UW:PE

Humanoids (Generic)

Commoner
10♡
Unarmed 2⊕
Dagger D6⊕

Archer
10♡
Bow 2d6⊕
Knife D6⊕

Spearbearer
15♡
Spear 2d6⊕

Soldier
15♡3🛡
Sword 2d6⊕
Bow 2d6⊕

Greatswordsman
20♡4🛡
Greatsword 3d6⊕

Marksman
10♡
Crossbow 3d6

Beasts (Generic)

Vermint
2♡
Bite 1⊕

Dog
7♡
Bite D6⊕

Bear
30♡
Maul D6⊕
(multi 2)

Mages (Generic)

Wizard
10
6 spells

Spellsword
Sword 2d6⊕
2 spells

Priest
Mace 2d6⊕
3 spells

Adventurers (Generic)

Mercenary
20♡4🛡
Crossbow 3d6⊕
(+2d6)
Sword 2d6⊕
Second wind (2 uses)
heal D6♡

Assassin
15♡1🛡
Dagger D6⊕
(multi 2)
(+2d6)
Cunning action:
Free sneak or
dash

Berzerker
30♡2🛡
Greataxe 3d6⊕
Rage: ½ damage
for 6 turns from physical
sources.

Monstrosities

Tentacle Beast
15♥
Bite* D6
Spiderclimb

Pincer Beast
30♥ 2🛡
Pincer 3d6

Giant Ant
20♥ 1🛡
Mandibles 2d6

Tunnel Viper
15♥
Bite 2d6
Save (DC10) or poisoned for one hour (-D6 on checks)

Giant Spider
15♥ 1🛡
Bite 2d6
Web (1 turn cooldown) DC10 save or restrained

Slime
5♥
Engulf 2

Squint Bugs
20♥ 1🛡
Mandibles D6
Acid Spray (1 turn charge) 15ft cone, save to halve 2d6
Explode: on death, 10ft radius splashed with acid save to halve 2d6

Blink Wolf
7♥
Bite D6
Blink (1/turn) teleport to space in line of sight

Tentacle Panther
15♥
Bite 2d6
Tentacles D6 (multi 2)
Distortion field: Disadvantage to ranged attackers

Fire Centipede
20♥ 1🛡
Bite D6 (Save or D6 fire)
Flame Aura: within 10ft, at start of turn deal D6 damage. Save (DC10) to halve

Mimic
10♥
Bite D6
Sticky: Autograpple creature who touches directly with hands
Shape-shift: Assume appearance of any furniture or object

Doppelganger
20♥
Claws D6 (multi 2)
Shape-shift: Assume appearance of any humanoid creature

Elementals

Rock Monster
5♥ 6🛡
Punch 2d6
15 mv

Dancing Flame
10♥
Burn D6
Fire Bolt D6

Water Thing
20♥ 2🛡
Engulf D6
Takes no damage from physical attacks

Bush Woman
20♥ 1🛡
Thrash* D6 (multi 2)
Pheromones! 60ft cone. Save (DC10) or regard Bushwoman as friend for 1 hour
Burning converts to Dancing Flame

Ice Monster
5♥ 6🛡
Heals D6/turn from contact with open flame
Punch 2d6
Vulnerable to fire
Ice Aura: Room (or 60ft sphere) ices over, turning floors slippery. DC10 save to move without slipping
Melting converts into water thing

Magma Monster
20♥ 2🛡
Hug 5d6
Move 15ft
Magma Flesh: Weapons that touch magma monster melt
Heals D6/turn when in magma
Cooling converts into Rock monster

Magnet Monster
15 1🛡
Sword 2d6
Bludgeon D6
Floats

UWiPE

Infernals

Devil Cult

Initiate

10 ♥

Dagger D6 ϕ

Bloodburn: using blood of target, forced save to halve 2d6 ϕ

Firebolt D6 ϕ

Familiar (Bird or bat): Can use as sentinel

LVL	#
1	D6
2	D6+2
3	2d6+2
4	2d6+4
5	3d6
6	5d4

Adept

Familiar (Bird or bat)

10 ♥

Dagger D6 ϕ

Curse: Target suffers D6 Penalty to roll until adept takes damage

Conjure lesser Devil: Consumes 5 ♥ from Adept

Blood siphon: damage dealt with dagger is health, will overheal.

Firebolt D6 ϕ

Flame Hand

LVL	#
1	1
2	D2
3	2d2
4	2d4
5	2d6
6	3d6

Devil Priest

10 ♥

Dagger D6 ♥

Sacrifice: kill familiar, overheal 3d6

Infernal transformation: Become Infernold

Firebolt D6 ϕ

Flame Hand 5 ϕ: Consumes 2 ♥. 15ft cone. Save to halve 3d6 ϕ

Familiar

LVL	#
1	
2	
3	1
4	D2
5	D2+1
6	D4+2

Infernold

30 ♥ 1 U

Claws D6 ϕ (multi-2 attacks)

Flight

Immune to fire

Fire bolt D6 ϕ

Flame Hand

Created by Devil Priest dying

Lesser Devils

Chain Devil

15 ♥ 1 ⊕
Fire immunity
Chain whip D6 ⊕
Auto Grapple

Conjure Infernal chain
conjure chain, which
binds grappled target,
freeing chain whip

