**Monster Design Document**

**Monster 1: Gigalith**

**1. Core Concept**

* **Name:** Gigalith
* **Concept:** A lumbering behemoth of living obsidian and magma, acting as a sentient siege engine. It is slow but possesses immense physical power and durability.
* **Lore:** Born from the heart of a volcano, Gigalith is a primal earth spirit given form. It sees most battles as mere annoyances, like a mountain weathering a storm, and fights with the unyielding force of geology itself.

**2. Battle Profile**

* **Archetype:** Tank / Physical Brawler
* **Affinities (Resistances):** Takes 50% less damage from **Physical (Slashing/Piercing)** and **Fire** attacks.
* **Weaknesses:** Takes 50% more damage from **Arcane** and **Erosive (Water/Acid)** attacks.

**3. Base Stats (Level 1)**

* **Hit Points (HP):** 950
* **Mana (MP):** 200
* **Physical Attack:** 120
* **Special Attack:** 30
* **Defense:** 150
* **Speed:** 20

**4. Abilities**

* **Passive Ability: Volcanic Heart** - At the start of its turn, Gigalith has a 15% chance to heal 5% of its max HP as its inner magma churns and cools, sealing its wounds.
* **Active Ability 1: Magma Punch (30 MP)** - A standard punch attack, but also inflicts a "Burn" status effect, causing low damage-over-time for 2 turns.
* **Active Ability 2: Tremor Stomp (70 MP)** - Slams the ground, dealing area-of-effect damage to all enemies and having a 25% chance to reduce their Speed for 1 turn.

**5. Animation & Sound Hooks**

* **Idle Stance:** Stands heavily, with magma pulsing slowly in the cracks of its obsidian body. Occasional embers drift off it.
* **Movement:** Slow, heavy, ground-shaking steps.
* **Sound Design:** Deep, guttural rumbles. The sound of grinding rock and cracking obsidian. A roar like a volcanic eruption.

**6. Visuals & Upgrade Path**

* **Base Image (Level 1):**
* **Prompt for AI:** *Ultra-realistic, photorealistic, cinematic shot of a colossal monster made of cracked, jagged obsidian rock. Glowing orange and red magma shines through the cracks on its chest, shoulders, and face. It has a bulky, powerful humanoid shape with massive fists. Standing in a desolate, rocky wasteland. National Geographic photo style, dramatic lighting.*
* **Upgrades:**
* **Level 2:** Physical Attack +20. *(Visual: The magma in its fists glows brighter).*
* **Level 3:** HP +100. *(Visual: The obsidian plates on its torso look thicker and more durable).*
* **Level 4:** Defense +30. *(Visual: Sharpened, crystalline formations of obsidian begin to jut out from its shoulders and knuckles).*
* **Level 5 (New Ability): Gains "Molten Tail"** - A thick, powerful tail of semi-molten rock forms. **Unlocks "Tail Swipe" attack (50 MP)**, a sweeping physical attack.
* **Level 6:** HP +150. *(Visual: The molten tail now has glowing, super-heated rock shards embedded in it).*
* **Level 7:** Passive Ability Upgrade: Volcanic Heart chance increases to 25%. *(Visual: A large, singular, glowing shard of volcanic glass, like a heart, is now visible in the center of its chest).*
* **Level 8:** Physical Attack +50. *(Visual: Its arms and fists become disproportionately larger and more cracked with raw magma energy).*
* **Level 9:** Defense +50. *(Visual: It now has a permanent, slowly orbiting ring of three small, sharp obsidian rocks floating around its shoulders).*
* **Level 10 (Ultimate Form): Gains "Eruption" Ultimate Ability (200 MP)** - Deals massive Fire and Physical damage to a single target. **Visual:** *A volcanic horn grows from its head. The magma within it turns a volatile, bright white-hot. Its entire body radiates intense heat.*

**Monster 2: Aetherion**

**1. Core Concept**

* **Name:** Aetherion
* **Concept:** A sleek, hovering entity composed of pure psychic energy, contained within a fragile, shifting crystalline lattice. It is a swift and deadly ranged attacker.
* **Lore:** Aetherion is a visitor from a dimension of pure thought. It communicates not with sound, but by projecting feelings and images into the minds of others. It finds physical combat brutish and prefers to win battles from a distance with surgical precision, viewing it as a complex, geometric puzzle.

