.

Player Book idea: Elusive luminous trickster.

Use: Basic attack · Glimmer: Agility + supplemental d4 Rend (Holy), range 20 feet.

Effect - Signature: Glamour; Bonus Action extinguish or restore its own light, no cost. It cannot create darkness that blinds others.

Counterplay: A visible track or reflective surface exposes its hiding place; do not assume benevolent intentions from its light.

Relationship: Category needs designer review. This entry remains a Monster profile and grants no taming route; an independent ally is not a controlled pet.

Troll - Tier 3 • cost 4 - Monster

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.

Player Book idea: Regenerating giant with crushing strikes.

Use: Basic attack • Fist: Might + supplemental d8 Wound (bludgeoning).

Effect - Signature: Regrow and Shove. Burn weakness.

Counterplay: Use fire, concentrate attacks, or exhaust its finite Mana; no endless regeneration loop.

Relationship: Sentient individual; potentially an ally.

Ulvhan - Tier 2 • cost 2 - Monster

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: Shapeshifting pack hunter.

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

Use - Signature: Bonus Action • 1 Mana

Effect - Signature: shift to wolf form, Move 40 feet, lose ranged attacks until shifting back with the same cost. Once per encounter, Bonus Action + 1 Stamina grants Advantage on its next basic attack this turn.

Counterplay: Separate it from its pack and deny a straight chase; shifting never heals.

Relationship: Sentient person, not a wolf that can be owned.

Vampire - Tier 3 • cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Blood-draining undead with hypnotic influence.

Use: Basic attack • Bite: Might + supplemental d8 Wound (piercing).

Effect - Signature: Glamour; Regrow. After a Damaging Hit, Bonus Action + 1 Mana restores 2 Resolve, at most twice per encounter. Sunlight also prevents Regrow and bite healing.

Counterplay: Sunlight and Holy-tagged damage suppress recovery; no automatic extra life at 0 Resolve.

Relationship: Sentient individual; not automatically a Wicked One.

Vetala - Tier 3 · cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Possessive undead spirit.

Use: Basic attack · Spirit Touch: Might + supplemental d8 Rend (Unholy); defender uses Ward + Spirit.

Effect - Signature: Glamour; Phase. Action + 2 Mana can animate one unattended corpse as a disguise; uses the Vetala's existing profile, Resolve and action economy, never an extra unit.

Counterplay: Expose its disguise or remove available bodies; PC possession is not automatic.

Relationship: Independent spirit; negotiate purpose or separate it from remains.

Wegger - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: New interpretation: wetland stalker marking safe-looking paths with misleading tracks.

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

Effect - Signature: Crafting d6 opposed by Cunning to lay a false trail outside combat; Seize as a separate Action. Swim 20 feet.

Counterplay/relationship: Cross-check tracks against landmarks. This proposal creates no automatic relationship to Weggerbane or its mist.

Wight - Tier 2 · cost 2 - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Player Book idea: Armed undead driven to wage war.

Use: Basic attack · Blade: Might + supplemental d6 Wound (slashing); bow: Agility + supplemental d6 Wound (piercing).

Effect - Signature: Dread; once per encounter after a melee Damaging Hit, Bonus Action + 1 Mana restores 2 Resolve. No maximum-Resolve reduction or free raised minions.

Counterplay/relationship: Separate it from supported positions and investigate its unfinished conflict.

Witch - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Player Book idea: A caster using hexes and bewitchment.

Use: Basic attack · Hex Bolt: Agility + supplemental d6 Rend (Unholy).

Effect - Signature: Glamour; Protect. "Witch" is a practice, not a declaration that every practitioner is evil.

Counterplay: Identify and negotiate its objective; forcing Mana expenditure creates openings.

Relationship: Independent caster or potential ally.

Wraith - Tier 3 · cost 4 - Monster

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

Skill overrides: Evade d6.

Resolve 14; Stamina 7; Mana 8. Movement 25 feet.

Player Book idea: Predatory spirit combining phasing with life-drain.

Use: Basic attack · Touch: Might + supplemental d8 Wither (Unholy), Withstand + Vitality. This attack drains living vitality; use actual Withstand, without armor Support limits.

Effect - Signature: Phase; after a Damaging Hit, Bonus Action + 1 Mana restores 2 Resolve, at most twice per encounter. Weakness to Holy-tagged damage.

Counterplay/relationship: Force it to spend resources on movement or recovery; death does not automatically create another combat unit.

Yokai - Tier 2 · cost 2 - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Player Book idea: Spirit that touches through barriers and drives people toward safety.

