

# Bestiary Sets

P Set 1 (Act 1: Gothic / Industrial)

## 1. Bellshade (Spirit/Ghost)

translucent wisp-like spirit shaped from soot and bell-smoke, faint human outline, ember eyes, drifting cloth remnants, cathedral shadow backdrop.



Bellshade

## 2. Corvian (Carrion Bird)

skeletal crow humanoid perched on battlements, ragged wings, hooked beak, black feathers edged in gray frost, city rooftop background.



Corvian

### 3. Catacomb Bound (Skeleton Guardian)

roped skeleton with wax-sealed joints, glowing ward sigils, cracked shield, standing in candle-lit crypt.



Catacomb Bound

#### 4. Burrower Drone (Mechanical Beetle)

brass clockwork beetle with auger drill nose and blinking glass eye, sewer tunnel background, grime and rust details.



Burrower Drone

5. Ironclad Brute (Armored Knight)

hulking knight in rusted plate armor, two-handed blade resting on shoulder, torchlight gleaming off metal.



Ironclad Brute

## 6. Gloomfang (Shadow Wolf)

black spectral wolf with glowing red eyes, spectral mist trailing from paws, moonlit forest ground.



Gloomfang

#### 7. Huskspawn (Corrupted Villager)

twisted humanoid with cracked mask and warped limbs, torn clothing, faint light flicker in chest, underground tunnel.



Huskspawn

#### 8. Zombie Axeman (Undead Laborer)

rotting worker with woodcutter's axe, tattered vest, gray-green flesh, candlelit ruin background.



Zombie Axeman

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🌴 Set 2 (Act 2: Tropical / Elemental)

#### 9. Chapel Warden (Stone Golem)

carved statue with brazier slots in ribs, faint orange glow from within, volcanic temple background, ash drifting.



Chapel Warden

#### 10. Deep Lurker (Amphibious Creature)

amphibian monster with translucent fins and glowing eyes, dripping water, coral and cave stone mix.



Deep Lurker

#### 11. Mire Creeper (Insectoid Crawler)

multi-legged swamp creature with glossy carapace, moss and mud stuck to limbs, wet marsh background.



Mire Creeper

12. Venomspitter (Reptile Caster)

reptilian serpent creature, wide frilled neck, spits acid droplets mid-attack, humid jungle backdrop.



Venomspitter

### 13. Swamp Ogre (Bog Brute)

massive moss-covered ogre, water dripping from club, lily pads tangled in hair, foggy swamp.



Swamp Ogre

14. Totem Challenger (Spirit Duelist)

masked tribal guardian glowing with totem light, carved runes on body, standing in ritual circle.



Totem Challenger

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⚙ Set 3 (Act 3: Snow / Tech / War)

1. Frost Warg (Mountain Beast)

dire wolf adapted to snow, thick white fur with icicles, blue breath vapor, snowy ridge backdrop.



Frost Warg

#### 16. Gear Grinder (Clockwork Machine)

humanoid machine with rotating gears and grinder arm, sparks flying, workshop or foundry background.



Gear Grinder

17. ArcFey (Lightning Elemental)

glowing blue-white energy spirit with branching arcs of lightning, crystalline body, floating above steel floor.



