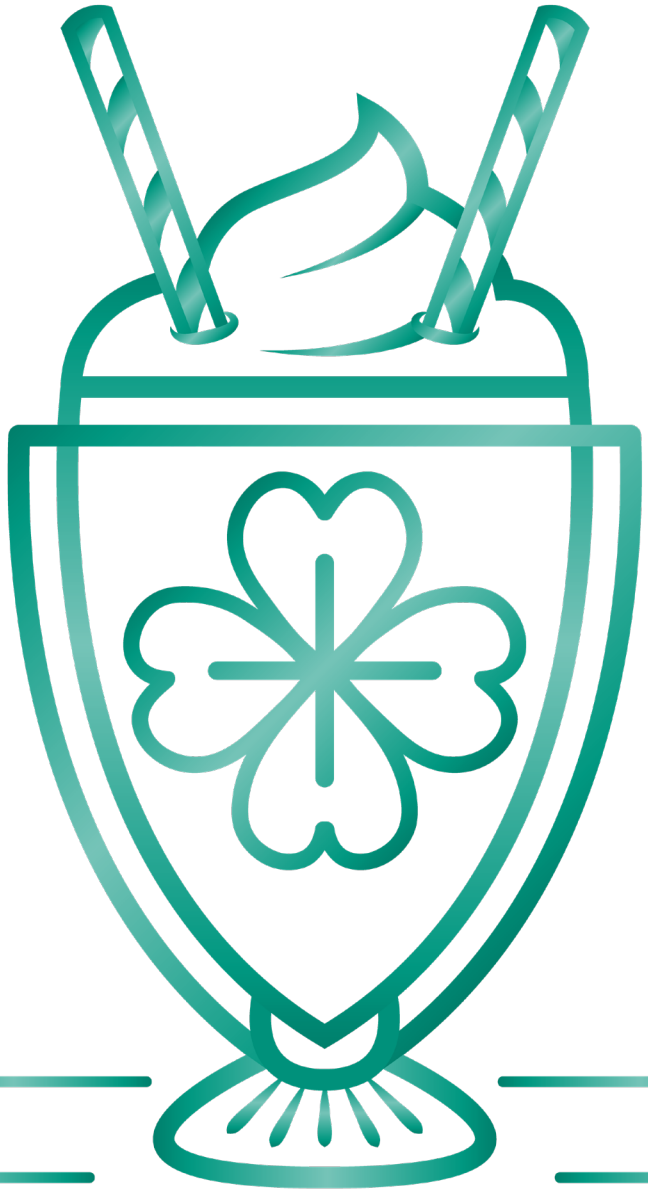

Silver's
MONSTER GIRL
Manual
Blaine Simple



SILVER'S

MONSTER GIRL

• MANUAL •

Silver's Monster Girl Manual!

Heya! This book contains advice for building deeper connections with fantasy monsters re-imagined as cute anime characters! Each page aims to provide a system-neutral set of creative ideas for game masters of any tabletop game to draw inspiration from, and is built with the intent of letting readers and creators mix their own ideas with the stories.

Although all the monsters in this book have visually feminine appearances, masculine monsters can exist and abide by the same descriptions! Your characters and their romantic preferences are ultimately paramount.

What's the Story?

Join Silver, Gwen, and Desmond, the writers of The Wayward Affair, as they travel the world in search for the most lovable monsters! Each reviewer writes up a segment that includes a 1-10 score based on the romantic experience!

Although many travelers have designed media detailing the violent or 'reproductive' nature of monsters, Silver's MGM focuses on longterm relationships. This book goes beyond simple one night stands or kill quests, humanizing and presenting ideas for dating in a large assortment of monster-filled TTRPGs.

Silver

A spirited human bard eager to study romantic experiences with every species on the continent!

Gwen

A cloistered elven sun cleric in pursuit of understanding love by living vicariously through everyone she meets.

Desmond

A cautious dwarf warlock of the undeath that keeps his companions safe while continuing his endless search for the meaning of life.



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SILVER'S MGM


MONSTERS!



ABOLETH

PURSUE AT OWN RISK

Aboleths build cults to assert dominion over their territory, granting devoted followers access to the dreamlike powers of their lairs. They're quick to enrage at powerful trespassers who challenge their authority.

THE WAYWARD'S ADVICE

Fear the Mighty. Aboleths inherit the memories and traumas of their ancestors, burdening each generation with the fear of past defeats. They loathe creatures stronger than themselves and refuse to acknowledge a mightier being as a potential partner. Any individual who surpasses them in power will forever be met with disdain.

Illusory Stimuli. An aboleth's lair is steeped in illusion magic, crafting elaborate sensory experiences that allow visitors to imagine any scenario and feel any sensation. If trust is earned, freely wandering these shifting chambers can be euphoric.

Mind Denied. During early stages with an aboleth, protecting one's mind from their domination magic is essential. The monster prefers forcibly controlling people when they can get away with it, but will be more prone to organic conversations with anyone who can resist the effects.

Revenge. Aboleths are relentless schemers, constantly devising intricate plans of vengeance. They respect people who support these ambitions while maintaining independence, but leaning too hard in either direction will have the aboleth see someone as either a disposable pawn, or an uncooperative wildcard. Striking an equal footing is a precarious endeavor, as they routinely test the strengths and personalities of others to decide whether a person is worthy of acknowledgment.

Worship's Hold. Aboleths see themselves as superior to the gods and prefer the unwavering loyalty of cult worshipers. Their deep connections with their followers make it nearly impossible for outsiders to grow close without early devotion. Given the monster's rarity and detached nature, forming a meaningful bond requires both opportunity and careful navigation.



12'10"

MASSIVE (LONG)

PG.198



OBSIDIAN CROWN

LIKES

RESPECT
SCHEMES
REVENGE

DISLIKES

RIVALS
DISLOYALTY
DIVINITY

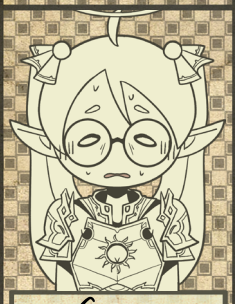
WAYWARD AFFAIR REVIEW

CULTS? CAN DO! ABOLETH!



Silver

Out of the three aboleth in the region, guess who got stuck with the one that had the biggest cult? Yep... me. Took AGES of sneaking around before I finally slipped in, disguised as their leader. Turns out, the two were always in a constant battle of mind games, and I had to keep up - hollow threats, quippy insults, the works. If you ever get this close to an aboleth? Don't. Push. Your. Luck. I felt millimeters from being dragged into the depths after every conversation.



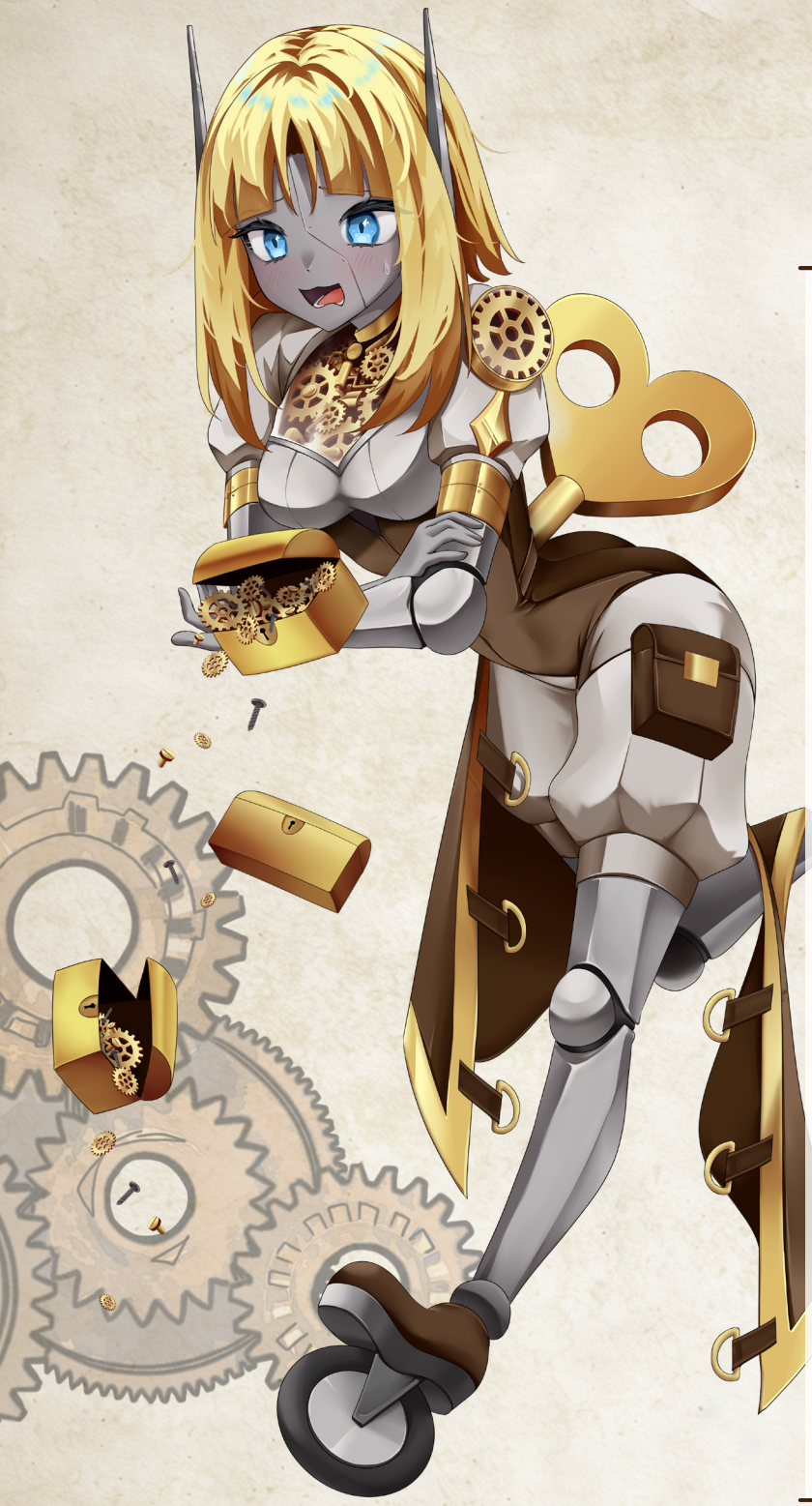
Gwen

The aboleth's mood soured the instant they saw me in my armor. Why? Because an angel from my faith gave them a dumb nickname CENTURIES ago, and they still haven't let it go. I understand grudges, but holding onto that? That's childish. No matter what I did, they refused to see me as anything but an enemy, like they were just waiting for me to apologize on behalf of my entire faith. As if. If they're gonna act like a stubborn child over this, I'm not gonna be the one to coddle them.



Desmond

The aboleth really wanted me in their cult—kept baiting me down into the depths with talk of their illusion magic. I went and completely forgot about them the second I got swept up in their illusion chamber. Guess they got sick of me messing around, 'cause I got booted out shortly after. Gotta admit—if I had full access to that magic? I'd never leave. Maybe they were onto something after all.



ANDROID

SAFE TO PURSUE

Diligently working at all hours, androids are employed by businesses seeking efficient, repetitive labor. These constructs are reliable workers, often hyperfixating on tasks to the point of obsession.

THE WAYWARD'S ADVICE

Buzzing Machinery. Androids require to be wound up for an hour each day to remain operational. Their intricate inner workings make malfunctions a frequent issue, requiring skilled mechanics for upkeep. Employers rely heavily on specialists to maintain their android workforce, and offer a competitive rate for long-term technical support. For androids, repairs are an intimate experience—adjustments and upgrades feel akin to a spa treatment.

Demure. Androids are built with adult-level capabilities and thrust immediately into the workforce. Their ability to function without rest makes them invaluable for continuous work, with business expectations leaving them little room for personal time. Socializing is difficult, as androids struggle to justify taking breaks. This leaves them naturally reserved, with many unfortunately developing an aversion to interactions that would pull them away from tasks.

Heating Up. Overwork or overstimulation can cause an android's key to start jamming, resulting in their metal bodies rapidly overheating. This makes physical intimacy dangerous until they develop better control. Early frequent overheating episodes are nearly unavoidable as the monster learns to navigate relationship emotions. Maintaining a steady workflow and gradually increasing exposure to new sensations can help them prevent sudden shutdowns.

Hyper Focused. Androids are designed to excel in specific roles. Once assigned a task, they dedicate themselves entirely to completing it, diverting all processing power to the current objective. They struggle with multitasking and refuse to move on until the previous job is finished. Additionally, androids interpret commands literally, making sarcasm and indirect speech difficult for them to comprehend. Clear, direct communication is essential when working with or courting an android.





LIKES
REPAIRS
ROUTINE
FOCUS

DISLIKES
INTERRUPTIONS
SARCASM
OVERHEATING

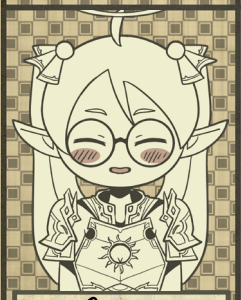
WAYWARD AFFAIR REVIEW

WORK-LIFE BALANCE? ANDROID!



Silver

Took forever to pull them from work - and the moment we got outside? Crash. Full system shutdown. I panicked and rushed 'em to a mechanic, who fixed them up like it was some kinda high-end spa day. They rebooted, asked for orders, so I told 'em to just relax and hang out for awhile! They'd ask permission for EVERYTHING, but week by week, started doing things on their own! It was kinda cute seeing them figure out how to exist without a task to toil on constantly.



Gwen

They were constantly rushing deliveries, clearly overworked. I didn't wanna distract them, so I used a bit of our travel funds to order packages just to see them come over and drop them off. Each visit, we'd chat a little more—quick comments turned into real conversations. Eventually, they skipped a delivery just to sit with me on the steps for a bit. Said it was the first time they felt... peaceful? I still worry for the others. If only all overworked androids could be treated with that same kindness.



Desmond

Took being hired by the post office to spend any amount of time with these androids. We'd have conversations around the sorting table, with my energy core keeping me powered through all the grueling work. If you happen to be the last humanoid on their team, expect these bots to be super intrigued. Too bad they never get breaks... I was dying for a chance to go out for drinks with 'em.



Asmo

First few days, I was mostly doing maintenance for the androids. As weeks went, they started breaking down a lot more, but I swore I was tightening their bolts right! Turns out it was just an excuse to be closer with me more often, which 1, I knew my mechanic skills were great, but 2, was adorable to hear. I wish their work wasn't so endless, and I could only fake doing repairs for so long, but it was always nice for the hour we'd get together sometimes.

ANKHEG

PURSUE WITH CAUTION

Ankheg dream of exploring but are hindered by their poor eyesight. They're often found half-asleep beneath layers of loose dirt and gravel, poised to capture anything that wanders above them.

THE WAYWARD'S ADVICE

Hunger Disoriented. Ankheg pull minerals from the ground to balance their mostly carnivorous diet, but their hunger is fleeting and unpredictable. If left underfed, they may lose all sense of familiarity, even consuming lifelong companions in a desperate bid to satisfy their cravings. Once full, they snap back to awareness, often horrified by their actions. The monster's erratic hunger extends to moments of passion, where they violently pin down partners with acidic licks, gripping claws, and rough bites. These cravings for physical touch resurface every month, requiring disinterested individuals to keep a safe distance.

Hushed Burrows. When traveling through caves or trudging through mud, crawling on all fours is the best way to locate a burrowed ankheg. They sense prey-like movements and awaken to capture creatures above, spearing their claws from the ground in a clutching motion. If an ankheg accidentally seizes a humanoid, there's often a brief window to explain before their unpredictable appetite takes over.