Use: Basic attack · Phantom Touch: Might + supplemental d6 Rend (Unholy); defender uses Ward + Spirit.

Effect - Signature: Phase; Dread. Can reach through a nonmagical barrier no thicker than 1 foot only when its target remains visible; no attacking unknown occupants through walls.

Counterplay: Opaque barriers and a resolved grievance can end the haunting.

Relationship: A spirit category represented by one encounter form; not all yokai share this personality.

Zombie - Tier 1 · cost 1 - Monster

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

Skill overrides: Block d6.

Resolve 6; Stamina 3; Mana 2. Movement 20 feet.

Player Book idea: Shambling undead with an infectious bite.

Use: Basic attack · Bite: Might + supplemental d4 Wound (piercing).

Effect - Signature: Venom represented by its bodily sickness rider. At 0 Resolve stays defeated; no repeated return roll. Does not need food or sleep, but gains no broad immunities.

Counterplay: Mobility and terrain slow it further; infection is bounded rather than indefinite unavoidable damage.

Relationship: Animated being; motive and identity are not supplied by a statblock.

Drake - Monster

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

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

Resolve 8; Stamina 5; Mana 4. Movement 30 feet.

Basic attack: Might + supplemental d6 Wound (piercing)

Effect - Signature mechanics: Move 35 feet; Shove. No wings or free breath attack.

Adult Dragon - Monster

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

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

Resolve 28; Stamina 9; Mana 8. Movement 30 feet.

Basic attack: Might + supplemental d10 Wound (slashing), reach 10 feet

Effect - Signature mechanics: Fly 35 feet; Burn Burst; Dread. Breath costs its Action + 2 Mana. One adult is an ordinary T4 threat in this draft, not a guaranteed solo against highly capable PCs.

Hydra - Monster

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.

Basic attack: Might + supplemental d10 Wound (piercing), reach 10 feet

Use - Signature: Action · 2 Stamina

Effect - Signature mechanics: apply one Might + supplemental d10 pool to each of two adjacent declared targets, with their individual physical defenses. Regrow. Head count adds target choice, not unlimited attacks or lives.

Air Elemental - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Basic attack: Action, 1 Mana, Agility d6 + supplemental d6 Wound at 30 feet; Ward + Spirit.

Use - Signature: Bonus Action · 1 Mana

Effect - Signature mechanics: fly 15 feet this turn.

Counterplay: Must finish over a supporting surface; no endless inaccessible hovering.

Earth Elemental - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Basic attack: Action, 1 Mana, Agility d6 + supplemental d6 Wound at 30 feet; Ward + Spirit.

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: Protect itself.

Counterplay: Slow pressure; no damage while establishing its buffer.

Electromagnetic Elemental - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Basic attack: Action, 1 Mana, Agility d6 + supplemental d6 Shock at 30 feet; Ward + Spirit.

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: pull one unattended metal object up to 10 feet.

Counterplay: Does not automatically disarm held equipment or target everyone wearing armor.

Fire Elemental - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Basic attack: Action, 1 Mana, Agility d6 + supplemental d6 Burn at 30 feet; Ward + Spirit.

Effect - Signature mechanics: Burn Burst.

Counterplay: Burst uses finite Mana; water-filled ground removes its ordinary movement route unless supported by a surface.

Gravity Elemental - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Basic attack: Action, 1 Mana, Agility d6 + supplemental d6 Wound at 30 feet; Ward + Spirit.

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: Invoke versus Withstand + Vitality on one target within 20 feet; success Hinders.

Counterplay: No automatic flight cancellation, crushing or lethal forced fall.

Nuclear Elemental - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Basic attack: Action, 1 Mana, Agility d6 + supplemental d6 Burn (Holy) at 30 feet; Ward + Spirit. This projected attack harms through radiant heat; no separate irradiation effect is granted.

Use - Signature: Action · 1 Mana

Effect - Signature mechanics: emit bright light within 20 feet until its next turn.

Counterplay: This is a provisional mana-radiance interpretation, not new radiation rules or an assertion about the setting's physics.

Water Elemental - Monster

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

Skill overrides: Evade d4.

Resolve 6; Stamina 5; Mana 6. Movement 25 feet.

Basic attack: Action, 1 Mana, Agility d6 + supplemental d6 Wound at 30 feet; Ward + Spirit.

Effect - Signature mechanics: Swim 30 feet; Seize as an Action at 5-foot reach.

Counterplay: Cannot hold a target and attack in the same Action; terrestrial movement remains 25 feet.

