

FATE'S EDGE MONSTER MANUAL

Creatures of the Amaranthine Sea Region

USING THIS MONSTER MANUAL

In Fate's Edge, monsters and creatures are not mere stat blocks - they are story elements with motivations, weaknesses, and consequences. Each entry includes:

- **Threat Level:** Indicates relative danger (Minor, Moderate, Major, Epic)
- **Harm Rating:** What injury they inflict
- **Complication Points:** What narrative complications they generate
- **Motivations:** Why they act as they do
- **Weaknesses:** How clever players can overcome them

1 BEASTS AND PREDATORS

Blackwood Wolf

Threat: Moderate

Harm: =

CP: Pack tactics generate 1 CP per additional wolf

Description: Cunning predators of Acasia's cursed forests. Larger than common wolves, with eyes that gleam with unnatural intelligence. They hunt in coordinated packs and seem to communicate through low, rumbling growls that echo strangely.

Motivations: Territory defense, hunger, protecting young

Abilities:

- **Pack Hunters:** +1 die when 2+ wolves attack the same target
- **Cursed Senses:** Can track cursed or supernatural beings with +2 dice
- **Flanking:** Gain start Controlled when attacking from opposite sides

Weaknesses:

- Fear fire (start Desperate in burning areas)
- Distracted by bright lights or loud noises
- Pack breaks if alpha is killed or driven off

Sample Encounter: A pack of 3 Blackwood Wolves stalks the PCs through the cursed Blackwood. The GM can spend their CP to:

- 1 CP: Wolves coordinate attack (+1 die next round)
- 2 CP: One wolf circles behind PCs (flanking advantage)
- 3 CP: Howling alerts more wolves (reinforcements arrive)

Mist Wraith

Threat: Major

Harm: 1

CP: Uncanny presence generates 2 CP per scene

Description: Semi-corporeal spirits that emerge from the deep mists of the Mistlands. They appear as translucent humanoid figures with hollow eyes and mouths that seem to whisper in forgotten tongues. Often guardians of ancient burial sites or places of great sorrow.

Motivations: Protecting sacred sites, seeking justice for past wrongs, feeding on life force

Abilities:

- **Incorporeal:** Cannot be harmed by non-magical weapons
- **Life Drain:** Successful attack inflicts Fatigue 1 in addition to harm
- **Mist Form:** Can become gaseous to avoid physical attacks
- **Terrifying Presence:** Opponents start Desperate vs. social/mental actions

Weaknesses:

- Vulnerable to blessed/clean weapons
- Sunlight forces solid form (Harm 1 becomes =)
- Cannot cross running water
- Specific unfinished business can be resolved

Sample Encounter: A Mist Wraith guards an ancient Aeler burial chamber. The GM can spend their CP to:

- 1 CP: Thick mist reduces visibility (-1 die to ranged attacks)
- 2 CP: Whispered voices cause confusion (players must reroll one success)
- 3 CP: Life drain affects multiple targets
- 4+ CP: Wraith merges with mist, becomes nearly impossible to target

Dire Boar

Threat: Moderate

Harm: 1

CP: Territorial rage generates 1 CP when provoked

Description: Massive wild boars found in the deep forests and marshes of the region. Twice the size of common boars, with tusks like curved daggers and a temperament to match. Often found near ancient ruins or sacred sites.

Motivations: Territory defense, mating season aggression, protecting food sources

Abilities:

- **Charge:** +2 effect on first attack if has clear run
- **Thick Hide:** Reduce all harm by one level (severe becomes moderate, etc.)
- **Relentless:** Cannot be deterred by normal fear effects
- **Trample:** Can attack multiple adjacent targets in one action

Weaknesses:

- Poor eyesight (easily distracted by movement)
- Vulnerable in soft underbelly
- Can be led away from territory with food
- Loud noises can startle them

Sample Encounter: A Dire Boar has made its lair in an ancient shrine. The GM can spend their CP to:

- 1 CP: Boar charges, knocking opponent prone
- 2 CP: Tusks gore armor/weapons (gear damage)
- 3 CP: Boar's roar alerts other wildlife (environmental complications)

2 HUMANOID THREATS

Bandit Skirmisher

Threat: Minor

Harm =

CP: Criminal cunning generates 1 CP in urban environments

Description: Desperate outlaws who prey on travelers and merchants. Poorly equipped but numerous and desperate. Often found in the lawless regions of Acasia or along dangerous trade routes.