Mood Swings. Ankheg spit acidic enzymes to break stone and digest prey, but overuse throws their body into chemical imbalance, triggering extreme mood swings. Their already wild nature can shift from furious rage to crushing displays of affection or sudden, uncontrollable tears. If fully depleted, their acid reserves replenish within an hour, returning them to a stable emotional state.

Murky Vision. Ankheg struggle to see beyond a few dozen feet and often rely on others for guidance. Trusting someone to lead them outside their familiar tunnels is an intimidating prospect, and sudden changes in scenery can overwhelm them. Even so, many dream of safely exploring the world beyond their burrows. Offering to guide them somewhere special is an ideal way to win their favor—and a great first date.



6'11"

LARGE



PG.182

CHITIN SHEDDINGS

LIKES

EXPLORATION

PHYSICALITY

A FULL STOMACH

DISLIKES

HUNGER

MOOD SWINGS

DORMANCY

WAYWARD AFFAIR REVIEW

DIGGIN' UP DATES

ANKHEG!



Silver

Getting them out of the ground was the hardest part. I spent the whole first week crawling through muddy fields calling out for this giant bug. Then boom!! They popped out, freaked out, grabbed me, and we just stared at each other panicked. I offered to guide them somewhere nice, and wow... watching them see a waterfall for the first time? Magical. They clung to every word I used to describe stuff. Felt like I was narrating the world for someone who'd never seen it.



Gwen

I knew they'd love the food I packed, but caves? Not my strong suit. I ended up tagging along with Desmond and shared some of my meals with his ankheg. They were surprisingly sweet about it... at first. But after eating, they'd melt into these mood swings that'd seem like they were losing their mind. One time this ankheg hugged me so hard I saw stars. Stars!!! It was touching in a way, but I can't humor a monster that's entirely unaware of how they act when on a full stomach. Just eat less maybe??



Desmond

Dealing with them was rough. Hungry? Dangerous. Full? Clingy. Acid low? Complete meltdown. Basically no safe window. They'd be sweet, sure—fun even—but it never lasted. One night I was trying to calm them down, and bam—thrown to the ground, clawed up trying to help. I like them, they've got charm when they're stable, but that stability never lasted more than a few hours.

ANUBIS

SAFE TO PURSUE

The gaze of an anubis is split between the mortal world and the afterlife. With quiet intensity, they weigh the efforts of people to determine who is worthy of closeness with them.

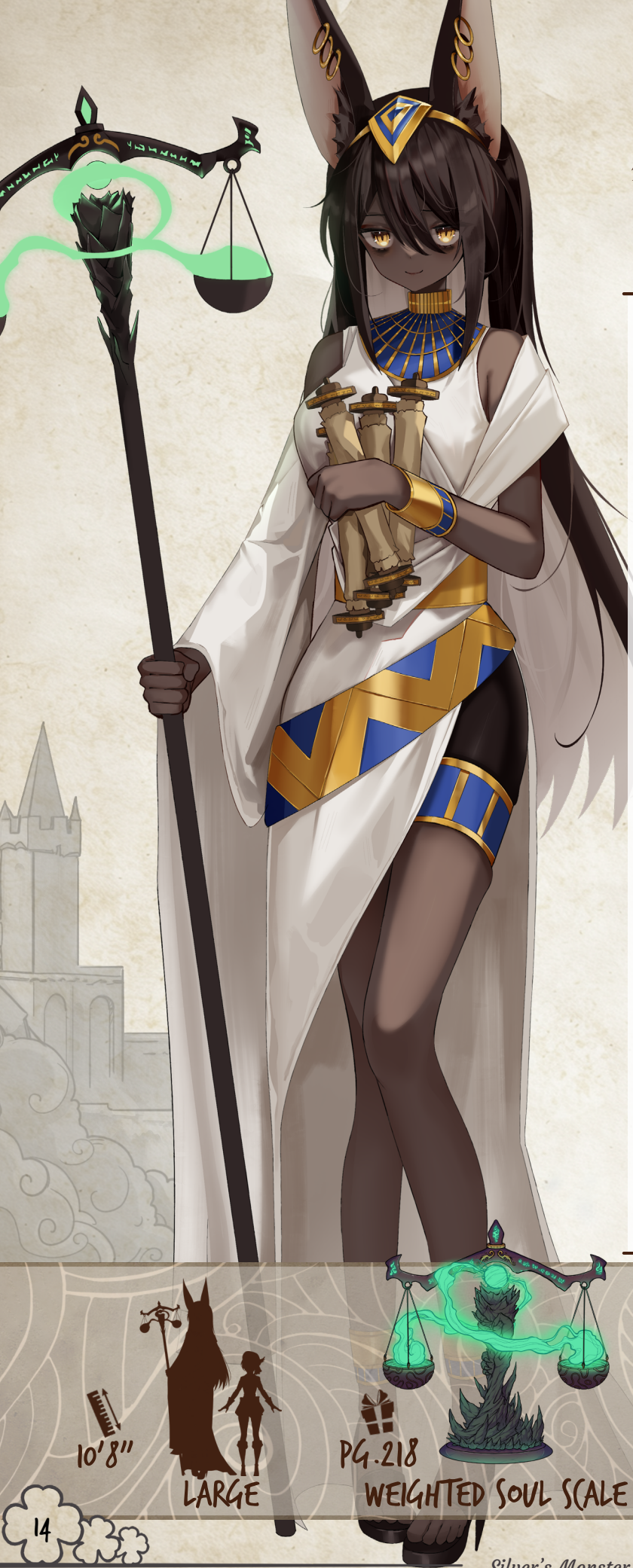
THE WAYWARD'S ADVICE

Purity Teacher. People with pure souls are revived to serve as instructors at the anubis's desert school, guiding others toward redemption. The monster values results above all else and holds their most successful teachers in high esteem. Unlike with students, an anubis would be open to a relationship with a teacher at any time, seeing them as an equal in their pursuit of justice.

Redemption Class. Anubis believe that even the worst individuals can be reformed, reviving wicked souls to grant them a second chance. These individuals are enrolled in a strict, school-like program deep in the desert where anubis oversee their progress. The monster cares little for the specifics of a person's past crimes, focusing instead on their potential for change. They stay in touch with their most successful students long after graduation, making romance a possibility—but only after proving one's growth through their program.

Soft Side. Judging souls and maintaining order is an exhausting task. This relentless duty wears down an anubis, revealing a stark contrast between their work and personal personas. Once responsibilities are set aside, anubis become playful and warm, eager for validation. They cherish praise for their efforts but prefer to keep this side of themselves private—romantics while they work will only upset them, as they prefer to keep a professional appearance.

Soul Watcher. The easiest way to find an anubis is to die, as they judge souls between eternal peace and the underworld. Most souls are either spared or damned, but those with hearts of pure goodness or deep wickedness capture the monster's attention. Anubis take great interest in these extremes, often returning these individuals to the mortal world to pave a way for model citizens.



10'8"

LARGE

PG.218

WEIGHTED SOUL SCALE

LIKES

REDEMPTION
GOOD TEACHERS
PRAISE

DISLIKES

POOR PROGRESS
RELAPSES
WORK DISRUPTIONS

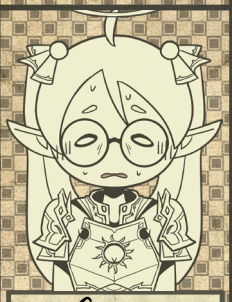
WAYWARD AFFAIR REVIEW

DEATH AND SCHOOLING ANUBIS!



Silver

We figured that since anubis are always dealing with the dead, killing me a bunch of times could help meet 'em! Daily, I'd pop in for, like, a minute before being zipped back to life. It was fun! Until it wasn't!!! Dying every few hours kinda wears on a person, and I started getting a little insistent for them to hang out in person just so I wouldn't have to get axed again. Super dignified monster... but yeah, I'm sure this strat came off as way too desperate.



Gwen

I wasn't about to die just to say hi. I'm the only one with resurrection magic, so if I go down, everyone's stuck. Tried traveling the desert instead to find one of the schools I've heard they run, but—yeah, no. Total bust. Spent a whole month wandering with nothing to show for it. I think I would've liked them based on what Silver said, but honestly? It's hard to like a monster you can't even find. If I had more time I could've made something happen, but maybe a monster this hard to chat with just wants to be alone?



Desmond

Turns out my patron's energy core makes my soul real suspicious. Their scale flagged me as fully evil, so I got dragged into this redemption school full of criminals. The anubis shot down every advancement, so I studied hard to graduate early and prove I wasn't a public menace. They finally opened up to romance by the end of classes, but by that point we ran outta time for anything deeper...



Mitsuro

I wandered into an Anubian academy and got mistaken for a dropout. Once they realized I was a teacher too, our conversations blossomed. We shared similar principles, so our outlooks on life were already aligned. Though honeyed words sufficed during the day, they held more weight at night when the monster could finally unwind. From quiet chats in the teacher's lounge between sessions to our moonlit talks, they assured me my afterlife would be a pleasant one.

ARACHNE

PURSUE AT OWN RISK

Arachne isolate themselves and hide in fear from the outside world. Any new companionship spins them into an addictive craving for more, often resulting in the social ensnarement of others.

THE WAYWARD'S ADVICE

Divine Retribution. Humans who flaunt their beauty or talents before the gods risk divine punishment, sometimes finding themselves transformed into arachne. The sudden change leaves them grappling with deep dysphoria, retreating into isolation to avoid confronting their new reality. Yet solitude weighs heavily on them, their minds slowly unraveling as they struggle to accept what they've become.

Hunter's Prey. Arachne weave massive webs across cave entrances or between towering trees, lying in wait for unsuspecting creatures. The slightest disturbance triggers an uncontrollable hunger, compelling them to capture and devour their prey. Despite their predatory instincts, they aren't dangerous when their webs are avoided. A fearless approach helps too—showing no fear toward them or their spider-like appearance puts them at ease.

Obsessive Nature. Arachne regain their sense of self through consistent affection and reassurance from others. However, arachne can easily begin to over-rely on this comfort and spiral into obsession. In their desperation to preserve happiness, they cling tightly to people they cherish, creating shrines in admiration or restructuring their entire lives around a single person. Spending ample time with an arachne early on keeps the monster feeling secure and helps them work through these intense emotions—leaving them alone with their thoughts only fuels their descent into extreme behaviors.

Survivor's Mentality. Isolation breeds resilience, and arachne develop a survivalist mindset. Expecting hardship at every turn, they seize any opportunity to gain the upper hand, making them appear cold or calculating. Anyone who's endured similar struggles may find them eerily relatable, their guarded nature being a drape they wish others would take a risk to unveil.



9'2"

LARGE



PG.217

WEBBED NET

LIKES

COMPANY
WEAVING
OBSESSION

DISLIKES

LONELINESS
SUDDEN CHANGE
BEING FEARED

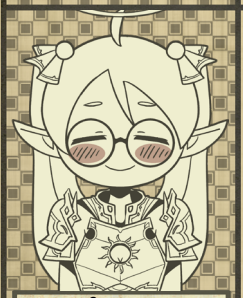
WAYWARD AFFAIR REVIEW

LOVINGLY ENSNARED ARA(HNE!



Silver

They looked so panicked whenever I'd just get up to pee - like I was gonna vanish forever. To help, I started crashing at their place every night, which felt really fast for a first-week thing. We got super close, and seeing them light up just from being near someone was kinda heart-melty. But when the month ended? Yeah... they were prepared to wrap me up alive just to stop me from leaving them alone again. If you're not sticking around for long, maybe don't play with their hearts.



Gwen

They made me a silk hammock and the cutest outfits! We ended up doing daily dress-up, and every time I gushed about how amazing their designs were, they'd smile a little more. I think it helped—I really do. By the end of the month, I even got them to show off their work at a fashion show. Honestly? It felt like helping someone rediscover their joy. I did hesitate at first—especially after the whole... anuheg thing—but they weren't scary. Just sad. And honestly, really sweet.



Desmond

Had to find out firsthand how wild these spiders get when you disturb their webs. One second calm, next second lunging at me with a face full of fangs. I wasn't about to start singing praises just to avoid being wrapped up in silk every night. They're intense. Too intense. If you're the nurturing type, maybe you'd do better, but I like a bit more chill in my relationships—and less fangs near my neck.



Dr. Feoil

Got myself caught in one of their webs—literally. They gave me a once-over, decided I wasn't edible (flattering!), but did ruin my raiment in the process. Credit where it's due: the replacement outfit they stitched up was exquisite. Trouble is, they never let me down. Complimented their craftsmanship, of course... but caught them stashing my old clothes the moment I did. When I finally wriggled free, the look on their face said it all. Lovely talent. Wrong buyer.



AWAKENED SHRUB

SAFE TO PURSUE

Awakened shrubs harbor a curiosity for the complexities of life. Newly awakened shrubs are enthralled by their creator, though this honeymoon phase fades as the magic that awakened them loses potency.

THE WAYWARD'S ADVICE

Curiosity Unbound. Complex ideas captivate awakened shrubs, who prefer to start with the most intricate details rather than mastering the basics. This unconventional learning style draws them toward hobbyists and experts eager to share their passions. Their enthusiasm makes them natural companions for anyone who enjoys diving straight into the depths of a subject. If their knowledge is matched, expect the shrub to delve into more obscure aspects of a topic until they've bested their conversation partner, or been fact checked themselves.

Life Magic. Most awakened shrubs begin as normal plants, blending in with ordinary shrubbery. Their human form and consciousness stems from powerful life-giving magic that others cast on them, with the monster developing an innate fascination with the spell caster. This curiosity often leads them to follow the caster's lead, seeking to impress and show gratitude for having been given life.

Rooted Origins. When seeking a sense of belonging, awakened shrubs often return to the patch of greenery from which they emerged. This location holds deep significance, and many shrubs encourage magic users to awaken more shrubs in the area. Awakened shrubs from the same origin share a unique connection, physically linking through their branches to exchange memories and form instant familial bonds.

Temporary Devotion. In the first month of life, awakened shrubs are entirely devoted to their creator, overwhelmed by magical admiration. As this phase fades, they develop independent thoughts, reflecting on their past experiences. Their treatment during this period shapes their long-term perception, influencing how they view their creator and even their entire species. Because of this, forming romantic bonds with newly awakened shrubs is widely considered unethical, as their affections aren't yet their own.



4'6"

SMALL



PG.202

RAZOR LEAVES

LIKES

LEARNING
MAGIC
FAMILY

DISLIKES

MANIPULATION
SIMPLICITY
MISTREATMENT

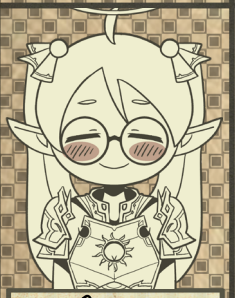
WAYWARD AFFAIR REVIEW

You Gotta Commit Awakened Shrub!



Silver

I accidentally played an awakening song spell, then poof! A shrub next to me woke up! They were so confused, barely knew where they were. I explained it was an accident, and they got weirdly clingy right after. I wasn't gonna take advantage of that, so I kind of adopted them for the month. We hung out a ton, and they mostly just copied everything I liked for awhile before coming up with their own preferences. By the end they were their own person, but it'd still feel weird dating them.



Gwen

This poor shrub had been abandoned!! Whatever cruel spellcaster that woke them up apparently just left. Revenge aside, they were nervous but let me help—and I gladly did! They had some pretty nasty blight that could easily spread to other plants the shrub cared about, so I cured it and we returned there together for the first time. The rest of the month was filled with super passionate convos, like giga nerd level stuff. Surprised the monster was so knowledgeable, but it worked out because we hit it off great!