ArcFey

18. Raider Hookman (Human Ambusher)

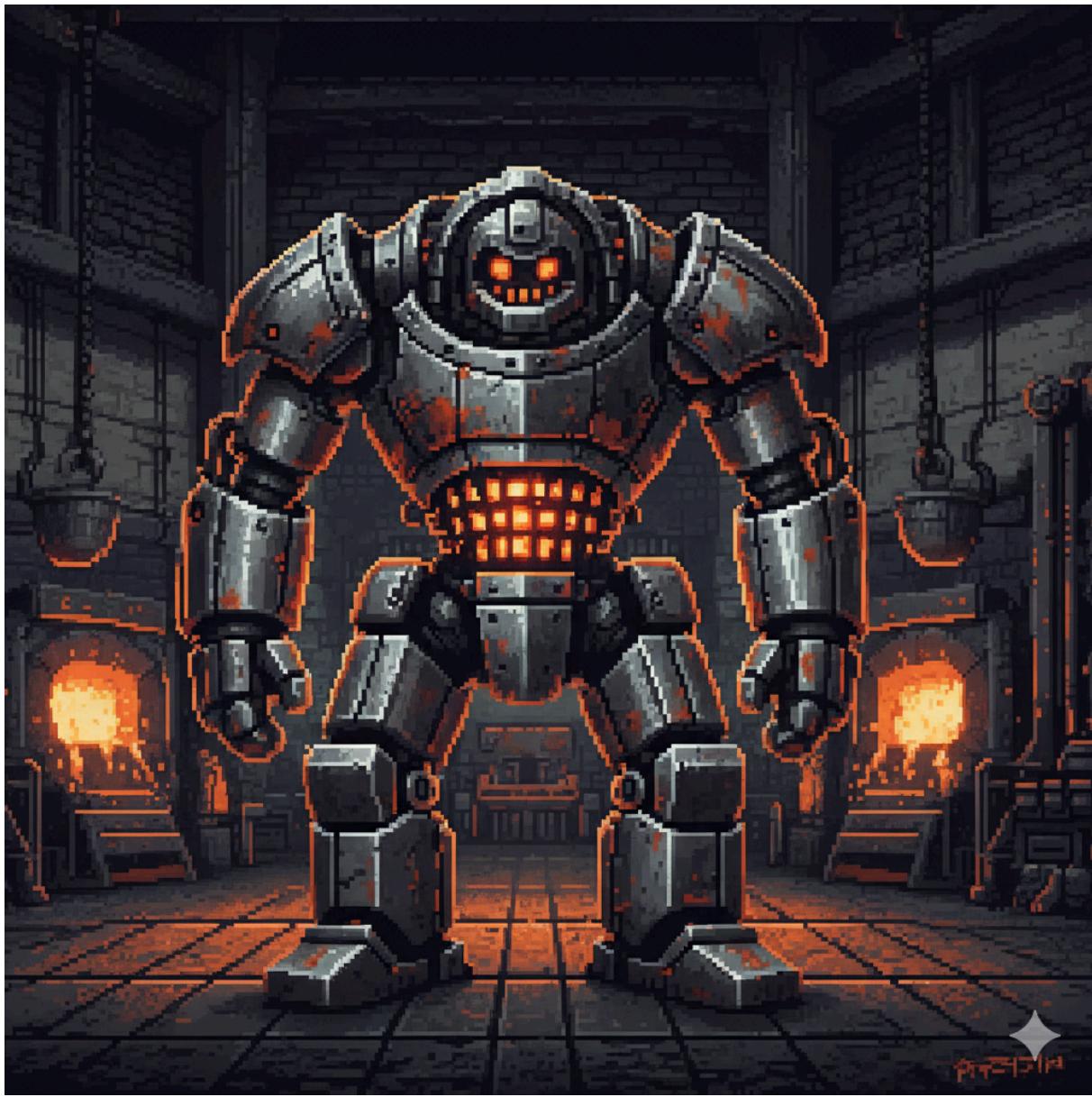
rugged mountain bandit with grappling hook and rope gear, snow-train setting, cold wind blowing cloak.



Raider Hookman

#### 19. Press Golem (Foundry Walker)

heavy metal construct with piston limbs, soot-streaked armor, molten forge light beneath plating.



Press Golem

20. Sky Serpent (Flying Dragon)

long, slender winged serpent gliding through storm clouds, lightning flash reflecting off scales.

21. Rift Weaver (Eldritch Entity)

shadowy creature with tentacle limbs phasing through air, faint symbols in void aura, warped stars behind.



Rift Weaver

22. Obsidian Sentinel (Temple Guardian)

black stone statue, glowing cracks along runes, half-buried in volcanic dust, shrine backdrop.



**Obsidian Sentinel**

**23. Sand Strider (Desert Scorpion)**

sleek tan scorpion-like beast emerging from dunes, chitin reflecting sunlight, wind erosion on shell.



Sand Strider

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💀 Set 4 (Shared / Miscellaneous)

#### 24. Voidling (Mini Elemental)

small shadowy orb with tiny limbs, emits faint purple smoke, floating over cracked obsidian floor.



Voidling

25. Wraith Knight (Spectral Armored Spirit)

ghostly knight in ethereal armor, blue-white flames inside hollow helmet, castle hall in ruin.



Wraith Knight

## 26. Slime / Ooze (Organic Hazard)

gelatinous blob glistening with semi-translucent surface, debris trapped inside, sewer stone base.



Slime / Ooze

27. Wolf / Dire Wolf (Beast)

lean gray wolf snarling mid-leap, forest dusk, earthy tones and natural musculature.



Wolf / Dire Wolf

28. Human Soldier / Cultist (Humanoid Enemy)

armored human soldier with blank eyes, tattered tabard, standing under corrupted banner.



Human Soldier / Cultist