Motivations: Survival, greed, revenge against authority

Abilities:

- **Numbers:** +1 die when fighting in groups of 3+
- **Ambush:** Start Controlled when attacking from surprise
- **Dirty Fighting:** Can generate 1 CP even on successful defense
- **Run Away:** Will flee if clearly outmatched

Weaknesses:

- Poor quality weapons/armor
- Low morale (flee at first serious injury)
- Often have bounty or criminal history
- Divided loyalties within groups

Sample Encounter: A group of 4 Bandit Skirmishers attempts to rob the PCs on a lonely road. The GM can spend their CP to:

- 1 CP: One bandit flanks from unexpected direction
- 2 CP: Hidden 5th bandit joins the fight
- 3 CP: Bandits use environment (rocks, mud) against PCs

Ykrul Raider

Threat: Moderate

Harm: 1

CP: Steppe tactics generate 2 CP in open terrain

Description: Nomadic warriors from the Ykrul steppes. Expert horsemen and archers, they raid settlements and trade caravans. Painted with ritual markings and carrying curved weapons of exceptional quality.

Motivations: Honor, plunder, proving martial prowess, clan loyalty

Abilities:

- **Mounted Combat:** +2 dice when fighting from horseback
- **Archery:** +1 effect on ranged attacks at long distance
- **Steppe Survival:** +2 dice on survival/tracking in grasslands
- **Wolfskin Cloak:** +1 die on intimidation/social actions

Weaknesses:

- Disadvantaged in close quarters or urban environments
- Honor-bound (won't attack from complete surprise)
- Superstitious about certain omens/signs
- Dependent on horse for mobility advantage

Sample Encounter: A band of 3 Ykrul Raiders harasses a caravan. The GM can spend their CP to:

- 1 CP: Raider circles around to flank
- 2 CP: Volley of arrows from multiple attackers
- 3 CP: War cries demoralize caravan guards
- 4+ CP: Reinforcements arrive from nearby ridge

3 SUPERNATURAL ENTITIES

Shadow Stalker

Threat: Major

Harm: 1

CP: Unnatural presence generates 2-3 CP per scene

Description: Creatures of living darkness that hunt in places where light fears to go. They appear as shifting pools of shadow that move with purpose and intelligence. Often found in ancient ruins, deep caves, or the darkest hours of night.

Motivations: Feeding on fear, protecting dark places, serving ancient masters

Abilities:

- **Shadow Form:** Can pass through small openings, ignore non-magical barriers
- **Fear Feed:** Grows stronger as opponents become afraid (start Desperate)
- **Darkness Manipulation:** Can extinguish lights, create areas of shadow
- **Silent Movement:** Cannot be detected by normal hearing

Weaknesses:

- Vulnerable to bright light (start Controlled vs. illuminated targets)
- Holy symbols/blessed items cause them harm
- Cannot cross consecrated ground
- Often bound to specific locations or tasks

Sample Encounter: A Shadow Stalker hunts the PCs through an abandoned temple. The GM can spend their CP to:

- 1 CP: Shadows deepen, reducing visibility
- 2 CP: Multiple stalkers emerge from darkness
- 3 CP: Target's shadow turns against them
- 4+ CP: Stalker merges with darkness, becomes nearly invisible

Curse Echo

Threat: Moderate

Harm: =

CP: Paradoxical nature generates 1-2 CP unpredictably

Description: Manifestations of Acasian curses - repeated moments of trauma or tragedy that play out endlessly. They appear as ghostly reenactments of past events, unable to perceive the present but affecting it nonetheless.