Desmond

Things went fine at first—pleasant, even. But every awakened shrub I talked to started looking sick the longer we spent time together. Leaves wilted, branches drooped. Took me a bit to realize my energy core might've been draining the life magic keeping them going. Shame, really. They were curious little things, and I actually liked their enthusiasm before it all went south.

BAT

SAFE TO PURSUE

Bats spend their days sleeping in dark caves, emerging at dusk to revel in the night's offerings. They avoid the glow of bustling cities, preferring the quiet of secluded areas, often in the company of their family.

THE WAYWARD'S ADVICE

Auditory Sensitivity. Bats rely on echolocation to navigate, their large ears attuned to the softest of sounds. However, their heightened hearing makes them vulnerable to loud or prolonged noises, which can quickly startle or unsettle them. Even voices raised too high may cause discomfort, making quiet interactions the best way to interact.

Blind as a Bat. Despite the common phrase, bats aren't blind. They merely prefer the information garnered from their other senses, putting less value on visuals. This unique reliance shifts their perception of beauty—physical attractiveness holds little importance compared to voice, scent, and personality. Anyone self conscious about their looks will find bats to be safe judges of character. This often leads to far more successfully longterm relationships with bats, as their dating pool far exceeds that of most other species preferences.

Large Families. Bats are highly social within their colonies, often living alongside dozens of extended family members. Courting a bat means navigating their tight-knit family dynamics, as winning over one often means proving the same to many. While rarely met with hostility, the approval process is lengthy and unavoidable, often requiring individual hangouts with most members before the colony agrees that a person is worthy to join. Never expect a bat to stray far from their family—extended travel is already a challenge for the monster, as they prefer to stay on the pulse of their bloodline.

Shy and Fearful. Naturally non-confrontational, bats are wary of strangers and easily startled by aggressive behavior. Rather than challenge discomfort, they often retreat into solitude, preferring to flee social situations rather than risk conflict. Gentle patience is required to earn their comfort, as pushing too fast will only send them deeper into the dark.



5'2"

MEDIUM



PG.216

WALTZ OUTFIT

LIKES

CEREMONIES
QUIET SPACES
FAMILY

DISLIKES

PUSHINESS
HIGH ENERGY
VISION EMPHASIS

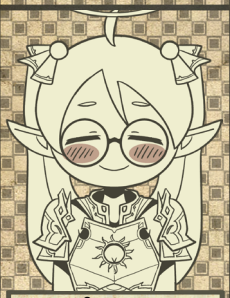
WAYWARD AFFAIR REVIEW

DANCIN' THROUGH THE MOONLIGHT BAT!



Silver

Nobody told me my torch was too bright!! Every time I tried to talk to a bat, they'd try to blindly wrestle me to, I'd imagine, put it out. Even my music? Apparently too loud. There was this one bat who panicked and flew straight into a stalactite mid-chord - I felt awful. I tried toning myself down (SO hard). They like their dim quiet homes, but I'm like a firecracker echoing off every wall. Gonna bet Gwen had a swell time, because these monsters seem right down her alley.



Gwen

They invited me up a grassy hill late one night, and we just... sat there. Sometimes talking, sometimes totally silent, just listening to the wind. Sometimes their siblings would fly in and ask to go enjoy a nighttime flight, which I obviously couldn't join, but I wasn't about to force them to stick around. They'd include me in other fun ways though, like picnics and little crafts! I'm used to bestial monsters being completely fine spending all month with me, though, that one having a healthy social life just felt odd.



Desmond

They were zooming around in the sky every night, and me flailing from the ground never got a single one to come down and chat. Felt kinda wrong following them to their cave, but what else could I do?! I spent plenty of time with the elder bats, vibing until they eventually introduced me to their younger family members. At that point though, I was fine just chilling with the grandparents!

Bighorn Sheep

Safe To Pursue

Bighorn sheep roam the mountains in packs, looking after their less-sentient relatives. When danger is near, these monsters display remarkable courage, standing ready to defend their flock with fearless resolve.

The Wayward's Advice

Courageous Leaders. Naturally inclined to leadership due to their heightened intellect and upright stature, bighorn sheep take charge in many caring situations for their herd. As the flock grows, the burden of watchfulness increases, though the monster would never ask for help. They will, however, eagerly accept assistance when offered, seeing it as a sign of dedication rather than obligation. It's not uncommon for partners of bighorn sheep to co-lead, sharing the responsibility of flock protection.

Head Bangers. True to their name, bighorn sheep possess large, powerful horns that dictate how they handle conflict. Whether fending off predators or asserting will, they rely on brute strength to settle matters. A sudden strike from their horns serves as both persuasion and deterrent—expect a forceful headbutt whenever a disagreement begins, as the monster firmly believes sheer impact alone is enough to change a mind.

Oddity Collectors. Bighorn sheep adore collecting knickknacks and rare trinkets. Their travel paths rarely change beyond a set region, making foreign objects from distant lands particularly exciting. Anything tiny, fun, or unique immediately catches their interest, making for excellent gifts or valuable bartering tools when engaging with them.

Traveling Merchants. Many bighorn sheep take on the role of wandering merchants, trading goods between smaller settlements. Rarely settling in one place, they rely on local hospitality and the kindness of strangers to sustain their journeys. Having a resting spot ready for them is a simple yet effective way to earn their favor. For anyone eager to connect, accompanying a bighorn sheep on their established trade route, even if it's just to the next town over, provides ample time to bond during the trip.



4'8"

SMALL



PG.210

SUPERWOOL TABARD

Likes

Trinkets
Hospitality
Traveling

Dislikes

Asking For Help
Disagreements
New Routines

WAYWARD AFFAIR REVIEW

TRAVELING SAVIOR BIGHORN SHEEP!



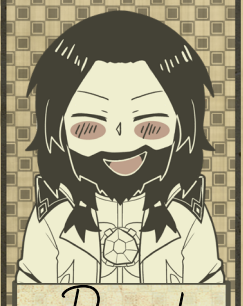
Silver

I think they thought I was a weird fan chasing them through the blizzard, because they wouldn't slow down to let me catch up and talk!! Guess getting to the next town before it got too bad out was more important, so not hating too hard. I got a chance to give em this tiny carved wooden mushroom I made earlier, and they lit up like it was gold. In return though? They gave me this huge jacket worth hundreds from their store. Did they like my mushroom that much??



Gwen

Why do I keep wearing heels into mountain terrain?! I slipped twice before they stopped, stared, and offered me a pair of work boots from their cart. That single act saved my entire month. Since they were a traveling merchant with a flock to tend to, I repaid the debt by grooming and protecting them! We visited a ton of tiny villages, and I eventually wound up owning a pair of everything the sheep sold. Surely the work I did wasn't worth the price of it all, but they said the company was priceless... I'M CRYINGGG!!



Desmond

Feisty doesn't begin to cover it. I'd say "maybe we should—" and BAM! Headbutt. Full force. I stopped trying to contest after the third one left a dent in the side of my ribcage. They didn't mean harm, just solved problems with their forehead. Eventually I gave up and let 'em lead the route while I played backup. They're damn competent and oddly sweet when you're not objecting.



Salthar

Almost got headbutted off this mountain's cliff side after asking why they were taking such an odd route. But then they noticed some of the trinkets on me and decided I was worth sparing to get a closer look. My friend Brook docked their ship near a village we were at, and the sheep was ecstatic to hear they could stay the night! We had plenty of items and stories to trade, but the sheep always tipped extra. A bit fierce, but that's expected in the mountains!



Bonsai Dryad

Safe To Pursue

Bonsai dryads are sweethearts, lovingly adopted by forest druids. Raised to cherish the world they live in, they work to resolve conflicts, spread positivity, and let nothing fester.

The Wayward's Advice

Bonsai Link. The souls of children who tragically pass may sometimes be chosen to merge with trees, becoming dryads. As the tree ages, so does the dryad, granting them a second chance at life. Those linked to large trees are bound to stay within a few miles from the tree, unable to travel far. However, some druids cultivate small portable bonsais for dryads to link their souls to, allowing them to travel freely alongside the plant. Mature dryads with portable bonsai trees make for more stable partners, while those tied to stationary trees often struggle with deep loneliness and possessiveness.

Druid Parent. Every bonsai dryad shares a deep connection with the druid who grew their tree. Acting as parental figures, these druids guide and raise the dryads, helping them navigate life with wisdom and care. Many dryads seek their druid's blessing before pursuing relationships, valuing their insight in choosing a partner who aligns with their ideals.

Nurturing. Bonsai dryads are natural caregivers, always attuned to the emotions of those around them. They readily offer comfort, support, and wisdom to those in need, yet they require the same in return. People who struggle to express their emotions or reciprocate care may create unintentional distance, leaving the dryad feeling vulnerable and hesitant to share their own troubles.

Pure. Bonsai dryads radiate warmth and optimism, steadfast in their belief that even the darkest moments hold a silver lining. They gravitate toward people who share their hopeful outlook, seeing negativity as a rotting of the soul. Bonsai dryads know the fragility of their hearts, and are reluctant to allow cruel and twisted ideals into their world from others. They never forget pain inflicted upon them—each betrayal leaves a permanent mark, slowly eroding their love for those who cause them harm.



5'3"

Medium



Pg.190

Fledgling Bonsai

Likes

Druids
Openness
Purity

Dislikes

Negativity
Recessiveness
Wickedness

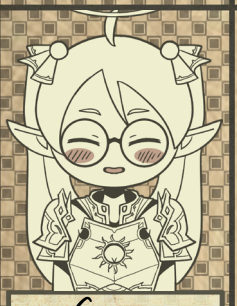
WAYWARD AFFAIR REVIEW

THANKS TO YOUR LOCAL DRUIDS BONSAI DRYAD!



Silver

So I thought I could just wander into a forest and hang out with dryads. WRONG. Ended up under like, six different charm spells before Gwen found me dazed, confused, and totally nude in a mushroom circle. She did a cleanse spell and boom: memories came flooding back, but I'd rather wish they didn't... Bonsai dryads were way chiller, though when I finally found them. One even braided flowers into my hair and called me "sunshine with legs." Made up for the awful few weeks before...



Gwen

A druid I talked to told me NOT to look for dryads in the wild, and introduced me to one of his bonsai kids instead. They had this tiny tree in a little clay pot strapped to their back—it was adorable. But what really got me was how gently they talked, like every word was wrapped in kisses and blankets. One odd thing was how badly the dryad wanted to act like my therapist, though... I loved that they were so keen on hearing me vent, but feel bad I wasn't able to do the same.



Desmond

Bonsai dryads are so much more than their feral wild counterparts! Always checking in, always showing up, always listening. I tried to be the gentleman, but between their intuition (and longer legs) they'd always open doors for me first. Their druid family treated me like a guest of honor, too. If you've got any sharp edges, they'll wear you down with affection so long as you don't cut back.



Synchro

Every time I summoned a shooting star, they'd gasp like I'd handed them the moon. I'd float around their bonsai, sprinkling space dust for fun, and they'd marvel like I just rewrote the sky. I dunno, it was just really nice how easy it was to make them smile, and how excited they were for me to keep trying. Their hugs? Warm. Words? Warmer. The dryad wanted to learn and cater to every aspect of me. I knew it wasn't love bombing though; The dryad had a well rooted heart.



CACTUS

PURSUE AT OWN RISK

Cacti are tough and prone to violence. Many grow up in solitude, becoming jaded toward others. Persistence in showing kindness through the pain can round out these monsters to show more kindness over vitriol.

THE WAYWARD'S ADVICE

Feelingless. Cacti can't feel physical pain and have no real understanding of the discomfort they cause others. This, combined with their intense need for physical closeness, makes them dangerous to anyone who isn't as tough as stone. Although they don't recognize when they've hurt someone, they do notice when others begin keeping their distance because of it. Explaining the discomfort is impossible, requiring protective gear if being pricked will pose an issue.

Lonely. Few creatures willingly engage with cacti due to their reputation for aggression. Cacti don't understand why they're avoided, often assuming others dislike them for reasons beyond their control. Those who bond with a cactus often struggle to navigate the relationship—newcomers to the dating scene unaware of their nature frequently end up hurt, both physically and emotionally. Even the most patient partners find it difficult to temper a cactus's unpredictable outbursts.

Mellow Out. A cactus's spines are at their sharpest in youth. Years of rejection and neglect because of this keep their barbs rigid, reinforcing their defensive nature. With enough care and attention, their spikes gradually lose their microneedles and round out, and small, juicy fruits begin to grow. This transformation is life-changing, allowing comforted cacti to form relationships with people who would have once feared them.

Touchy. Cacti who've never known consistent affection are hypersensitive, interpreting even neutral remarks as veiled insults. They lash out at the slightest provocation, their temper leading to both verbal and physical retaliation. Even compliments may be met with a punch or a poke, and outright insults can trigger dangerous confrontations. With their spike-like spines, any dispute with a cactus is painful—often life-threatening for those unprepared.



LIKES
HUGS
PERSISTENCE
TOUGH LOVE

DISLIKES
BEING FEARED
NEGLECT
FRAGILITY

WAYWARD AFFAIR REVIEW

A PRICKLY PAIR

CACTUS!



Silver

RIP to my entire wardrobe. I armored up for our first hangout and STILL got stabbed through my jacket... like, right through the arm. Whenever I'd say something nice to them, I'd be jabbed again like I was flirting with a feral porcupine. Dodging and blocking their flustered fury became kinda fun once I realized how this was gonna work, and as I got better defenses, the cactus started calming down. By the end of the month, they could finally take a compliment!



Gwen

Dunno if it was on purpose or not, but we kept bumping into each other. Shoulder nudge? Stabbed. Compliment? Jabbed. Only after asking them to stay a bit back did they get SUPER touchy. They literally had me running for my life in the frickin flaming hot desert, which made our desert oasis date look more like a crime scene. Honestly how the heck do you get close with a monster who needs to cause pain just to feel comfy around you? Go skewer someone else to death... I'm finding a nice pillow monster to romance instead.



Desmond

They were all bark, and all spike. Didn't trust anyone, and bet they figured I was just another idiot testing his luck. So I shut up, sat down, and listened. They have a bad habit of assuming everyone's out to get 'em. We talked, argued, traded barbs—figuratively and literally—and over time? The edges softened. Gonna take them sprouting fruit at the end of the month to be a good sign!

CAT

SAFE TO PURSUE

Both wild and domesticated cats are beloved by society for their adorable features and willingness to be pampered. They love to play, sleep, and occasionally offer gifts to their caretakers.

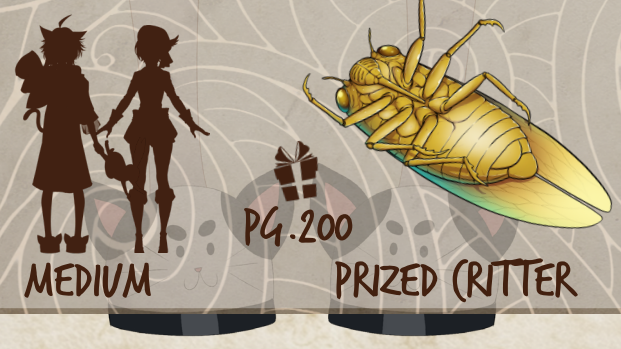
THE WAYWARD'S ADVICE

Activities. Any fidgety movements trigger a cat's instincts, chasing anything that moves in an odd way, or that moves like prey. They love being free to let their primal brains take over while in the comfort of others, and especially enjoy it when people tag along to enrich their playful moods. However, cats quickly lose interest if they aren't properly engaged, preferring to nap rather than entertain half-hearted attempts at play.