Ecology and world placement before an encounter roll

The biome tables below are **draft placement proposals**, not a completed world map. For each actual site record food/energy, shelter or binding, territory, cause of presence, observable signs, default behavior and an alternate to fighting. A creature that needs those conditions is not available where they are absent. Magical/undead categories need a source or motive; geography alone does not create a lich or active spirit stone. Settlement cultures and playable peoples are not entries on an automatic hostile-creature table.

Ecological group	Candidate profiles / source	Placement rule
Livestock/animal predators	Chupecabra (Bitter Cargo), Harpy, Manticore, Chimera, Drake, Wyvern	Need prey, hunting space and a reason to approach; populated streets are not universal hunting grounds
Woodland/wood consumers	Xylopod (Bitter Cargo), Fungal Decomposer, Spiked Stalker (Bitter Cargo), Ulvhan, Lycanthrope, Cragfur	Timber, cover, pack/individual territory or cave shelter; sapient shapeshifters retain personhood
Wetland/aquatic life	Bunyip, Makara, Plesiosaur, Krakinos, Kraken, Leviathan	Water depth, access, nesting/prey and encounter scale must match the actual site
Subterranean or sand hunters	Normazu, Dreadmaw, Wyrms, Quaker	Burrowing medium and vibrations matter; no tunneling through worked stone without explicit permission
Territorial giants or aerial apex life	Ogre, Ettin, Cyclops, Troll, Roc, Yeti, Zarzatan, Dragon, Hydra	Adequate food/space, shelter and recognizable evidence; give bypass options for outmatched travelers
Animated bodies/tools	Crawling Claw, Skeleton, Zombie, Mummy, Scarecrow, Gargoyle, Mimic	Actual ritual, creator, command, binding or scavenging niche; no universal shared immunity package
Grievance/haunting spirits	Ghost, Phantom, Banshee, Revenant, Specter, Wight, Wraith, Shade, Shadow, Yokai, Vetala	Remains, emotional tie, ritual or hunting motive; investigate why they stay here
Corrupted beings	Ghoul, Ghast, Devourer, Skrathar, Mutated One, Nuckelavee, Barbed Revenant, Barugala	Explain origin/food or binding and warn of altered behavior; no automatic link to a named Wicked One
Ritual/social supernatural beings	Hag, Witch, Kitsune, Pixie, Qareen, Succubus/Incubus, Oni, Levid, Nightmare, Jiangshi, Summonlings	Motive, local relation or a specific spiritual function; bargaining and independent agency remain possible
Spell/force entities	Air, Earth, Electromagnetic, Fire, Gravity, Nuclear, Water elementals	A particular active force or mana condition; decide whether sentient before assigning ownership
Sparse new interpretations	Death Knight, Doppelganger, Wegger, Lich, Mummy Lord and other proposed identities	Complete origin and motive before fixing world distribution. Wegger is not automatically linked to Weggerbane

Using a biome table

Choose or roll d6 once at a consequential travel/exploration interval. Results 1-3 generally provide evidence, social contact or hazards; 4-6 are potential creature situations. No result requires initiative or a fight to death. A higher-tier result can remain a trace, distant sighting or warned optional objective when immediate combat would be inappropriate. State that choice before the roll; do not secretly substitute a lethal encounter after players commit to a route. Repeated results should develop an existing situation rather than spawn identical creatures.

Creature counts below reflect ecology; use the ordinary player-count/tier budget for an actual prepared combat and count any followers separately. Broader placement needs the actual mapped region's terrain. None of these tables assigns deserts, volcanoes or permanent magical weather to an unconfirmed country.

Farm edges and settled roads - d6

Roll	Situation	Candidate / handling
1	Animal tracks at a disturbed pen	Bitter Cargo: Chupecabra evidence; secure livestock before fighting
2	Travelers dispute a supplier	Social clue; followers only if this is an actual faction route
3	A cart blocks a crossing	Terrain/repair, no mandatory foe
4	A root or splinter trail crosses the road	Bitter Cargo: Xylopod; follows timber, not people
5	One Manticore watches a grazing herd	T3 cost 4; warn before approaching, bargain if sentient
6	A concealed Mimic has taken a useful object shape	T1 cost 1; placement needs a shelter or lure, not every random road

Temperate woodland and timber ruins - d6

Roll	Situation	Candidate / handling
1	Old food source with shed spines	Bitter Cargo: Spiked Stalker evidence
2	Wood cutters ask for help	Social/ecological conflict
3	One Xylopod consumes abandoned timber	Player Book T2 cost 2; bypass or relocate food
4	One Ulvhan follows a scent	T2 cost 2; sentient individual, not automatic hostile wolf
5	One territorial Ettin calls from a ruin	T3 cost 4; large warning footprint and possible negotiation
6	One Chimera hunts where prey is abundant	T3 cost 4; signs and escape path before confrontation