Motivations: Repeating their final moments, seeking resolution, protecting something they died for

Abilities:

- **Temporal Loop:** Actions repeat in predictable patterns
- **Curse Resonance:** Other supernatural effects in area gain +1 die
- **Unfinished Business:** Cannot be permanently defeated until their purpose is fulfilled
- **Echo Sight:** Can perceive other supernatural entities clearly

Weaknesses:

- Follows strict behavioral patterns (predictable)
- Cannot adapt to new situations
- Specific actions can break their cycle
- Often vulnerable during key moments of their loop

Sample Encounter: A Curse Echo of a murdered merchant replays his final journey through a marketplace. The GM can spend their CP to:

- 1 CP: Echo's presence causes others to repeat past mistakes
- 2 CP: Environmental objects become cursed (doors jam, coins turn to leaves)
- 3 CP: Multiple echoes manifest (entire scene repeats)

4 GIANTS AND MONSTROSITIES

Stone Giant Elder

Threat: Epic

Harm: 22

CP: Ancient power generates 3-4 CP per action

Description: Ancient beings of living stone who dwell in the deepest mountain halls. Towering over humans, with skin like weathered granite and eyes that glow with inner fire. They remember the world's first days and speak in voices like grinding stone.

Motivations: Guarding ancient secrets, maintaining geological balance, testing worthiness of mortals

Abilities:

- **Massive Strength:** +3 effect on physical actions
- **Stone Shape:** Can manipulate earth and stone as easily as clay
- **Ageless Wisdom:** +2 dice on all knowledge/lore rolls

- **Earth Sense:** Cannot be surprised underground, detect all movement
- **Crushing Grip:** Successful grapple inflicts ongoing Harm = per round

Weaknesses:

- Extremely slow (only one action per two rounds in normal combat)
- Vulnerable to sonic attacks (thunder damage)
- Can be distracted by philosophical debates
- Bound by ancient oaths and geasa

Sample Encounter: A Stone Giant Elder blocks the PCs' path to an ancient dwarven vault. The GM can spend their CP to:

- 1 CP: Earth tremor destabilizes footing (all start Desperate)
- 2 CP: Stone projectiles rain down from ceiling
- 3 CP: Walls shift to trap intruders
- 4+ CP: Elder calls upon mountain's will (area hazard clock advances)

Deep Drake

Threat: Major

Harm: 1

CP: Predatory cunning generates 2-3 CP in confined spaces

Description: Massive serpentine predators that dwell in underground lakes and cavern systems. With scales like black glass and eyes that reflect no light, they are apex predators of the deep places. Their lairs are littered with treasure and bones.

Motivations: Hoarding treasure, defending territory, hunger for rare prey

Abilities:

- **Aquatic Mastery:** +2 dice in water environments
- **Crushing Bite:** Successful attack ignores 1 point of armor
- **Constrict:** Grapple +1 ongoing harm per round
- **Treasure Sense:** Can detect precious metals and gems within 100 feet
- **Amphibious:** Can survive indefinitely on land or water

Weaknesses:

- Vulnerable on land (half movement speed)
- Sensitive to bright lights (start Desperate in well-lit areas)

- Greed can be exploited with offered treasure
- Cold temperatures slow their metabolism

Sample Encounter: A Deep Drake guards an underwater passage in a flooded dwarven mine. The GM can spend their CP to:

- 1 CP: Drake dives, attacking from unexpected angle
- 2 CP: Water currents hinder PC movement
- 3 CP: Drake's roar echoes, alerting other underground dwellers
- 4+ CP: Cave-in blocks escape routes

5 FAE AND OTHERWORLDLY

Redcap

Threat: Moderate

Harm =

CP: Fae malevolence generates 2 CP through trickery

Description: Malevolent fey creatures from the Valewood, easily recognized by their distinctive red caps soaked in the blood of their victims. Small in stature but vicious in nature, they delight in causing suffering and breaking mortal oaths.