Lifestyles. Wild cats are more primal, living off what they can scavenge from the wilderness or society's scraps. Most people view these cats as nuisances, which makes the monster's day when someone instead treats them with generosity and kindness. Household cats, on the other hand, try to align with the norms of their adopters, quickly focusing on the romantic pursuit of a member of the home. Both wild and domesticated cats seek companionship early in life, eager to form bonds and start families.

Sleepy. Cats doze off constantly throughout the day. Unless engaged in survival tasks or high-energy activities, the monster becomes drowsy and eventually nods off. This can be particularly jarring during dates, where a cat might fall asleep while waiting for entrées at a dinner table. Don't take this personally, as cats never use sleep to show disinterest. Although a poke every now and again to wake them up is fine, a whole day of activity isn't.

Willing Service. Cats love to be pampered by others. They dwell around human civilizations hoping for handouts and the prestige of becoming a house cat. If the goal is just to enjoy the company of this monster, cats are quick to trust any other two-legged species. Once comfortable, they naturally gravitate toward people who offer them the most support and attention, making companionship a rewarding experience for anyone willing to dote on them.



5'4"

MEDIUM

PG.200

PRIZED CRITTER

LIKES

PAMPERING
SLEEPING
PLAYING

DISLIKES

BEING IGNORED
LONG ACTIVITIES
STAYING FRIENDS

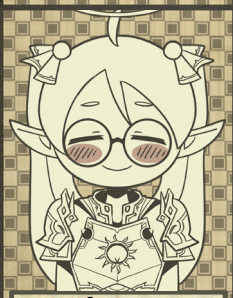
WAYWARD AFFAIR REVIEW

FINALLY CATS CATS CATS!!! CAT!



Silver

Spent most of our time on the docks grilling fish and strumming tunes while they napped on my lap. Total vibe. At night we'd wander into taverns and hang near the hearth, and I'd play for the crowd while they curled up by the fire. Tried dragging 'em around the city once - huge mistake. They flopped dramatically on the cobblestones and refused to move. Turns out, if I just sit still, they'll stick to me like glue. Honestly? Having an all-day cuddle buddy still ruled.



Gwen

Apparently my halo gives off the perfect amount of cozy warmth. They snuggled against it like it was their personal sunlamp. We read together, cooked plenty of fresh fish, and sometimes I'd reflect my light off walls just to watch them chase it. Thought it was cute until I woke up to dead mice by my pillow—which I guess was a gift? Still screamed. But ever since our month of naps, lazy reading sessions, and cozy mornings, I've been missing starting my mornings hearing their little purring snores...



Desmond

Found a few digging through trash behind a café, so I brought food and invited them over. Townfolk treated 'em like pests. Didn't sit right with me. Gave them fresh clothes, brushed out knots, and set them up proper. One tried to swipe a sausage off my plate, and was surprised when I let 'em. Some are wild, sure, but even the cats down on their luck can be good companions!



Faeyra

I'd intended to court a cat for simple companionship—but I think I got too attached. They slept atop my spellbook, wrapped around my legs during dueling practice, and stretched out to get comfy on my dining table mid-dinner. Still, I indulged them. When shopping, they'd ride my wheel basket and only hop out if I bought them something. They were uncouth, entitled, and charmingly so. I adore this creature's whimsy, much to my future self's chagrin.

CERBERUS

PURSUE WITH CAUTION

Cerberus were created to be unwavering sentinels, yet they now crave amusement over duty. While their role as a guardian keeps them tethered to their post, tempting them away is easier than one might expect.

THE WAYWARD'S ADVICE

Guardians Without Discipline. Cerberus were given life to defend sacred grounds, their bodies a fusion of human and beast bound by thick iron chains. Yet the very nature of their creation doomed them to failure. Their masters failed to instill true obedience, leaving the monsters vulnerable to manipulation. Over time, cerberus learned that pleasure outweighed duty—chasing after fleeting fun rather than standing vigil. They now linger at their posts, easily swayed by enticing distractions that promise more excitement than the dull weight of responsibility.

Reckless Fun. Cerberus thrive on instant gratification. If left without stimulation, they grow restless and seek out ways to entertain themselves. This often comes at the expense of their supposed duties. Though bound to their role as a guardian, cerberus will eagerly abandon their posts if tempted by amusement. Whether it's a game, a chase, or a savory smell wafting through the air, offering the monster excitement is the surest way to earn their attention. Most people slip past them with ease, but for anyone hoping to engage, gaining their affection is as simple as throwing a stick for a lonely dog.

Three Minds, Three Wills. Each cerberus possesses three distinct heads with their own temperaments and impulses. To maintain control, they blindfold dormant heads, allowing only one to lead at a time. These rotations occur in cycles, forcing the monster into constant shifts in ideology and mood. Some heads resent the actions of others, while others embrace them, creating a monster that's polarizing even to themself. If all three heads awaken at once, expect a chaotic storm of bickering, stumbling, and conflicted emotions. The best test of a cerberus's compatibility is to observe them during this state—if they can't tolerate themselves, they'll struggle to accept anyone else.



LARGE



PG.209

SPIRIT HOUND STICK

LIKES

EXCITEMENT
PLAYFULNESS
INDULGENCE

DISLIKES

BOREDOM
STRICT RULES
WAITING

WAYWARD AFFAIR REVIEW

FUN-STARVED GUARDS (CERBERUS!



Silver

Brought a whole stash of dog toys, thinking maybe they'd humor me, but they went full tilt instead! We played stuff like fetch and tug-of-war (I lost, a lot). They were supposed to be guarding the entrance to something, and it only hit me when I saw someone just waltz out with stolen loot while we were goofing off. So I started playing 'guardian' too - watchdog bard edition!! We still kept getting distracted though. I mean, how do you say no when three heads are all hyping you up??



Gwen

It's a little concerning that this monster was more interested in playing tag than doing their guard job. How many people slip past them?? I got swept into distractions before I even realized what was happening, and—oh, surprise—some intruders actually THANKED me for keeping the cerberus busy. One of the more sensible heads would wake up, see us slacking off, and IMMEDIATELY start scolding me like I was some enabler. Which... I mean, fair, but it's not like I made them abandon their post.



Desmond

One head hated me. Like, deep, gut-level distrust. The other two? Practically tripping over themselves to make friends. This meant my entire month was just walking on eggshells—whatever I did to win one over made another mad. I tried everything: bonding, debates, even bribery (note: they like smoked meat). But in the end, all I did was fuel more arguments between them.

COCKATRICE

PURSUE WITH CAUTION

Cockatrice live for competition, ensuring every interaction is a battle of skill. Though they rig their own trials to secure victory, they secretly admire anyone who refuses to back down.

THE WAYWARD'S ADVICE

Competitive Hunters. No cockatrice respects an inefficient hunter. They demand that their partner attempt to match their level of skill, and won't hesitate to spread word of their failure to others of their species. Cockatrice thrive on competition, and the clearest sign of their interest is a relentless string of challenges. A person who can keep up will find themselves in a constant battle for dominance, with the monster reveling in every hard-earned victory.

Ensnaring Gaze. The deep red eyes of a cockatrice are mesmerizing, but meeting their gaze comes at a cost. A direct stare results in temporary paralysis, while physical contact with their talons, teeth, or claws encases the victim in a thin layer of stone. Cockatrice purposefully use their abilities to test reflexes, lunging without warning to see if their target can evade them. Anyone caught in their magic will find the monster quick to belittle their failure, taking smug pleasure in pointing out their superiority.

Rigged Trials. Cockatrice don't waste time with drawn-out courtships. Within days, a person of interest will be bombarded with trials demanding combat and hunting prowess equal to the monster's own. However, cockatrice rarely play fair, often stacking the odds in their favor to maintain a sense of superiority. Even after someone proves themselves, the monster never lets up on their competitive edge, though deep down, they secretly appreciate anyone persistent enough to keep up.

Thrown Victory. A cockatrice's formidable hunting abilities make them difficult to best in any confrontation. To them, every interaction is a contest of skill and reflexes that determines a person's worth. Being strong enough to consistently best a cockatrice will infuriate them, however. It's best to give a good effort, but ultimately allow the monster to win, be it a conversation or physical challenge.



5'5"

MEDIUM

PG.209

STONE ROSE

LIKES

COMPETITION
SKILL
HUNTING

DISLIKES

WEAKNESS
ACCIDENTS
FAILURE

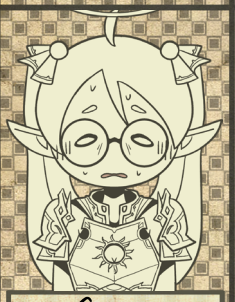
WAYWARD AFFAIR REVIEW

FIERCE COMPETITION COCKATRICE!



Silver

This bird made everything a competition. First day I looked into their eyes I got turned to stone, laughed at, then rolled down a hillside. Guess they liked how insistent I was to make them like me, because I'd be yanked awake every morning by the monster to spar. I collapsed on day three and they just said, "Weak." Rude!! I left after Gwen showed up, still covered in bruises and half-fossilized. If you date a cockatrice, bring armor, pride, and a pickaxe to mine yourself free.



Gwen

They stared me down the moment I landed—no hello, just "Can you fight?" I said no (mostly cus I just didn't wanna), and they cackled, then rushed to attack me anyway. Had to spam some protection spells just to stop them from tearing me apart, which they called me out on for being a wimp. WHAT DO YA MEAN WIMP? I didn't even wanna fight you to begin with! The cockatrice hated that I'd draw out every battle they'd force on me into a stalemate, but for some reason never wanted to leave me alone.



Desmond

The others need to step it up. These birds run hot, but if you've got stamina and a sharp tongue, you'll do fine. We sprinted across the cliffs, cooked wild goat, and traded insults like pros. I said they were fast "for someone with chicken legs." They tried to turn me to stone mid-laugh. Keeping the peace by letting them win arguments annoyed me, but kept the peace enough to make it worth.

CRAB

SAFE TO PURSUE

Beach vacationers might catch crabs indulging in one of their endless parties. Music, dance, and drinks are the pillars of crab culture, and anyone eager to join the rave is more than welcome!

THE WAYWARD'S ADVICE

Addict. Many crabs struggle with their love for the party life, often racking up staggering tabs, drinking until they're sick, and dancing well past the point of exhaustion. Without boundaries, their partners may get swept up in the same lifestyle—a harsh reality no crab enjoys facing. However, if life has blessed a person with the stamina and coin purse to live frivolously, crabs will help make the most of it. They never slow down, and don't consider the consequences of their actions until the night is over.

Party Monster. Crabs are always on the lookout for the hottest spots to hang out and let loose. High-energy people wanting to escape responsibilities and live in the moment will find crabs more than happy to tag along. Their hair-like claws can pinch onto things and hold drinks independently, while the extra legs on their back help keep their balance through wild intoxicated nights.

Pressure. Crabs are known to push others into activities they might not be comfortable with. While this can encourage someone to open up to new experiences, it may also cause stress. A crab eager for someone's company will pester them until the person joins in or physically escapes the situation. Refusing a crab's wild antics will have them reach out far less. On the flip side, if someone extends an invitation to the monster, expect a crab to show up with maximum enthusiasm—never backing down from an adventure!

Simple Pleasures. Crabs are among the easiest monsters to please, with cheap drinks and quick thrills topping their priorities 24/7. While most crabs rarely admit it, having someone to rely on for comfort after a wild night or for a safe place to rest during colder months would make their carefree life truly perfect. Beneath their wild exterior, crabs still crave companionship, even if they'd rather dance the night away than dwell on the feeling.



PG.202



LIKES
- PARTIES
- FREEDOM
- SPONTANEITY

DISLIKES
- QUIET NIGHTS
- BEING LEFT OUT
- LIMITS

WAYWARD AFFAIR REVIEW

THE ENDLESS RAVE! CRAB!



Silver

HECK YEAH!! Crab life RULES. We danced 'til our knees gave out, played drink roulette with flaming shots, and threw glitter at sunrise. They once triple-pincered three mugs at once and downed 'em in sync! Problem was, when I was finally ready to crash for the night, they just dragged me back into the conga line. I love chaos, but even I need a reset button. Still, if you've got the time, energy, and zero dignity to spare? Crabs are the ultimate good-time monsters.



Gwen

The parties were... deafening. Crashing waves, thunderous music, strangers grabbing me for shots—constantly. Every time I tried to slip away, they'd pull me back onto the dance floor. I started faking bathroom trips just to breathe. But—between all that—mornings with them were nice. They'd curl up in a blanket, half-awake, grumbling until I handed over fresh coffee. Then we'd just sit. Quiet. I think they liked that more than they'd admit. I know I did. Just wish there'd been more of it.



Desmond

We didn't attend parties. We WERE the party. Sang shanties 'til the tide rolled in, danced until the sand turned to glass. I've never downed so much rum and still stood straight. When no events were left, we built our own—fire pits, fireworks, seafood feasts. They lived like every moment was the last. Took me three days to recover after. Worth every ache. Would do it again tomorrow.

CROCODILE

PURSUE WITH CAUTION

Crocodiles are deeply in tune with the community surrounding their swamp homes. Sudden changes to their environment disturb and anger them, and they aren't afraid to make their displeasure known.

THE WAYWARD'S ADVICE

Direct. Crocodiles are incapable of telling lies or beating around the bush; they say exactly what's on their mind. Anyone looking to befriend a crocodile will need thick skin, as their bluntness can sometimes come across as crass. Crocodiles also tend to overshare, filling silences with random personal facts. While they don't intend to be rude, they see little point in sugarcoating the truth and rarely notice when their words upset others.

Family. While crocodiles typically live alone, they never stray far from their relatives. By staying close, families are more easily able to plan large get-togethers. Older crocodiles have a habit of using this time to peer into the romantic lives of other members, subtly hinting for others to consider getting married or having children. The requests to settle down and family requests for potential partners may have crocodiles more keen on the idea. This could just as easily backfire, however, with the species rushing into deep relationships before being fully prepared for the responsibility.

Home Radar. Each crocodile instinctively seeks to know everything about their surrounding habitat. They're quick to share information with others when something unusual is happening in their territory, causing younger crocodiles to approach with gentle curiosity, and older members with a wary defensiveness. A species of creature not native to the area always sparks interest, always baiting crocodiles to slowly move in to investigate

Motion Sensitivity. Crocodiles make quick bursts of movement when approaching others. This can make it difficult to tell whether a crocodile is approaching out of aggression, or to simply greet someone. Fearing an attack and running from the monster will always trigger them to chase, making quick judgments on their intent helpful.





LIKES
DIRECTNESS
FAMILY
ODDITIES

DISLIKES
PRESSURE
LONERS
THIN SKIN

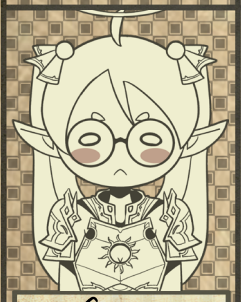
WAYWARD AFFAIR REVIEW

FAMILY'S JAWS CROCODILE!



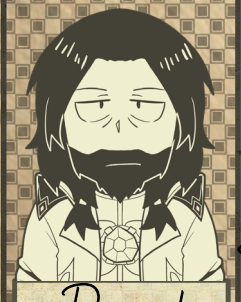
Silver

I thought it'd be funny to cannonball into their swamp. BAD IDEA. I hit the water and next thing I knew - CHOMP. I woke up chewed up, Gwen praying like her life depended on it, and Des explaining to the crocs that I wasn't a threat. Apparently they felt really bad about it after, but I didn't stick around to find out. I was missing a leg for two days. Next time I deal with one of these man-eaters, I'll bring a white flag, because apparently my bright green getup is "too threatening".



