Gods

* The Battleborn (battle, fortune, loot)
* The Worm God (undead, vermin, decay)
* The Pact-Bound (devilish, spectral)
* The Strange Lamb (aberrations, other dimensions, Lovecraftian)

Monster Types

* Mortal (humanoids)
* Aberration (eldritch)
* Beast (animal)
* Corpse (zombie undead)
* Skeleton (skelly undead)
* Specter (ghost undead)
* Construct (animated objects)
* Vermin (bugs)

Monster Subtypes

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