Motivations: Spreading chaos, breaking promises, causing pain for sport

Abilities:

- **Fae Speed:** Two actions per round in their favored environments
- **Blood Magic:** Grows stronger when blood is spilled
- **Oath Breaking:** Can sense and exploit mortal promises
- **Illusion Craft:** Can create convincing false images
- **Small Stature:** Can hide in spaces others cannot reach

Weaknesses:

- Bound by their own twisted sense of "fair play"
- Iron weapons cause them severe harm
- Cannot cross running water without invitation
- Obsessed with specific taboos (often color, number, or action related)

Sample Encounter: A Redcap has been hired to sabotage the PCs' mission in the Valewood. The GM can spend their CP to:

- 1 CP: Illusion makes PCs attack each other
- 2 CP: Redcap exploits a previously made promise
- 3 CP: More redcaps join the fight (they travel in murderous gangs)
- 4+ CP: Ancient geas forces PCs to act against their interests

6 CREATING CUSTOM MONSTERS

Threat Level Guidelines

Level	Typical Harm	CP Generation
Minor	Harm - or =	1 CP per significant action
Moderate	Harm = or \downarrow	1-2 CP per action
Major	Harm \downarrow or $\downarrow\downarrow$	2-3 CP per action
Epic	Harm $\downarrow\downarrow$ or \dagger	3-4+ CP per action

Monster Design Template

When creating custom creatures, consider these elements:

Core Identity:

- What is this creature's essential nature?
- Where does it fit in the world's ecosystem?
- What makes it unique or memorable?

Narrative Function:

- What role does it serve in the story?
- How does it challenge player assumptions?
- What themes does it represent?

Mechanical Balance:

- Is its threat level appropriate for the PCs?
- Do its abilities create interesting tactical choices?
- Does it generate CP in thematically appropriate ways?

CP Spending Philosophy

Monsters should spend CP to:

- Escalate tension and stakes
- Introduce new complications
- Reflect their nature and motivations
- Create interesting choices for players
- Push the story forward

Avoid spending CP to:

- Simply make monsters "stronger"
- Punish players for playing well
- Create boring or repetitive complications
- Ignore the fiction and creature's nature

7 TACTICAL ENCOUNTERS

Environmental Hazards

Many monsters work best when combined with environmental threats:

Cave-In Hazards:

- Rockfall: Harm $\frac{1}{2}$ to random target per round
- Blocked exits: Escape clock advances +1
- Dust cloud: -1 die to all ranged attacks

Fire Hazards:

- Spreading flames: Area hazard clock (6 segments)
- Smoke: -1 die to perception, Fatigue 1 per round
- Heat: Gear damage, -1 die to physical actions

Water Hazards:

- Rising water: Swimming required or Harm =
- Strong current: -2 die to movement actions
- Cold: Fatigue accumulation, reduced effectiveness

Mass Combat Creatures

For large-scale battles, creatures can be grouped:

Wolf Pack (6-10 individuals):

- Treat as single Cap 3 unit
- Harm =, but can flank effectively
- CP: 1 per 3 wolves lost, 2 for pack coordination

Bandit Company (20-30 individuals):

- Treat as single Cap 4 unit
- Mixed weapons, moderate armor
- CP: 1 for morale effects, 2 for tactical maneuvers

8 SAMPLE ENCOUNTER TABLES

Road Encounter Table (d10)

1. Bandit Skirmishers (2-4) - Minor threat
2. Merchant Caravan under attack - Social encounter
3. Dire Boar - Moderate physical threat
4. Broken bridge - Environmental hazard
5. Ykrul Raider patrol (1-2) - Moderate threat
6. Traveling merchant with valuable goods - Social opportunity
7. Curse Echo of previous traveler - Supernatural complication
8. Refugee family seeking help - Moral choice
9. Storm approaches - Environmental pressure
10. Nothing of note - Safe travel

Forest Encounter Table (d10)