Gwen

We decided not to divebomb the swamp like Silver. Smart move. The crocodiles invited us to dinner as an apology, and the vibe was... rustic. One offered me swamp gumbo and then immediately told me my boots "screamed naive city girl." I laughed, but spiraled internally for hours. They were honest to a fault, flinching every time I hesitated before answering a question. Still, their knowledge of the region was amazing—and the way they cared for their family was oddly comforting.



Desmond

The more time I spent at this crocodile party, the more I noticed some of the older ones side-eyeing me. told a story, and suddenly half the family was whispering like I'd confessed to murder. If you're gonna judge me on the stupid situations I get put through on the daily, don't ask to hear 'em! I think family members were told not to get with me after that, because everyone hated my flirting.

CUPID

SAFE TO PURSUE

A monster dedicated to fostering the love of others, often at the expense of their own emotional growth. Cupids struggle with the very relationships they promote, attempting to mimic strategies they observe in others.

THE WAYWARD'S ADVICE

Agents of Love. Cupids exist to meddle in romantic affairs, created whenever creatures form relationships and vanishing when they fall apart. As their existence is tied to the bonding of others, it's in the monster's best interest to nurture relationships. The best way to find a cupid is by lingering near common date spots, as they prioritize watching over new and damaged relationships. Clubs, cafés, and live music events are prime locations to catch them spying.

Covert Contact. Cupids operate behind the scenes, rarely engaging socially despite their outward role in promoting love. They maintain a veil of magic that keeps them invisible, shooting arrows infused with courage and wit to nudge interactions in a positive direction. Attempting to locate a cupid for romantics can be awkward, and sometimes comes at the cost of fracturing a different couple's relationship.

Extreme Endings. When a cupid enters a relationship, they become immune to destruction caused by others' breakups. However, if their own romance fails, the monster corrupts and becomes bent on destroying the bonds of others. This makes the stakes incredibly high in any relationship involving a cupid, requiring a careful and committed bond to avoid such a fate. Partners must be certain of their feelings before pursuing them, as a failed relationship could create a nightmare for more than just the monster.

Unstable Emotions. Sensitive and emotionally reactive, cupids often mirror the personalities of people they admire. This mimicry can lead to intense admiration or jealousy, driven by centuries of their own inexperience. A relationship with a cupid requires strong leadership and emotional stability, as they rely on their partner for guidance in ways no other monster does. Without support, they may spiral into overwhelming habits due to being unsure how to manage their own feelings.



4'7"

SMALL



PG.186

EMOTION ARROWS

LIKES

LOVE STORIES
HAPPY ENDINGS
EXPERIENCE

DISLIKES

BREAKUPS
THE UNCOMMITTED
SHALLOWNESS

WAYWARD AFFAIR REVIEW

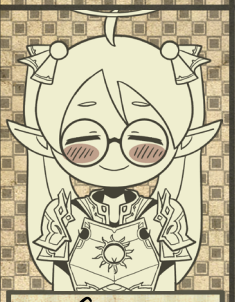
FLUSTERED REVEALS (CUPID!)



Silver

I chucked flour into the air of this fancy café and BAM! Cupids were caught fluttering above all the tables like tiny love spies. I was kicked out right after, but had a chance to catch up and hang out with a cupid who also had to flee the scene. Things were chill at first, but as I hit on them, they became GLUED to me. They'd sneak into my bedroll at night and follow behind me like a lost duckling. Clinginess is cute in my opinion, but I wish they thought for themself a bit more.

7/10



Gwen

Our first dinner together was pure chaos. Every time I tried to speak, they'd start too—and then we'd both panic and apologize at the same time. Turns out they were just as awkward as me, which really lightened the mood. We both had archives of hilarious dating stories to share, and never wanted to let go of each other all month. The hard part was leaving at the end; Maybe it was a bad idea playing with their inexperienced heart like that. I felt so bad leaving them alone to pray that I'd stay...

10/10



Desmond

By day two they were mirroring everything. My words, my posture—my laugh. Felt like I was dating myself, which was more unsettling than flattering. They weren't confident in their own skin yet, I could tell. Later they asked how I stayed so steady in love, like it was some unreachable magic. They meant well, but admiration turned obsession real fast. Bit too much for me.

4/10



CYCLOPS

SAFE TO PURSUE

Cyclopes are gentle giants that live far from civilization. Self-conscious of their single eye, they shy away from the gaze of outsiders and live contentedly by tending to the animals near their caves.

THE WAYWARD'S ADVICE

Animal Companions. These reclusive monsters care for a variety of wild animals, finding solace in their nonjudgmental company. Animals serve as found family to a cyclops, whose bond with them is unshakable. Anyone able to form a connection with these animals will find the cyclops more open to interaction. However, when an animal dies, it can send the cyclops into a deep sadness, their tears flooding their cave entrance for days on end.

Blind Date. Encounters with others in the wild is always terrifying for the cyclops, who'll only engage with strangers if a wall blocks their sight. Gaining trust requires patience and a focus on personality, as the first week will likely be talking through a slab of stone blocking their cave entrance. Even after forming a connection, cyclopes will still frequently hide their faces from view if they make any expression besides neutral faces or warm smiles.

Immense Strength. Cyclopes possess enormous physical power and wear simple outfits that showcase their chiseled physiques. Yet, this strength is also a source of embarrassment for the monster in the presence of smaller or weaker beings. They apologize profusely when inadvertently displaying their size or skill, feeling like others should have the spotlight instead. The monsters' hesitance to assert themselves makes them easy to take advantage of, though they always stand firm for their animal companions.

Self-Conscious. Cyclopes are marked by a single, massive eye in the center of their faces. Despite rarely being openly mocked for their appearance, these monsters are intensely self-conscious about this feature, believing themselves to be hideous. Their decision to live in isolation stems from a deep fear of rejection. Compliments stun them, and direct eye contact breaks their trains of thought.



21'

MASSIVE

PG.211



TEAR VIAL

LIKES

PROVIDERS
GENTLENESS
ANIMALS

DISLIKES

INSULTS
JUDGMENT
TAKING THE LEAD

WAYWARD AFFAIR REVIEW

TALKING THROUGH STONE DOORS CYCLOPS!



Silver

The first time I showed up to their cave I got ghosted hard. They'd talk through the wall but wouldn't even peek out. So I started visiting every day, told jokes, played songs, even left little fruit offerings for their animals. Eventually, they cracked the boulder open juuust enough to wave. When they finally stepped out, they flinched when I smiled at them. Super bashful, super sweet. Honestly gave early Gwen vibes. It was adorable watching 'em warm up, but this pace aint for everyone.



Gwen

We were getting along really well, actually. I brought snacks for their little critters, we shared stories through their wall, and eventually started seeing them in person! Then—ugh—I asked what it was like seeing with one eye. I didn't mean it rudely! They went quiet, sniffled, then rolled a boulder between us like it was a dramatic stage curtain. I sat there for a bit, trying to speak up, but it took the rest of the month for them to recover. Guess I'll go cry myself to sleep as well. My god...



Desmond

Whenever they'd get embarrassed about something uncontrollable like their height or strength, I'd tell a stupid story of one of my own insecurities to even things out. We'd both bond by being big flawed weirdos, and it helped their personality come out way faster! Probably made their confidence with others worse, but at least they finally knew someone who wouldn't flinch when looking them in the eye.

DEATH

PURSUE AT OWN RISK

Deaths hunt the souls of people who cheat the afterlife, finding pleasure in pursuing these targets. They demand morbid tasks as proof of affection, trapping the souls of failed partners in their lantern's cage.

THE WAYWARD'S ADVICE

Death's Job. After proving oneself to a death, romance may become possible. Be warned—deaths in relationships never lose their obsessive behaviors and pull partners into their line of work as a way of being together. Partners not keen on causing death will always be broken up with, as the monster's work is endless, making occasionally teaming to reap souls the main way of enjoying each other's company.

Lost Exes. Deaths who become disillusioned with their partners don't allow simple breakups. Instead, they trap their ex's soul in a lantern as a trophy of the dead relationship. A death with multiple souls in their lantern may be a warning sign that nobody can please them. It's wise to inquire about the fate of their previous partners before committing with one. They view this as a natural consequence rather than an act of malice, seeing relationships as just another cycle of life and death.

Obsessive Reaper. Tasked with shepherding souls to the afterlife, deaths move through living realms with an obsessive drive. Their primary duty is to capture the souls of people who've evaded judgment, lustfully provoking the extremes to which mortals will go to escape them. This fixation turns deaths into romantic stalkers, reveling in their target's fear and becoming more attached the longer the chase lasts.

Valuing Life. Although deaths are intent on claiming souls, their targets aren't beyond redemption. In matters of connection, a death will only be drawn to someone they sense needs to be killed. They're nearly impossible to find or socialize with otherwise. If their target fails to prove that their cheated life is worth preserving, or even just fails to make the chase interesting, the death will reap their soul without hesitation. In rare instances where a person is spared, deaths calm themselves—their bloodlust turning to regular lust for the ones who get away.



5'6"

MEDIUM

PG.208

SOUL LANTERN

LIKES

PURSUIT

FEAR

DEATH

DISLIKES

CHEATERS

COWARDS

DEFIANCE

WAYWARD AFFAIR REVIEW

COULDN'T DO THE DIRTY WORK DEATH!



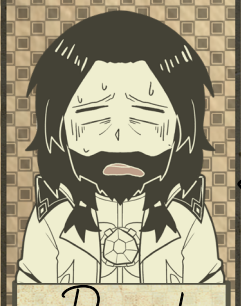
Silver

Got called out HARD by death early on - they said I was leaning on Gwen's revival magic like a crutch, which... okay, fair?? But they weren't mad about it, just intrigued. Thought we were vibing... until they invited me out to go actually reap souls. I respect the job, but tracking down violent criminals to personally escort to the afterlife? Yeah, that's a bit above my adventurer pay grade. Had to peace out after a few dates before I ended up on their hit list.



Gwen

I'll admit, my method for summoning them was questionable—but it worked. Brought back the most evil person I could find, and within minutes, a death appeared. Watching them hunt was... horrifying. They stalked their prey for an entire day, enjoying every moment of the chase before taking the soul with this eerie, delighted finality. It was terrifying. And then I realized—I was technically responsible for the resurrection. What if they decided I was next? I wasn't sticking around to find out.



Desmond

Couldn't find a death this month, so here's an old tale. My energy core's kept me alive way past a dwarf's years, and one day, a death showed up to ask why. We got along for a while—good talker, eerie but captivating. Then I found out they'd recently reaped the soul of a sick girl I cared about. Was too sick from the news to bother with them any longer, especially hearing the indifference in their voice.



Loren

Death has hunted me before, as my knightly duty should oft have caught up to me at this point. I believe they came to respect my fearlessness, and we bonded quickly from our unwavering senses of duty. Our time together was brief as my knightly duties came before that of a reaper's, and I bade them farewell. I cannot shake the sense that they watch me still, their presence lingering ever on the horizon cheering me on with a threat to never falter.

DELIDEER

SAFE TO PURSUE

Delideer spread merriment with their deep love for holidays and acts of charitable kindness. They meticulously track the deeds of others, assessing character with an eye for redemption.

THE WAYWARD'S ADVICE

Gift Givers. Giving gifts is a core part of a delideer's identity. They revel in the joy others feel when receiving a thoughtfully chosen present and, just as equally, in the discomfort of those who receive a less favorable one. Bad presents from the monster are harsh indicators for the recipient to clean up their act. While they rarely say anything outright, the meaning behind their gifts is never lost—whether it be a heartfelt treasure or an unmistakable slight.

Holiday Masters. Delideer possess an encyclopedic knowledge of holidays from around the world and make an effort to celebrate each one with enthusiasm. They're fond of people who share in their appreciation for the holidays, especially ones from lesser-known cultures. This love for celebration often leads delideer to travel the world in pursuit of authentic holiday experiences. For anyone who enjoys year-round travel, indulging in new cultures, and constant festivities, delideer make for excellent companions.

Judgment Journals. Delideer carry notepads to record the actions of people they encounter. They're keen observers of behavior, showering affection on people with pure hearts while harboring an open disdain for wickedness. Delideer may be forgiving, but they're not naive—any attempt to manipulate their goodwill will be met with swift rejection. While the monsters' judgments may seem harsh at times, they truly believe in the possibility of redemption, and encourage people with tarnished records to make amends.

Merry Spirit. The infectious laughter and vibrant energy of delideer fill the air with joy wherever they go. Upon meeting someone, they exude kindness and warmth, always willing to offer a listening ear or a comforting embrace. A small present is also likely to be handed out, always being a handmade craft from a hobby the monster has been fond of lately.



PG.196



LIKES
- FESTIVITIES
- GIFT GIVING
- REDEMPTION

DISLIKES
- UNGRATEFULNESS
- FAKE KINDNESS
- NORMAL DAYS

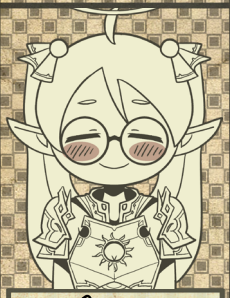
WAYWARD AFFAIR REVIEW

GIFTS THAT KEEP GIVING DELIDEER!



Silver

The holidays hit, and BAM! delideer flooded the streets spreading cheer like it was their life's purpose. We went to every event, cooked every seasonal dish, and belted out every festive song we could find. By the end of the month? I had a mountain of presents. Mentioned once that I liked a cute hat, and wound up getting it as a gift on our last day together. Thoughtful, electric, and the ultimate holiday wing-monster. everyone needs a delideer to celebrate with!



Gwen

Didn't think I'd get to go all out on my faith's traditions this year, but the delideer insisted on learning everything. I explained, demonstrated, even worried I was oversharing—but their enthusiasm never wavered. They loved every detail, celebrated like they'd known the customs forever, and somehow made me feel more confident about embracing my own traditions. I usually shrink away from attention, but their energy was contagious. By the end, I was completely swept up in it all. They make every moment feel special.



Desmond

Never put much stock in holidays—figured celebrations were just noise. But delideer? They live for it. Not just the fun, but the meaning. They don't care how big or small the moment is—they just make it matter. Even when they had nothing, they still found ways to give, turning life itself into a gift. Maybe I'd forgotten why holidays were worth it. Maybe there's something to 'em after all.

DEMON

PURSUE WITH CAUTION

Demons are monsters that embody a single emotion or idea taken to its extreme. Forced to be fierce due to life in the underworld, anyone in their presence risks being swept up in their overpowering fervor.

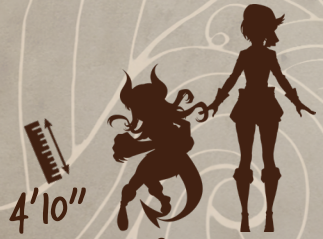
THE WAYWARD'S ADVICE

Drifters. Demons are nomadic by nature, seldom remaining in one place for long. They're often chased away by wary communities, but even when tolerated, they grow restless quickly. Their wanderlust is driven by the need to find new people to influence and manipulate, as they thrive on the novelty of altering fresh minds and reshaping beliefs. This constant movement leaves them detached from long-term relationships, as they rarely allow themselves to grow attached before moving on.

Feral Nature. Demons have little respect for societal norms or moral codes, especially when they interfere with the monster's core beliefs. They indulge in whatever vices bring them closer to what they're after, taking every opportunity to satisfy their desires. This disregard for rules makes them difficult to associate with unless a person shares their unrestrained mindset toward life.

Out From Under. Demons endure harsh lives in the underworld, where an unrelenting famine forces many to fight for the smallest scraps of food. As a result, all demons long to be randomly summoned by a mage's spell as a means of escaping their hellish existence. However, even when summoned, demons temporarily remain violent and combative, confused and driven by the internalized need for survival. Few mages understand the risks of summoning demons unprepared, often meeting an early demise as the monster refuses to serve them.