Infernal chain
1 ♥ 3 ⊕
Strangle 1 ⊕

Spike Devil

15 ♥ 2 ⊕
15ft speed
Claws 2d6 ⊕

Spike shower: (1 turn charge)
60ft cone, save
to halve 2d6 ⊕

Lunge: Jump up
to 90 feet

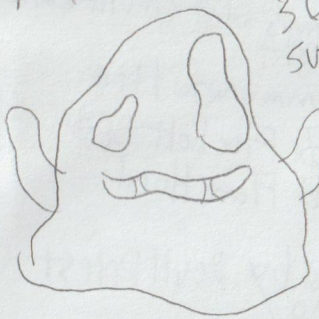
Attacking
within 5ft
deals 1 ⊕ to
attacker

Lust Devil

10 ♥ Bite 2 ⊕

Seduce: Make
save or become
unable to fight
lust devil. Devil
gains +3d6 bonus
to convince seduced
NPCs.

Muck Devil



30 ♥
Suffocate D6 ⊕

Progeny
(1 turn charge-up)
Create 1d4+1
Muck Progeny

Muck Progeny

5 ♥
Suffocate D6 ⊕

Spirits

Spectral Warrior

10♥ 3U

Sword 2d6

Toggle Corporality: (1/Turn) Enter or leave corporeal form

LVL	#
1	1
2	D4
3	D6
4	2d6
5	2d8
6	2d10

Wight

10♥

Life Drink: Target makes save or loses 3d20 XP and ages D10 years

LVL	#
1	0
2	0
3	0
4	1
5	D2
6	D4

Banshee

10♥

Wail: Target saves or takes D6

Screech (1/day) All targets make save or lose 10 hearts

LVL	#
1	0
2	0
3	0
4	1
5	1
6	1

Ghost

20♥

Death touch D6

Toggle visibility and corporality (1/Turn)

Turn invisible and corporeal or visible and incorporeal

LVL	
1	1
2	D4
3	D6+2
4	D8+2
5	D10+2
6	D12+2

UW:PE

Undead Monsters

Skeletons

Skeleton

3♥

Bash 2

LVL	#
1	D4
2	D4+2
3	2d6+2
4	3d6+2
5	4d6+2
6	5d6+2

Skeleton Archer

3♥ 1U

Short Bow 2d6

LVL	#
1	D2
2	D2+2
3	D4+2
4	D6+2
5	D8+2
6	D10+2

Skeleton Warrior

3♥ 3U

Sword 2d6

LVL	#
1	D2
2	D2+2
3	D4+2
4	D6+2
5	D8+2
6	D10+2

Skelemancer

LVL	#
1	
2	1
3	2
4	D4
5	2d4
6	2d6

3♥

Raise or revive: Raise 2 skeletons. (1 Turn cooldown)

Zombies

Zomble

5♡
Bash 2d4
move 15ft

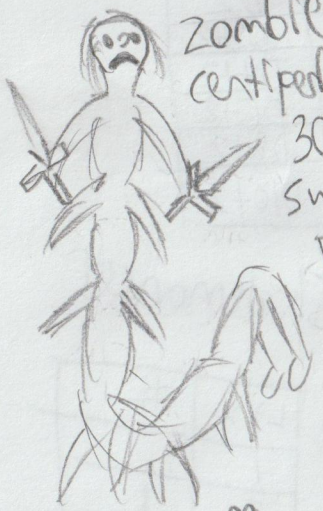
LVL	#
1	D4
2	d4+2
3	2d6+2
4	3d6+2
5	4d6+2
6	5d6+2

Zomble Hound

10♡
Bite D6 d4

LVL	#
1	1
2	D4
3	D4+2
4	D6+2
5	D8+2
6	D10+2

Zomble centipede



30♡
Sword 2d6 d4

LVL	#
1	0
2	0
3	1
4	D2
5	D2+1
6	D4

At 20♡, split into two segments with 10♡

Zomble Juggernovght

80♡
Grapple 15ft
Bite (on grappled) multi x3
D6 d4

LVL	#
1	0
2	0
3	0
4	1
5	1
6	D2

Heals 5♡ by absorbing Zomble or corpse

Cult of the Shadow Goddess

Initiate

10♡
Dagger D6 d4
Shadow Step: Teleport between two shadows, 120 foot range max

LVL	#
1	0
2	d4+2
3	d6+2
4	2d6+2
5	3d6+2
6	3d6+2

Creates Shadow upon death.

Shadow

10♡
Dagger D6 d4
Shadow Step
Light vulnerability: Bright light kills the shadow

Created by initiates, will stalk party until their light source goes out.

Shadow Priest

10♡
Dagger D6 d4
spells (1/day each)
Darkness: Create 30 ft sphere of magical darkness
Conjure Linth
Dominate Shadow: Target's shadow becomes minion until slain. Has identical stat block, but Light vulnerability.

Linnith

50♡
Strangle D6 d4 (target up to 3)
Dark Aura: create magical darkness in 10ft Radius

LVL	#
1	0
2	0
3	1
4	D2
5	2d2
6	d4+2