**2. Battle Profile**

* **Archetype:** Glass Cannon / Psychic Mage
* **Affinities (Resistances):** Takes 50% less damage from **Arcane** and **Psychic** attacks.
* **Weaknesses:** Takes 50% more damage from **Physical (Blunt)** and **Sonic** attacks.

**3. Base Stats (Level 1)**

* **Hit Points (HP):** 400
* **Mana (MP):** 800
* **Physical Attack:** 20
* **Special Attack:** 140
* **Defense:** 40
* **Speed:** 130

**4. Abilities**

* **Passive Ability: Phase Shift** - When hit by a Physical attack, Aetherion has a 20% chance to become incorporeal for a moment, causing the attack to miss entirely.
* **Active Ability 1: Psionic Bolt (40 MP)** - Fires a fast-moving bolt of psychic energy at a single target.
* **Active Ability 2: Mind Prison (90 MP)** - Deals no damage, but has a 40% chance to "Stun" the opponent for 1 turn, making them unable to act.

**5. Animation & Sound Hooks**

* **Idle Stance:** Hovers silently a few feet off the ground. The crystals that form its body slowly and silently drift and rearrange. A low, psychic hum is audible.
* **Movement:** Glides swiftly and silently through the air. Can perform a quick "blink" or short-range teleport.
* **Sound Design:** High-frequency hums, the gentle chime of crystal, and resonating, almost musical psychic blasts.

**6. Visuals & Upgrade Path**

* **Base Image (Level 1):**
* **Prompt for AI:** *Ultra-realistic, photorealistic, cinematic shot of an ethereal monster. Its form is vaguely humanoid but made of a lattice of floating, sharp, purple and blue translucent crystals. Inside the crystal shell, a nebula of glowing pink and violet psychic energy pulses. It has no legs and hovers silently in a dark, mysterious void. Macro photography, shallow depth of field, beautiful bokeh.*
* **Upgrades:**
* **Level 2:** Special Attack +25. *(Visual: The inner psychic nebula glows more intensely).*
* **Level 3:** MP +150. *(Visual: The crystalline lattice becomes more complex and intricate, with more small crystals filling in the gaps).*
* **Level 4:** Speed +20. *(Visual: The back of the creature develops two wing-like structures made of larger, flatter crystals).*
* **Level 5 (New Ability): Gains "Shatter Shards"** - Three small, pointed crystals now orbit its main body. **Unlocks "Shard Barrage" attack (80 MP)**, a 3-hit ranged attack.
* **Level 6:** Special Attack +40. *(Visual: The three orbiting shards now crackle with visible psychic energy).*
* **Level 7:** Passive Ability Upgrade: Phase Shift chance increases to 30%. *(Visual: The creature's entire form becomes slightly more translucent and ethereal, as if it's not fully in one reality).*
* **Level 8:** MP +200. *(Visual: The psychic energy within it begins to leak out, forming a constant, soft, glowing aura around the entire monster).*
* **Level 9:** Speed +30. *(Visual: The wing-like crystal structures are now larger and leave faint trails of light when it moves).*
* **Level 10 (Ultimate Form): Gains "Reality Break" Ultimate Ability (250 MP)** - Deals massive Psychic damage and has a 50% chance to lower the target's Defense and Special Attack for 3 turns. **Visual:** *A perfect, multifaceted crystalline core forms in its chest. When it attacks, its entire form briefly destabilizes, showing a glimpse of another dimension through its body.*