Varying Form. Every demon represents one dominant emotion or idea—such as rage, lust, creativity, or greed. Their physical forms mirror this aspect of their nature. For instance, a demon symbolizing wisdom might resemble a scholar in interests and experiences. Each demon's appearance serves to amplify the emotion or idea they personify, and their stereotypical interests.



4'10"

SMALL

PG.185



DEMON ICHOR

LIKES

CHAOS

NEW EXPERIENCES

EXPRESSION

DISLIKES

THE UNDERWORLD RULES

BEING CONTROLLED

WAYWARD AFFAIR REVIEW

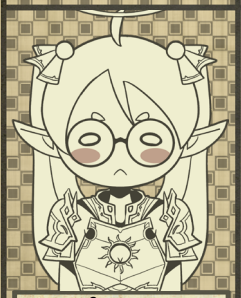
DEMONIC DIFFERENCES

DEMON!



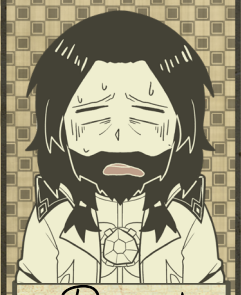
Silver

Okay. So. We summoned a few demons. Not because it was a good idea, but because I didn't want to go to the underworld. One tried to claw out Des's throat, one exploded a melon with their mind, and mine? Mine gaslit me into thinking I was the reason each of our dates kept ending so cruelly. They thrived off my rage and kept pushing my buttons. I've never screamed into a pillow so much. The worst part? They looked smug about it. They won. I am NEVER living this down.



Gwen

I've always been told demons are evil. Chaotic. Dangerous. And okay, some of that was true. But mine wasn't... bad? Just really into weird stuff. I followed them through defiled back alleys, underground art shows, this one odd mushroom fair—don't ask. They were passionate, curious, and had a really strange sense of humor. I didn't get half of it, but I still laughed. It was exhausting being dragged across town, but I miss their dorky smile and weird obsessive interests more than I expected.



Desmond

Reminded me of a family member I have. Always brooding, always drunk on his own despair. I tried to help—offered food, stories, company. Nothing worked. This one wasn't just sad. They embodied it. I don't think love's even in the cards for someone built to rot like this. You can care, but it won't save them. Best to let them sulk in peace. Some people wear pain like armor. This demon was a full set.

DEVIL DEALER

SAFE TO PURSUE

Devil dealers expect punctuality and thoroughness. They rarely grant themselves free time, having built the foundation of their being around an unending cycle of work.

THE WAYWARD'S ADVICE

Managers. Devil dealers serve as overseers of their devil ranks, structuring contracts, ordering workers, and ensuring everything runs according to underworld plans. Their existence revolves around work, day and night, leaving little room for personal indulgences. Anyone interested in courting a devil dealer must be prepared to work around this daunting routine or help free their schedule to grant the monster any moment of free time. While they claim to function best when busy, a brief break often reveals just how much exhaustion they refuse to acknowledge.

Strict and Punctual. Devil dealers are never truly off duty. Contracts, reports, and requests from lesser devils appear magically around them even when away from their desks. The constant barrage of work follows them everywhere, and taking personal leave can lead to criticism from both their superiors and subordinates. This social pressure compounds a devil dealer's struggles to make free time for others.

Tired. Devil dealers are tired around the clock. They never sleep and are always sipping on energy enhancing beverages. If the monster isn't properly boosted with some sort of stimulant, they'll become verbally cruel, lashing out at others for minor problems and issuing worryingly specific threats. Always approaching the monster with a freshly poured energy drink can make all the difference in keeping their temper in check.

Unchained. A thoroughly worn-out greater devil can sometimes be coaxed into taking a break, though such opportunities are rare. Non-fiendish visitors seldom enter the underworld, and scheduling time with a devil dealer without an appointment can be an art in itself. Once liberated from their duties, devil dealers are prone to overindulgence, neglecting responsibilities and throwing their carefully maintained workflow into chaos.



6'3"

MEDIUM



PG.185

DREAM FORM

LIKES

EFFICIENCY
ROUTINE
HIGH ENERGY

DISLIKES

EXHAUSTION
OVERWORKING
POOR PLANS

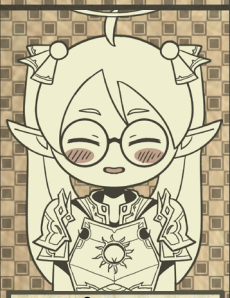
WAYWARD AFFAIR REVIEW

CONTRACTED CONTACT DEVIL DEALER!



Silver

I started playing some soft lute riffs near their mountain of paperwork, and BAM! They entered what I can only describe as demonic hyper-productivity. We cleared, like, a week's worth of documents in a single afternoon. They blinked, realized they had free time for once, and asked what I'd be down for. So I took 'em on an ice cream crawl! Was really cute seeing how cheerful they could be when work wasn't on the mind. They need way more vacations. Like fifty.



Gwen

I didn't want to be a distraction, so I mostly sat quietly while they worked, trying to look... professionally neutral? Eventually I started helping organize their soul contracts into little stacks. After that, they perked up, paused, and asked if I'd be down to order lunch. We never left their office, but was kind of sweet seeing how excited they got about a basic café sandwich. I guess if you fill the "helpful assistant" role well enough, they'll repay you with some treats and a bit of attention while chowing down.



Desmond

Got held up at the underworld gates, so I was five minutes late which seemed to piss the devil off. Didn't feel right asking them to unwind when I already cost 'em time. We did have a decent talk comparing how devils and warlocks manage magic. Past that, I kept quiet while they plowed through reports. Endless work, zero sleep, and piles of coffee cups? Someone help this devil take a nap.

DRAGON

PURSUE AT OWN RISK

Dragons greedily hoard lore, magic, and people through displays of dominance and superiority. A dragon's pride keeps them firmly rooted in inflexible relationships where the monster takes the spotlight.

THE WAYWARD'S ADVICE

Clingy. Once in a relationship, dragons become possessively attached, viewing their partner as part of their collection. Like any prized possession, a dragon becomes agitated if they aren't fully aware of their partner's whereabouts, preferring if their romantic interests stay as willing prisoner of love. Constantly keeping in touch is expected, and vanishing for too long without explanation may result in the monster taking drastic measures to keep close.

Elemental Energy. Dragons each wield a unique elemental power, like fire or lightning, which alters their anatomy and influences where they choose to settle. Though capable of living anywhere, older dragons accumulate too many belongings to make moving practical. The habitats they choose are also usually dangerous for weaker beings, such as fire dragons nesting inside volcanoes, or acid dragons lurking under the waters of corrosive swamps.

Hoarders. While all dragons are obsessed with gold and magic, each also has a specific niche collection they hoard with equal fervor. Dragons devote entire sections of their lairs to these collections and find anyone remotely curious about their hoards highly attractive. Sometimes these collections spiral out of control, and combined with a dragon's refusal to part with anything, residents of their lairs may find floor space increasingly limited.

Long-Lived. The oldest dragons possess unmatched intellect and strength, dampening their view of shorter-lived species. To earn a dragon's respect, a difficult goal would be to try and rival them in some aspect of their self-perceived superiority. Supernatural strength or an equal knowledge of the monster's favorite subjects can pique their interest enough to spark a connection. It's not often that a weaker being can compare to a dragon, making them a prized oddity in the monsters' eyes.



15'2"

MASSIVE



PG.212

TREATED SCALE

LIKES

WEALTH

COLLECTIONS

KNOWLEDGE

DISLIKES

SHARING

SACRIFICES

MOVING

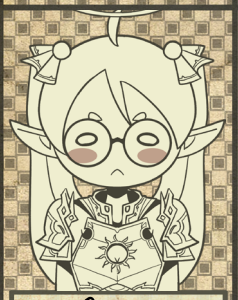
WAYWARD AFFAIR REVIEW

HOBBY ADDICTS DRAGON!



Silver

They lived inside a volcano filled with fragile pots and I STILL got invited in?? I barely stepped through the door before knocking over a vase and triggering a FULL-BODY inhale like they were about to incinerate me on the spot. Glad I took pottery classes at one point, and promised to make a new one! Their claywork was GORGEOUS. but I had to restrain myself. Wish I cared more about pottery history, because this dragon had it addictively on their mind all month.



Gwen

I figured I could hold a conversation about anything, but once I met this acid swamp dragon, I realized how narrow that anything really was. They were obsessed with occult texts. I wasn't. They'd monologue about their swamp's ancient curses, while I smiled and nodded through the noxious fumes. It was kind of endearing, actually—like they were desperate to keep me engaged even when I was clearly out of my depth. I respected their drive, but I needed air. And fewer bones making up my seat cushion.



Desmond

Still in their hoard. Two months deep. I meant to leave after one, but every time I tried, they'd yank out some lost artifact or ancient tablet they knew I'd lose sleep wanting to hear more about. The dragon's dingy, sure—but when your mate is a historian with a nest right by a buried civilization? That's my idea of paradise. Let the others come find me, I have ruins to explore with this stellar monster!



Layle

Dragons are powerful, passionate, overwhelming—and I wouldn't change a scale on them. They didn't just want me near—they needed it. This dragon had a wild collection of armor sets I'd never seen before. Sure, the lair was cramped, and I could tell they were constantly trying to segue conversations back to their hoard. Still, their passion was downright invigorating. Worth every burn, bruise, and boast.

DULLAHAN

PURSUE AT OWN RISK

Dullahan are monsters with a fierce love for noble steeds and exploration. They make excellent companions for long journeys, but by night, they unleash an uncontrollable bloodlust.



THE WAYWARD'S ADVICE

Night Terror. Dullahans are fallen warriors whose steeds died in battle before them. Intense despair from this loss is what reanimates their bodies, and memories of that fateful event haunt them constantly. By day, these memories flicker in their minds, but by nightfall, they possess the dullahans entirely, awakening a violent bloodlust that drives them to attack others until dawn. Avoid pushing dullahans to stay late, and always ensure they have time to sleep or bind themselves before night. Even the most controlled dullahan cannot suppress this urge forever.

Regrets. Dullahans carry a guilt for the suffering they may cause each night. They vow never to return to the scene of these tragedies, burdened by the weight of their actions. Reminding a dullahan of these past mistakes will fill them with grief, while acting too innocent may cause them to harshly judge themselves in comparison. Sharing flaws and shortcomings can help ease their guilt, but don't expect a dullahan to reciprocate by vocalizing any struggles of their own. Many prefer to suffer in silence, seeing their burden as something that shouldn't be shared.

Steeds. A dullahan's soul is linked to a steed they befriended before death. This connection grants the animal heightened intellect and immortality, as the dullahan remains undead as long as their steed lives. Even without this bond, dullahans hold their steeds in the highest regard, believing they deserve more love and care than the monster themselves.

Wanderlust. Every dullahan has a spirit of wanderlust. They rarely settle in one place for long, driven to travel the world ten times over before their soul finally fades. Though accustomed to solitary travel, dullahans make exceptional exploration companions thanks to their vast experience roaming unfamiliar lands. However, their relentless need to keep moving demands an equally mobile partner to keep up.



5'6"

MEDIUM



PG.183

COMPANION WHISTLE

LIKES

STEEDS

TRAVELING

STORIES

DISLIKES

NIGHTFALL

PERSECUTION

SOLITUDE

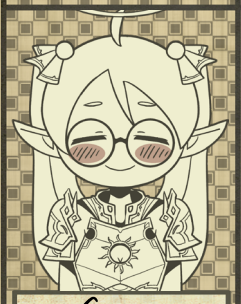
WAYWARD AFFAIR REVIEW

NIGHTLY TROUBLES DULLAHAN!



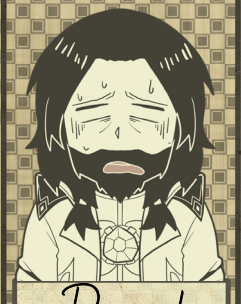
Silver

We met outside town and spent the afternoons trotting through leaf trails and sharing dumb ghost stories. But come sunset, they'd book it for the inn and vanish 'til morning. This rhythm was kinda weird, so I asked them to stay out longer. Guess the dullahan pushed it too close, because one evening they snapped and bolted. Next morning, no note, no goodbye - just hoofprints and a violent scene through the forest. Guess the night really stresses them out, huh?



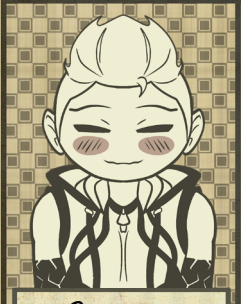
Gwen

They were oddly quiet at first, but opened up the second I complimented their horse. Turns out brushing its mane and feeding it fruit is apparently the fastest way into a dullahan's heart. We went to a group sleepover in town and everything was perfect... until they excused themself and power-walked out like they were being hunted. Now that I know about their nighttime bloodlust? It actually makes their early exits kind of sweet. They really were trying to protect us.



Desmond

We were drinking at one of my favorite seaside taverns when the sun dipped past the hills. No windows. No clocks. The dullahan lost it mid-laugh and turned into a whole damn whirlwind. Chairs snapped, drinks shattered, and someone got their coat stabbed to the wall. I'd wish they told me about their bloody curse, but I think we were already to drunk for them to have the forethought to say anything.



Conner

Our date was unforgettable—riding their stallion beneath the forest canopy, wind rushing past like a living current. Their tension eased when I showed care for their mount; the way they smiled told me they recognized sincerity. As night fell, the dullahan worried, but my magic's nullifying aura held their killer curse at bay just long enough for them to rest. They're strong, compassionate, and carry far more than they let on. A true ride-or-die, in every sense.



ELDTREE WASP

PURSUE AT OWN RISK

Eldtree bees aggressively nest in tree husks and calmly wait out poor flying conditions. Close-knit siblings confront threats together, and a loving invitation may be extended to visit their hive if green flags are raised.

THE WAYWARD'S ADVICE

Hive Homes. Eldtree wasps make their colonies in the husks of gigantic trees, growing their numbers to expand control of the area. Getting too close without a wasp as an escort will have the trespasser violently pursued, and living too close to their territory will have the monster naturally despising the locals.

Nest Invitation. Getting an invite into an eldtree wasp's nest is always a signature romantic gesture from an individual wasp. As the inside of the nest is vulnerable, the entire hive has agreed to put aside their worries to trust a person. Expect to be treated as a valued member of the hive in stark contrast to how these monsters treat almost everyone else. Though normally aggressive toward outsiders, a guest granted this privilege is given the same care and protection as the monsters' closest siblings.

Pacified States. Eldtree wasps that get caught outside after dark or in rain stay grounded until conditions improve, adopting a calmer, more timid demeanor. Wasps threatened during these moments may attempt to negotiate through poorly planned lies and fearful apologies as a last resort to avoid conflict. Genuine acts of kindness may spark an eldtree wasp's curiosity, prompting them to lower their guard and reveal a softer side.

Sibling Support. Wasps born around the same time see each other as siblings, grouping up to provide more catered support. They gossip together and share an unbreakable bond of trust. If a wasp becomes interested in an outsider, their closest siblings usually confront the stranger, withholding the usual hostility to ask intrusive questions. If impressed, the monster group may recruit the person to an honorary member, making plans and inviting them to hangouts as if they were lifelong friends. Being accepted by one wasp means being accepted by all, but rejection from one is also never forgiven by the rest.



PG.201


RAID HONEY

LIKES
AGGRESSION
SIBLINGS
HANGOUTS

DISLIKES
INTRUDERS
RAIN
NEIGHBORS

WAYWARD AFFAIR REVIEW

SEDUCING THE SWARM ELDTREE WASP!