1. Blackwood Wolf pack (3-5) - Moderate threat
2. Lost traveler - Social encounter
3. Ancient shrine guarded by curse - Supernatural
4. Poisonous plants - Environmental hazard
5. Bandit ambush - Minor-Moderate threat
6. Rare herbs/valuables to discover - Opportunity

7. Mist Wraith - Major supernatural threat
8. Fallen tree blocking path - Environmental obstacle
9. Fae circle performing ritual - Otherworldly encounter
10. Clearing with good camping spot - Beneficial

Underground Encounter Table (d10)

1. Cave-in - Environmental hazard
2. Deep Drake - Major threat
3. Lost dwarven patrol - Social encounter
4. Ancient vault with traps - Opportunity/Threat
5. Stone Giant Elder (rare) - Epic threat
6. Underground river - Environmental feature
7. Mineral deposit - Valuable resource
8. Fungal garden tended by creatures - Supernatural
9. Echoes of ancient battle - Historical mystery
10. Safe chamber for rest - Beneficial

Urban Encounter Table (d10)

1. Pickpockets/Bandit Skirmishers - Minor threat
2. Noble seeking assistance - Social opportunity
3. Guild dispute turning violent - Moderate threat
4. Festival/crowd scene - Social complexity
5. Fire breaking out - Environmental hazard
6. Official investigation - Legal complications
7. Curse manifestation - Supernatural threat
8. Merchant competition - Economic challenge
9. Political assassination attempt - Major threat
10. Nothing unusual - Normal city activity

9 MONSTER GROUPS AND ORGANIZATIONS

The Pale Court

A cabal of undead nobles who rule from a hidden realm between life and death. They appear as beautiful, ageless aristocrats but their touch brings cold and despair.

Threat Level: Major to Epic (individual members)

Harm: = to ζ

CP Generation: 2-4 CP per action

Abilities:

- **Undead Resilience:** Immune to disease, poison, and fatigue
- **Charm Person:** Start Controlled on social actions vs. mortals
- **Life Drain:** Successful attacks inflict Fatigue 1 + normal harm
- **Realm Shifting:** Can transport willing subjects to their domain

Weaknesses:

- Cannot cross consecrated ground
- Vulnerable to blessed weapons
- Obsessed with mortal customs and etiquette
- Cannot create without mortal cooperation

The Bone Merchants

A guild of necromancers and grave-robbers who traffic in death-related services. They operate openly in certain cities and maintain a complex network of suppliers and customers.

Threat Level: Moderate to Major

Harm: = to ζ

CP Generation: 1-3 CP per encounter

Abilities:

- **Corpse Network:** Can animate dead bodies as servants
- **Death Sense:** Can detect recent deaths within 1 mile
- **Bargain Craft:** Skilled in contracts and legal loopholes
- **Preservation Expertise:** Can maintain bodies/objects indefinitely

Weaknesses:

- Bound by contracts they write
- Vulnerable to fire and holy magic
- Obsessive about proper procedures
- Cannot operate where death is forbidden

10 REGIONAL BESTIARY INDEX

Acasia - Broken Marches

- Blackwood Wolf
- Curse Echo
- Bandit Skirmisher
- Dire Boar
- Shadow Stalker (in ruins)

Mistlands - Bells and Breath

- Mist Wraith
- Deep Drake
- Bell-Spirit (minor)
- Salt-Wight
- Pall Guardian

Valewood - Empire Under Leaves

- Redcap
- Thorn Beast
- Echo-Legionary
- Fox-Headed Courier
- Ancient Tree-Spirit

Aeler - Crowns and Under-Vaults

- Stone Giant Elder
- Vault Warden (undead)
- Deep Drake
- Geomantic Construct
- Ancestral Guardian

Ykrul - Wolf Standards

- Dire Wolf
- Steppe Warg
- Bone-Singer
- Sky-Spirit Manifestation
- Kurgan Wight

11 USING MONSTERS IN CAMPAIGN PLAY

Scaling Threats

Adjust monster difficulty based on PC capabilities:

- **Rookies (0-40 XP)**: 1-2 Minor threats, avoid Major/Epic
- **Seasoned (41-90 XP)**: Mix of Minor/Moderate, occasional Major
- **Veterans (91-150 XP)**: Moderate/Major mix, Epic as climactic threats
- **Paragon (151-220 XP)**: Major threats common, Epic as ongoing rivals
- **Mythic (221+ XP)**: Epic threats as regular opponents

Narrative Integration

Monsters should serve story purposes:

- **Obstacle**: Preventing progress toward goals
- **Revelation**: Providing information through defeat/capture
- **Transformation**: Changing PCs through encounter
- **Relationship**: Creating ongoing connections (allies, rivals, patrons)
- **Theme**: Reinforcing campaign themes and atmosphere

Consequence Management

Every monster encounter should have lasting effects:

- **Victory**: What do PCs gain? Information, resources, reputation?
- **Defeat**: What are the consequences? Pursuit, debt, injury?
- **Bargain**: What compromises were made? Oaths, payment, favors?
- **Escape**: What follows them? Pursuit, curse, reputation?

12 QUICK REFERENCE CARDS

Monster Creation Quick Sheet

Step 1: Define Core Concept

- What makes this creature unique?
- What role does it serve in encounters?
- What themes does it represent?

Step 2: Set Mechanical Parameters

- Assign Threat Level (Minor/Moderate/Major/Epic)
- Determine Harm Rating
- Establish CP Generation Pattern

Step 3: Create Signature Abilities

- 2-3 key abilities that define the creature
- Tie abilities to creature's nature
- Balance power with interesting choices

Step 4: Identify Weaknesses

- Give players ways to overcome the threat
- Tie weaknesses to creature's nature
- Make weaknesses discoverable through play

Combat Encounter Checklist

- **Setup:** Establish position, environment, and initial tension
- **Motivation:** Why is this creature here? What does it want?
- **Escalation Plan:** How will the encounter intensify?
- **Player Agency:** What choices do players have?
- **Consequences:** What happens for victory, defeat, or escape?
- **CP Budget:** Plan 3-6 CP for a typical encounter
- **Narrative Hook:** How does this connect to larger story?

CP Spending Guidelines

1 CP - Minor Complications:

- Environmental disadvantage
- Tactical positioning shift
- Minor gear damage
- Simple reinforcements

2-3 CP - Moderate Complications:

- New threat introduction
- Significant environmental change
- Ally in danger
- Tactical disadvantage
- Ongoing condition

4+ CP - Major Complications:

- Scene transformation
- Major reinforcement arrival
- Critical ally incapacitation
- Fundamental tactical shift
- Campaign-altering consequence

13 MAGICAL BEASTS INDEX

Aetherial Stalker

Threat: Major

Harm =

CP: Phase shifting generates 2-3 CP unpredictably

Description: Creatures of pure magical energy that exist partially outside normal reality. They appear as shifting, translucent humanoids with stars for eyes and voices like distant thunder.

Motivations: Feeding on magical energy, protecting magical sites, hunting spellcasters

Abilities:

- **Phase Shift:** Can become intangible, avoiding physical attacks

- **Magic Drain:** Successful attack reduces target's magical energy by 1 Boon
- **Reality Distortion:** Can alter local physics (gravity, time, space)
- **Invisible to Mundane:** Cannot be detected by non-magical senses

Weaknesses:

- Vulnerable during phase shift (1 round after becoming tangible)
- Iron disrupts their phase-shifting ability
- Cannot affect blessed/consecrated items
- Must feed regularly or weaken

Chimera Construct**Threat: Epic****Harm 1****CP: Unstable creation generates 3-4 CP through malfunction**

Description: Massive artificial creatures created by combining different magical beasts. They vary wildly in form but typically have multiple heads, mismatched limbs, and an aura of barely contained magical chaos.

