Gods

* The Battleborn (battle, fortune, loot)
  + Affinity: Karma
* The Worm God (corpses, vermin, decay)
  + Affinity: Soul Rot
* The Pact-Bound (‘The Devil’-y, spiritual)
  + Affinity: Soul Debt
  + When a hero dies, will make a deal to resurrect them
  + At shrine, will allow a save in return for a sacrifice
* The Strange Lamb (aberrations, beasts, other dimensions)
  + Affinity: Soul Melt

Monster Types

* Mortal (humanoids)
* Aberration (eldritch)
* Beast (animal)
* Corpse (corporeal undead)
* Object (animated objects)
* Specter (ghost undead)
* Vermin (bugs)

Monster Subtypes? Tags?

* Noxious (poisonous)
* Feral (madness/mindless)
* Cursed
* Skeletal