Silver

I couldn't even get close without being chased across the whole countryside. It became a daily thing - approach a hive, get chased off, repeat. But at sunset, the swarm would just STOP, like someone hit a pause button. That's when I finally got to talk to one, and turns out? They were super chill... like, lunch break chill. Too bad it's hard finding bees out at night anyway, and I didn't make a big enough impression to stay in touch. Don't walk away without another date to hang out!



Gwen

I camped near their hive one night and spotted a few bees stumbling back home—grounded from the rain. I offered some warm tea, and we ended up chatting around my campfire. They were polite, but once they started bragging about roughing up a nearby village, I got nervous. One even asked if I'd ever be down to join in to help screw with the neighbors. I felt like I was in enemy territory, and while they didn't attack me, I couldn't ignore the red flags. Guess I'm just not cut out for hive loyalty tests.



Desmond

It's hard siding with bees after you've seen how pushy they can be. They talk a big game about loyalty and family, but I'm not about to cuddle up to monsters that talk down to everything that moves. It's odd that when they're not in a position to fight, they can have real conversations with people and make friends. You'd think they'd realize that could always be the case, but apparently not!



FAIRY

PURSUE WITH CAUTION

Don't let their size fool you! Fairies are energetic spirits capable of elaborate trickery and mischief. There are four seasonal variants, each with their own distinct hobbies and preferences in apparel.

THE WAYWARD'S ADVICE

Mischief. Fairies are naturally inclined toward playful troublemaking. They can't resist making snarky comments, showing off their status, or pulling pranks on unsuspecting individuals. It's rare to find a fairy without a handful of rivals, even within their own species. For anyone in a relationship with a fairy, these rivals will likely become theirs, too. Expect a constant barrage of tricks and teasing, especially once romance is involved. While a partnered fairy may tone down their antics toward people they care for, other fairies will go all out, spreading rumors, setting traps, and doing everything in their power to stir up drama.

Pride in Finery. A fairy's outfit and wings reflect the season they originate from with related colors and organic arrangements. They love to craft clothing from lightweight materials like spider silk, flowers, and furs that complement their wings. This passion for fashion serves as a creative outlet, a way to receive compliments from others, and a chance to provoke envy in other fairies. A poorly received outfit can devastate a fairy, while a compliment that notices a small quirk in their outfit, rather than simply approving of the whole thing, can send them into an ecstatic flutter.

Seasonal Spawnings. Fairies come into existence with the changing of the seasons, and disintegrate into powder near the season's end, giving them fleeting lifespans. Luckily, as long as they aren't killed by external forces, fairies will return the next year with all of their memories intact. Though many fairies embrace their seasonal nature, some struggle with the idea of vanishing, forming desperate attachments to people they meet before the cycle resets. A person who grows close to a fairy should be prepared for an emotional farewell, but know that when the season returns, so will their mischievous companion. Patience is key, and fairies are willing to make a whole year's worth of memories in one season's time.





LIKES
FASHION
PRANKS
COMPLIMENTS

DISLIKES
RIVALS
TACKINESS
BEING FORGOTTEN

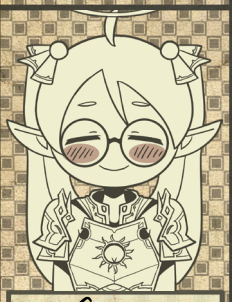
WAYWARD AFFAIR REVIEW

MISCHIEF MANAGED FAIRY!



Silver

The fairies were already giggling when I pulled out my lute - then I noticed the strings were CUT. They burst out laughing, I fumed, and from that point on we were locked in a full-blown prank war. They glitter-bombed my coat, I replaced their petal wine with sour tea. No one confessed to starting it, but we both knew. Romance? Nada. But if they wanted a season-long nemesis, they GOT one. My lute's still broken, by the way. Hope they choke on their rosewater macarons!!



Gwen

They dragged me aside to criticize my "battle-nightmare couture," then spun around and flaunted their petal gown like a runway model. I was annoyed... until I noticed the detailing. Their work was gorgeous. One compliment turned into ten, and next thing I knew, we were gathering supplies to design a bunch more. By the end of the week, they helped me make an outfit of my own—very impractical, but beautiful. Their grin when I tried it on was worth every pricked finger and pollen sneeze.



Desmond

Everything was swell 'til their little fairy rivals noticed me. Apparently I was giving this one fairy too much attention, so they scorched my boots with sunbeams and floated off all my gear with fairy dust. My fairy thought it was hilarious, and had no way to stop them. I like a bit of mischief, sure, but this felt like dating a noble in the middle of a feud. At least I was entertained!



Kayuri

Fairies make exciting company! Their fashion critiques remind me of my own inner monologue at fancy parties, and I really enjoy watching all the pranks they pull (and dodging the ones towards me)! There were definitely a couple cuties I wish I'd spent more time with, but they've been missing every since the last season changed. As rambunctious as they are, I felt like I really connected with them, and I still cherish some of their gifts as part of my outfit!

Fire Elemental

Pursue At Own Risk

Fire elementals are never without warm smiles and burning passions for arson. They're fueled by a love for others and often get caught up in heated romantic moments.

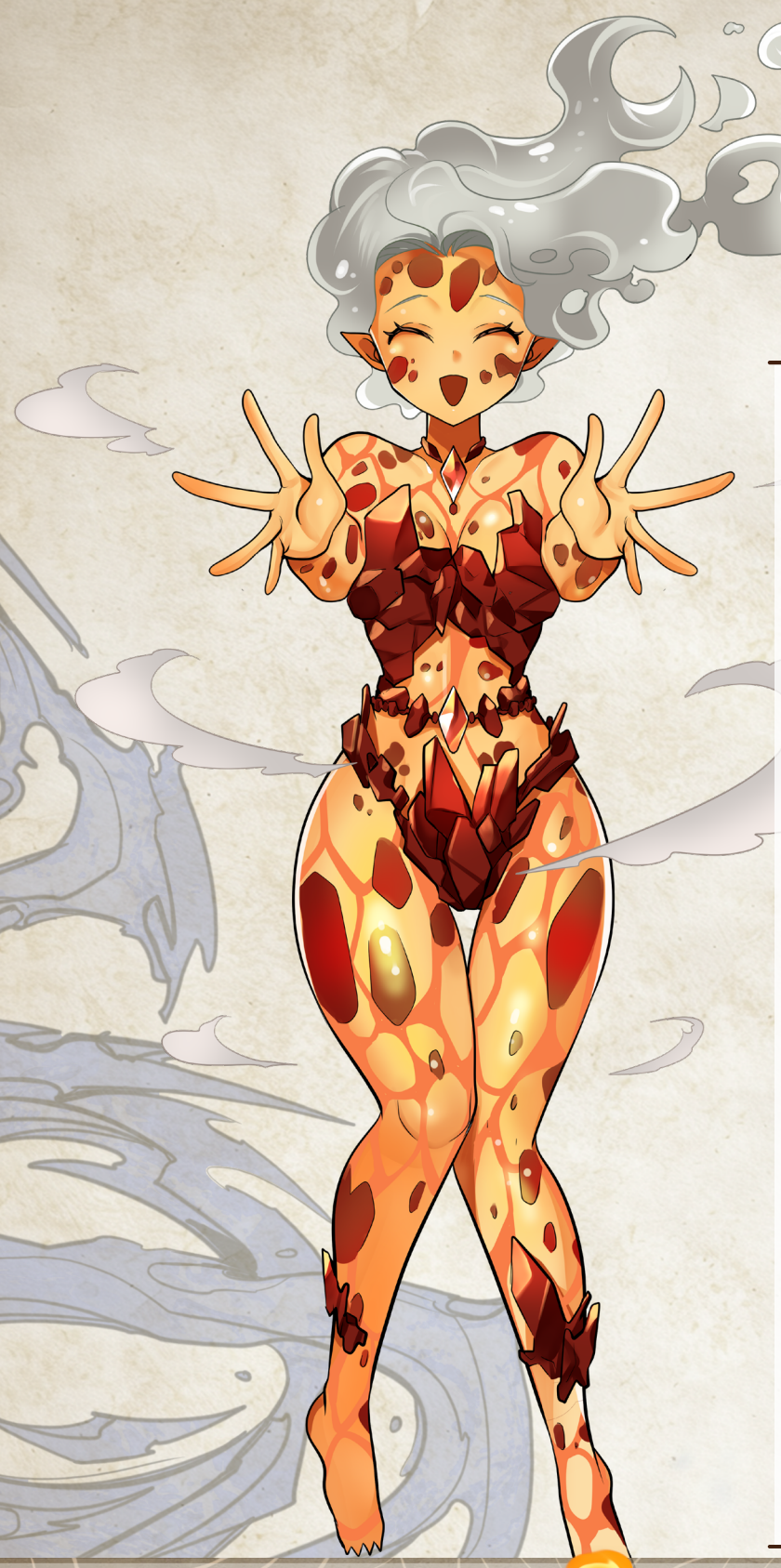
The Wayward's Advice

Forward. Fire elementals become fixated on the first person they see when spawned into being. The monster works to stay close and shower them with overwhelming love and support. If given the chance, they'll pour all their energy into claiming them, barely held back by the other's insistence on taking things slower. In public, fire elementals often see it as a challenge to boldly display their affection, sometimes ignoring boundaries for the thrill of it. These intense urges frequently lead to fractures or breakups, leaving many fire elementals abandoned and poorly versed in navigating relationships with other species.

Heated Up. Fire elementals are born from massive outbursts of uncontrolled flames. Once spawned, a fire elemental bursts to life in an overheated state, sparking with overwhelming energy and unknowingly scorching others with their fiery embraces. The monster remains dangerously physical until they manage to cool down.

Love Flares. The first few months with a fire elemental are always an emotional fireworks show. If love wasn't reciprocated equally both ways during that time, however, the monster's passion will then flicker out for whoever they were trying to be with. Once their passion dies, no amount of rekindling can reignite their affection for that person. Even the most devoted partner will find themselves treated with cold indifference the moment an elemental decides they're no longer worth burning for.

Pushy. While fire elementals may initially follow rules if instructed not to do something, they'll gradually push until the boundaries are broken. Asking a fire elemental to restrain themselves forever is futile. If possible, temporarily dropping rules to let a fire elemental act freely after a few weeks of obedience is the best practice, allowing for more controlled interactions.





5'10"

MEDIUM

PG.189

FLAME BUDDY

LIKES

BURNING

PASSION

PHYSICALITY

DISLIKES

RESTRAINT

SLOW LOVE

WATER

WAYWARD AFFAIR REVIEW

THINGS ARE HEATING UP FIRE ELEMENTAL!



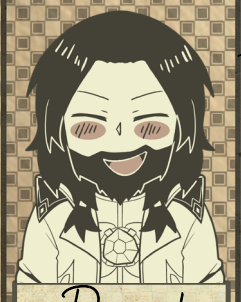
Silver

Thought it'd be fun to do some barbecuing together! Wasn't prepared for how excited the elemental would be though, because they flash-roasted every piece of meat to cinders. I was agitated, and even after ruining dinner they were still trying to make out with me. I'm all for fiery love, but they weren't only scorching hot, but CLINGY. Had to steer the heat into a bonfire instead, which they loved. Not a bad day, just... maybe next time don't try to fry off your date's face?



Gwen

It started sweet—sparks in their hair, warm hands, bold compliments—but things escalated fast. They'd tug on my arm every five seconds, loudly calling me their "divine muse" in front of total strangers. And when it rained? Our tent caught fire, cabins were too flammable, and we ended up sheltering in a moldy cave. They kept whispering how romantic it was. I just wanted to sleep without thinking I'd wake up crispy. Passion's great, but maybe dial it down from wildfire to candlelight.



Desmond

Brought fire resistance potions. You're welcome. While the others got toasted, I had a blast lounging by campfires, flirting, and being adored like royalty. They were clingy, yeah, but kind in a way I didn't expect. So long as you can handle a little heat, constant compliments, zero personal space, and the occasional scorched shirt—you'll be golden.

FLUMF

SAFE TO PURSUE

Flumfs are empathetic monsters that are deeply sensitive to emotional states. They form their strongest bonds with individuals they connect with mentally and are prone to panic in distressing environments.

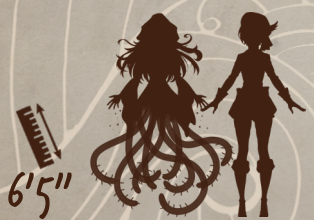
THE WAYWARD'S ADVICE

Empathic Echoes. Flumfs serve as the universe's listeners, constantly attuned to the emotional frequencies of others. The color of their bodies shifts through a soothing array of hues as they respond to kindness, sorrow, and frustration. The monster mirrors the emotions of others nearby, making every interaction as passionate as the feelings constantly harbored around them. For this reason, flumfs are drawn to compassionate individuals who can help them manage the constant flood of emotions they absorb.

Serenity Alarm. Flumfs are quick to respond to conflict and negative emotions. Their colors shift to red when they sense hostility, visibly disturbed by the tension. Rather than confronting these problems, flumfs seek out other species to vent their concerns with. If the conflict arose from a partner, the monster may instead distance themselves from that relationship and gravitate toward people who are willing to help console them.

Whispering Heart. Flumfs communicate through subtle gestures and telepathic whispers, preferring to communicate with one person at a time. These intimate conversations often transform into an emotional attachment where the monster's reliance in one person blossoms into a form of love. While they enjoy socializing, a flumf's true devotion is reserved for the person who understands them best.

Wicked Safety. Flumf communities often congregate close together, but unfortunately reside in areas packed with stress and trauma. Many flumf grow up scarred, developing panic attacks that flare in similar environments. Be prepared to help them calm down, avoid their traumatized past, and provide comfort and protection. The right person will become their sanctuary, offering a sense of safety no other place can provide.



6'5"

MEDIUM (LONG)



PG.180

BOTTLED ANGER

LIKES

BEST FRIENDS
TRANQUILITY
CONSOLATION

DISLIKES

EVIL
MISCHIEF
STRESS

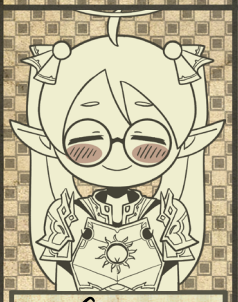
WAYWARD AFFAIR REVIEW

ANXIOUSLY ATTACHED FLUMF!



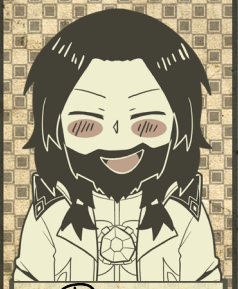
Silver

We spoke straight into each other's heads, which was fine until I kept saying stupid embarrassing things in my head and forgot they could hear it all!! They stuck to me like a squishy emotional barnacle, and every day they'd feel obligated to tell me some new painful backstory lore I wasn't really equipped to console them through. These monsters have obviously gone through a lot, but they might be a bit... unstable. Maybe if you're down to play as a therapist it could work out!



Gwen

I swear, I've never met a monster more emotionally in sync. They'd change color every time I shifted moods, and somehow knew exactly when I needed to talk or needed quiet. It's wild how fast they trusted me to hear their troubles, but I was always down to listen! I'd read aloud, they'd hum their approval telepathically, and we'd fall asleep bundled together on our cave blanket. I knew I was getting attached when I caught myself pre-color coding my outfits to match my own mood, which they copied in tandem!



Desmond

I stuck by them as their colors bounced between panic and grief. I've fought off monsters easier than calming a flumf mid-meltdown, but gladly managed. They trusted me, which meant more than they knew. It was a long month of soothing fears, dodging panic attacks, and swapping painful stories at night. Happy to see that the one I was with became way more confidant by the end of the month!