Wetlands and freshwater - d6

Roll	Situation	Candidate / handling
1	Mist remains still over marked ground	Bitter Cargo: Bog Monster warning, not automatic combat
2	Boat workers describe missing livestock	Bunyip or Chupecabra clue, distinguish tracks
3	Flooded crossing threatens supplies	Terrain and route planning
4	One Bunyip guards a deep pool	T2 cost 2; drive away from food or bypass water
5	One Makara surfaces by reeds	T2 cost 2; aquatic predator, no instant drowning
6	One Nuckelavee crosses disturbed wet ground	T4 cost 8; dangerous optional encounter requiring strong warning and escape

Coast, reefs and open sea - d6

Roll	Situation	Candidate / handling
1	Strange wake offshore	Aquatic threat evidence; choose scale deliberately
2	Trade vessel or fishing crew requests aid	Social/rescue, no assumed pirates
3	Weather threatens a passage	Position and shelter, separate from monster power
4	One Plesiosaur hunts near a reef	T2 cost 2; local predator with visible reach
5	One Krakinos occupies a shore passage	T3 cost 4; avoid or draw from shallows
6	A Kraken or Leviathan threatens a vessel	T4 cost 8 as profile only; ship danger is a separate prepared encounter, not a routine surprise roll

Loose sand and arid ruins - d6

Roll	Situation	Candidate / handling
1	Small ridges appear in loose sand	Normazu trace
2	Travelers share shade and water news	Contact and supply choice
3	Worked stone blocks a buried route	Tool/route problem
4	One Normazu surfaces for food	T1 cost 1; cannot tunnel through stone
5	One Basilisk guards a feeding site	T3 cost 4; petrification/gaze evidence and alternate approach
6	A Dreadmaw or Wyrms disturbs an old trench	T4 cost 8 / T3 cost 4; warn, let travelers choose solid ground

Mountain, cold country and deep earth - d6

Roll	Situation	Candidate / handling
1	Large tracks cross a safe-looking pass	Yeti, Cyclops or Ettin clue; establish actual origin
2	A local guide offers another route	Social access and preparation
3	Loose stone or ice threatens a crossing	Terrain; describe instability before testing
4	One Yeti follows a camp scent	T2 cost 2; warning tracks and fire counterplay
5	One Quaker disturbs an underground route	T3 cost 4; distinguish ground-shock zone from a safe elevated route
6	Roc nesting ground or Dreadmaw trench blocks a route	T4 cost 8; escape/avoidance objective may be better than combat

Crypts, haunted buildings and excavations - d6

Roll	Situation	Candidate / handling
1	Marks suggest unresolved death or a binding	Ghost/Phantom clue; no forced hostility
2	A custodian disputes access	Social history and ownership
3	Rotten timber conceals an unsafe floor	Bitter Cargo: Xylopod evidence or structural hazard
4	Two Skeletons hold a doorway	T1 each, cost 2; origins and orders must exist
5	A Ghost seeks help or a Wight pursues a grievance	T2 cost 2; motives can resolve the scene
6	A Bone Lord or Lich maintains a guarded crypt	T3 cost 4 / T4 cost 8; followers cost separately, vessel/history clues precede the confrontation

Corrupted or magical sites - d6

Roll	Situation	Candidate / handling
1	Mana traces or unnatural growth	Evidence, not a free Spirit Stone
2	A scholar or keeper requests containment	Social/ritual goal
3	An old machine remains inactive	Investigation; cannot assume a dark-construct fuel system
4	One Summonling tests a traveler	T1 cost 1; mischievous, helpful or hostile motive chosen explicitly
5	One Imp or elemental guards an active source	T1 cost 1 / T2 cost 2; finite magic, actual site reason
6	A Skrathar or Devourer feeds near a known corruption site	T3 cost 4; current location explains food and behavior; separate victims and allies from the threat

Harvesting and profile relationships

Successful harvested resources follow their own appropriate resource tier and can exceed the daily resource-search limit. Enemy tier does not automatically determine every material's resource tier, and a creature does not automatically supply a spirit stone. Ordinary searching remains limited as in the [Player Book](#). A usable harvest entry needs an actual material, yield, condition, preservation method and use; those recipes are not fabricated by this tier pass.

Monsters have no taming route in this package. Independent allies act by agreement, not ownership or pet control. Historical companion suggestions for Bunyip, Kitsune, Makara, Normazu and Summonling require category review before any move to [Creatures](#). Companionship follows [Player Book: Companions and Contact Slots](#); Monsters do not gain that eligibility.