Motivations: Following creator's commands, seeking destruction, protecting creation site

Abilities:

- **Multi-Attack:** Can attack multiple targets per round
- **Elemental Breath:** Different heads breathe different elements
- **Regeneration:** Heal 1 Harm per round unless damaged by specific weakness
- **Magical Overflow:** Spells cast nearby may backfire or empower the construct

Weaknesses:

- Unstable magical core can be disrupted
- Specific creation rituals can shut them down
- Vulnerable to anti-magic fields
- Parts may be individually targetable

14 ECOSYSTEM INTERACTIONS

Predator-Prey Relationships

Understanding how creatures interact helps create realistic encounters:

Blackwood Wolves hunt **Dire Boars** but avoid **Mist Wraiths**
Bandit Skirmishers prey on **Merchants** but fear **Ykrul Raiders**
Deep Drakes compete with **Stone Giant Elders** for territory
Redcaps manipulate **Bandits** but cannot control **Curse Echoes**

Seasonal Variations

Creature behavior changes with seasons:

Spring:

- Dire Boars more aggressive (mating season)
- Bandit activity increases (roads clear)
- Mist Wraiths less common (less fog)

Summer:

- Ykrul Raiders more active (good weather for raids)
- Blackwood Wolves hunt at night (avoid heat)
- Shadow Stalkers weaker (more daylight)

Autumn:

- All predators more dangerous (winter preparation)
- Curse activity increases (approaching dark season)
- Bandit raids become desperate (harvest time)

Winter:

- Creatures cluster around resources
- Supernatural activity peaks
- Survival becomes primary motivation

15 MONSTER LORE AND BACKGROUND

Creating Monster Histories

Every monster should have a story:

Origin: How did this creature come to be?

- Natural evolution
- Magical experimentation

- Curse transformation
- Ancient remnant
- Imported from elsewhere

Current State: What drives this creature now?

- Survival instinct
- Unfinished business
- Obedience to master
- Territorial defense
- Hunger for specific thing

Future Potential: What could change this creature?

- Redemption/defeat of master
- Environmental change
- Player intervention
- Natural cycle completion
- Magical evolution

Sample Monster Backstory

The Weeping Knight - Mist Wraith

Once Sir Aldric Brightshield, a champion of Ecktoria who died defending refugees during a Ykrul raid. His body was never recovered from the Mistlands, and his spirit, unable to accept death, became bound to his armor. Now he endlessly reenacts his final stand, protecting anyone who matches the refugees he failed to save.

Current Motivation: Protect the innocent, especially children and families

Weakness: His vow to protect refugees can be fulfilled by players who take up that cause

Potential Growth: Could become an ally if PCs honor his sacrifice appropriately

16 ENCOUNTER DESIGN TIPS

Building Tension

- **Foreshadowing:** Drop hints before the encounter
- **Escalation:** Start simple, add complications
- **Stakes:** Make it clear what's at risk
- **Choices:** Give players meaningful options
- **Pacing:** Vary action and dialogue

Balancing Challenge

- **Threat Assessment:** Match monster power to PC capabilities
- **Environmental Factors:** Consider terrain and circumstances
- **Resource Management:** Account for PC resources (Boons, Fatigue, Gear)
- **Fallback Options:** Plan for different player approaches
- **Consequence Variety:** Not every encounter needs combat

Narrative Integration

- **Campaign Connections:** Link to ongoing storylines
- **Character Development:** Provide growth opportunities
- **World Building:** Reveal setting details
- **Thematic Reinforcement:** Support campaign themes
- **Future Hooks:** Create seeds for later encounters

17 APPENDIX: MONSTER CREATION WORKSHEETS

Basic Monster Profile

Name:	
Threat Level:	Minor / Moderate / Major / Epic
Harm Rating:	- / = / 1 / 2 / 3
CP Generation:	
Description:	
Motivations:	
Abilities:	
Weaknesses:	

Encounter Planning Sheet

Setup:	
Initial Position:	Controlled / Risky / Desperate
Environmental Factors:	
Player Options:	
CP Budget:	
Escalation Plan:	
Resolution Paths:	
Consequences:	