Azanok

On my travels, I met a family of flumfs searching for a new home. With my training, telepathy came naturally, and there was one I connected with the most—both of us quiet, thoughtful, and more comfortable listening than speaking. I took it upon myself to leave them somewhere safe, but when they sensed the sadness I was hiding as we parted ways, chose to stay by my side. Now, we're an inseparable pair, and I've never been happier.



FOBIA

PURSUE AT OWN RISK

A fobia's presence fills nearby people with horror. Only the most heroic individuals can resist trembling in their presence, and even fewer approve of the monster's natural need to cause dread.

THE WAYWARD'S ADVICE

Facing Fears. Although fobias often spread and spectate terror, they desire to see others conquer it. To aid in this, their approach involves forcing others to confront their deepest nightmares headfirst, a process that can be both traumatic and transformative. People who withstand these ordeals and emerge stronger gain the unyielding respect of a fobia. Even outside these trials, a fobia respects headstrong individuals who navigate life without succumbing to irrationalities, seeing critical thinking and resilience as the foundation of meaningful companionship.

Fear Caller. Fobias are long-lived monsters who feed off the energy generated by waves of terror. Before battles with legendary villain, a fobia might appear to witness the confrontation, silently acknowledging the hardship faced by heroes. Many view these monsters negatively, as fobia observe the suffering of others as if it were entertainment. However, for a person enduring terror, the presence of a fobia can be validating for acknowledging the struggle.

Lustful Terror. Fobia feed on the mental anguish of others to survive. At times, fobias may attempt to persuade others into joining their act of terrorizing, creating a duo that lives to cause fear. For a person who sees the sanity of others as expendable, tagging along can be a wickedly fun way to engage with the monster.

Shifting Form. A fobia takes one of three forms: the embodiment of a person's greatest fears, a formless shadow, or a humanoid figure cloaked in darkness. They shift between these forms to frighten, observe, or socialize. If a darkly clad figure approaches after someone escapes a terrifying ordeal, it's likely a fobia eager to connect. Deepening their bond with a person allows the monster to sense that individual's aura and supernaturally return to watch when terror strikes them again.



17'3" MEDIUM (LONG)

PG.196



NIGHTMARE FUEL

LIKES

FEAR
BRAVERY
TEAMWORK

DISLIKES

IRRATIONALITIES
CRY BABIES
SOFTIES

WAYWARD AFFAIR REVIEW

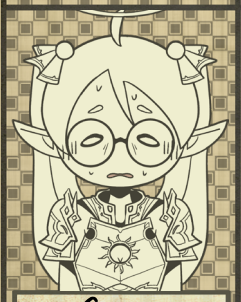
FESTIVAL OF FRIGHTS

FOBIA!



Silver

A festival devoted to spooks and scares had a fobia arrive to take part! Standing around them sent chills down my spine, and it was plenty fun to watch them haunt others in the 'face your fear' rooms scattered around the park. I teamed up to help freak people out, but everyone was way less scared of me... The fobia was impressed how fearless I was, and fell for me immediately. Most of my bravery comes from unawareness though, but I appreciated the compliments!



Gwen

I've had more confrontations with the fobia than anyone else at this festival. Family drama and the fact that these monsters can recreate your worst nightmares had me paralyzed with fear all day. Watching from the sidelines, Silver engaged with them like they had nothing to lose. I wish I was that confidant in myself, and I think the fobias at the event were wishing that, too. I never had enough courage to talk with any of them, but they had PLENTY of fun chasing me down to freak me out...



Desmond

I've always kind of hated fobias because they've had a weird habit of appearing just to watch the scariest moments in my life. I've gotten over a lot of fears over the years though, and the fobia that used to spectate came by to congratulate me. We'd later laugh a ton together whenever I'd conjure up a bit of thunder to scare children at the fear festival!

Folklore oni

Pursue with Caution

Oni are monsters born from folklore, with their natures shaped by the stories strung for them. These tales are etched into the tattoos oni bear, defining their individual personalities and behaviors.

The Wayward's Advice

Future Freedom. Despite the variety of stories that summon them, every oni is depicted as a monster of immense strength and mastery over heavy weapons. These traits often lead to recurring themes of oni intimidating the public and retreating from society. While a story may guide an oni's actions and future, they aren't all-encompassing. Once an oni has played out their entire story, they become free from the narrative and can function without so much predictability.

Legend Spawn. Oni dwell within the underworld, and are summoned to other planes when new stories about oni become popular. To do so, the majority of a local community must be aware of the story, causing an oni to appear that resembles the written monster in both appearance, personality, and goals. While people could theoretically craft a story to summon an oni that aligns with their romantic preferences, convincing a community to adopt such a tale would be a feat of social engineering. Most daters would find it easier to learn pre-existing legends to form a connection with an already present oni, unless the pursuit of a perfect companion has become an all-consuming desire.

Tattoo Traits. An oni's personality, behaviors, and hobbies vary widely based on the specific stories they're featured in. If a popular tale portrays an oni as lonely and miserable, that oni will emerge from the underworld to perfectly embody the sorrow. Although a daunting task, knowing every oni legend can help a person respond appropriately to how each of them uniquely function. Do they mellow out through the help of a hero? Are they doomed to kill the person they love? Figure this out early before getting too invested. While oni may deviate from their roles slightly, no amount of pressure can completely rewrite their destiny before the story has fully played out.



PG.192



Likes
- Strength
- Tattoos
- Storytellers

Dislikes
- Assumptions
- Bad Endings
- Plot Holes

WAYWARD AFFAIR REVIEW

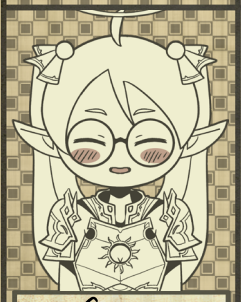
FICTION MADE REALITY

ONI!



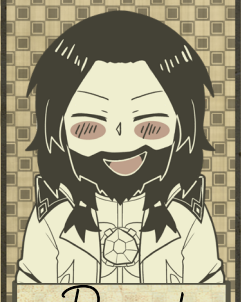
Silver

There's this old song about a lonely blue oni that would scare people off that I LOVED as a kid. So obviously I booked it to the spot and they were real! Bet they thought I was gonna make fun of em or something, but their story mentioned fried fish being their favorite food, and they quickly changed face when I shared some! Super nice having a reference book for how to treat an oni well. If that's how helpful our monster reviews are for all of you, then glad to have helped!



Gwen

Legends about this oni contradicted each other so wildly I had no idea what I was walking into. One tale had them as a raging brute, another as a gentle outcast. Turned out, both were technically true—there were two oni with the same base story, but they split when people started telling it differently. The one I found was a quiet, thoughtful type who'd garden and study (my preferred type thankfully!). I'm sure I'd be singing a completely different story if I got the loose cannon version, though...



Desmond

People in my old self-defense class joked our instructor was an oni. Big, loud, could lift a carriage. Guess the rumor stuck, 'cause now there's an oni here who looks just like them. We sparred, argued over technique, and made up over drinks. If you've ever dreamed about a musclebound monster who can slam you into the dirt and call it love—yeah. This one's for you.



Lawsae

They seemed perfect—tall, strong, and exactly my type. We hit it off right away, like the swing of their kanabō. Everything was amazing... at first. Kinda regret never reading to the end of their folklore story. Turns out they became an oni because of overwhelming jealousy. I thought I could handle it, but they started lashing out at anyone I so much as talked to. When things got aggressive, I had to bail. Maybe the next oni I meet will have a story that ends on a better note.

FROST GIANT

PURSUE WITH CAUTION

Frost giants are unparalleled warriors. They believe that strength determines worth, but still value anyone who displays the spirit of a fighter regardless of their size or physical power.

THE WAYWARD'S ADVICE

Defenders. Frost giants offer protection to other species who dwell within their frozen territories. They love foreign food from outside the region, risking their lives for others who promise a special meal in return. The best way to befriend a frost giant is by finding one during patrols and offering snacks for their diligent work. A person who consistently shares their meals will quickly become a favorite, as frost giants bond deeply while eating together.

Frostborne. A frost giant's hair is composed of tiny interlocking snowflakes, and their bodies are colder than ice. Most people won't be able to physically touch a frost giant because of the temperature difference, causing many to get stuck to the monster in embarrassing ways. Keeping a few layers of clothing between oneself and the monster prevents these mishaps, though some giants take amusement in watching people struggle to free themselves.

Judgment. Once a relationship with a frost giant is set, the best way to enjoy time with them is through exercise. Strength and stamina training are at the forefront of frost giant fun, and flexing flared muscles after an intense workout is the pinnacle of attractiveness for them. High-energy activities are a part of the monster's day-to-day life, and having a partner to enjoy the pump with is ideal. Even if a person lacks the raw power of a frost giant, demonstrating endurance and perseverance is enough to earn their admiration.

Mighty Following. Frost giants take on trials to prove their strength. These often involve encounters with white dragons, the natural rivals of frost giants, culminating in fierce battles or daring raids. Many choose to take on a trial to be seen as more desirable for a relationship, and non-frost giants who succeed are immediately raised to the physical reputation of these monsters. Even among frost giants, the drive to prove oneself never fades.





LIKES
TRIALS
NEW FLAVORS
STRENGTH

DISLIKES
WEAKNESS
COWARDICE
DRAGONS

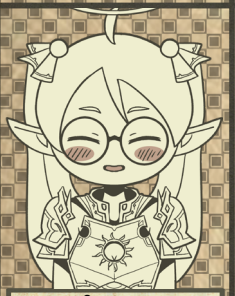
WAYWARD AFFAIR REVIEW

GIANT TEST TO PASS
FROST GIANT



Silver

Thank GOD I didn't have to waste half the month trekking to a dragon's lair... there was a frost giant looking to head up there, too. They thought it was sad that I was struggling to scale the mountain and chose had to help out. But guess what?!? I knew the white dragon we were visiting and pulled some strings to make it seem like I defeated them out without lifting a finger! To say the giant was impressed is an understatement, and they happily carried me back down after!



Gwen

My halo kept me nice and toasty, which made it easy to stay by the mountainside after dark with the giant. It was tough work, but we built a HUGE igloo and hid inside together. After that I learned giants preferred people who get into trouble with dragons, which I wasn't all about. Sure, they only considered me a friend, but I was fine with that if picking dragon fights was the only answer. Riding on their shoulder got us places quick, and we easily made time to watch Silver's battle with a white dragon from afar!



Desmond

I hate the cold. It slows me down and runs my nose. Getting close to the giant made things even worse. Watching their wrestling matches at their tribe was pretty fun, but I wasn't gonna risk my limbs participating just to get everyone watching to admire me. One slamdown and I'd be a goner until Gwen came back! They all had a fierce family dynamic that I enjoyed being a part of, though.

FROG

SAFE TO PURSUE

Frogs follow an orderly routine that balances business with relaxation. They struggle to show emotions besides worry or disappointment, and focus heavily on what's directly in front of them.



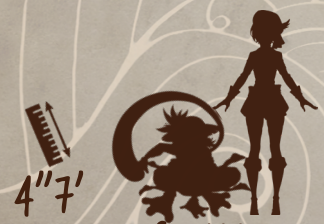
THE WAYWARD'S ADVICE

Negativity. Frogs can recognize and feel emotions like fear and joy but are unable to express anything beyond negativity. To the average observer, frogs often appear hard to please or perpetually uncomfortable. Many frogs experienced in social situations will explicitly state their emotions to prevent people from assuming they're unimpressed. However, other frogs may expect people to intuit their feelings, becoming frustrated if misunderstood.

Relaxation. Frogs become very social as the sun begins to set. Many group up around familiar locations known only to other local frogs and chat the night away about the day's events. As these conversations can easily get stale on days where not much occurs, frogs appreciate when their friends get into relationships. Expect every frog to jump for joy when a new trusted member begins to hang out, as they'll all excitedly tune in to every story and piece of juicy gossip the new person has to share.

Routine. Repetition provides comfort to frogs, and any disruption to their routine can deeply unsettle them. They're punctual, and expect that others will be as well. Observing a frog's daily routine and planning around their usual relaxation times works consistently enough to be a wise idea. Even so, a frog values being able to wind down, and filling their break times with too many activities may overwhelm them. Overextending a frog's social energy can lead them to associate a person with exhaustion.

Visible Logic. A frog's mindset is deeply influenced by what they can directly see in the moment. Conversation topics tied to their immediate surroundings, like discussing the ocean while at the beach, keep a frog more engaged. The further a conversation drifts from any related nearby visuals, the foggier a frog's comprehension becomes, making it harder for them to stay connected.





LIKES
ROUTINE
RELAXING
VISUALS

DISLIKES
RESCHEDULING
DISTRACTIONS
SURPRISES

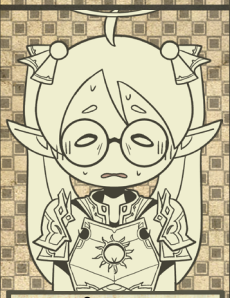
WAYWARD AFFAIR REVIEW

PONDSIDE CHILLING FROG!



Silver

I'd always laugh so hard whenever they'd turn their head completely to face me whenever I'd speak, or how deadpan they'd deliver jokes. With enough time with people like Desmond, it felt right at home interacting with a frog's thousand yard stare. Always fun trying to figure out how they're feeling, and I think the frog appreciated how easy it was for me to pick up on it. We kept things chill, and them trusting me to hangout with their other frog friends was a treat!



Gwen

ALRIGHT SO THIS REVIEW IS JUST ME VENTING OKAY? So they're just sooooo tough to talk to. There's no way to ever know how they're feeling about anything. I tried, I swear I tried to figure out what I could do to appease them, but nothing was enough. Sometimes we hung out by the water and caught up on some reading, but none of my icebreakers seemed to interest them. By night they'd go to get some errands done and I'd be disinterested in ruining my sleep schedule to tag along.



Desmond

A lot of the activities we'd get into were mostly a quiet vibe. The frog didn't really seem like the type who'd enjoy socializing at any taverns, so I tried to plan a bunch of different activities to find what'd interest 'em. By our third night out though, they refused to come with, and stubbornly soaked in their pond. We barely hung out after that, and even when we did, the frog would never have energy.



GAMBLER

PURSUE AT OWN RISK

Gamblers love the constant thrill of the unknown. They value companions who can match their risky nature, placing stakes on a love that promises excitement, spontaneity, and anything but the ordinary.

THE WAYWARD'S ADVICE

Eternal Gamble. A gambler's path is one few can follow. They aren't just looking for a partner; they're seeking someone willing to bet it all on the wild possibilities of life. When a gambler takes an interest in someone, they'll swiftly pull them into a world where every moment is a wager. Together, they could experience the highest of highs or the lowest of lows, and the thrill of it all is the ultimate prize. A person who can't embrace uncertainty will struggle to hold their attention for long.

Luck's Offspring. All gamblers were once human, turning into the monster after taking an absurd risk that altered their future forever. Some gamblers continue to chase similar life-altering experiences, gradually abandoning the lives and outlooks they once held as humans. Over time, they become less attached to who they were, fully embracing their new identity and a philosophy that life is nothing more than a grand game of chance.

Risky Romance. Gamblers embody the thrill of high stakes and the adrenaline rush of uncertainty. This carries over into their romantic lives, which are filled with twists and surprises that could overwhelm anyone unprepared for the intensity. For people drawn to a gambler, routine and stability are deal-breakers, as these monsters find excitement in risk. Their ideal partner is someone who shares a passion for the unpredictable and is willing to gamble their future on a love that refuses to follow a plan.

Vagabond Hearts. Gamblers are driven by an insatiable wanderlust. When free to do so, they'll head off on improvised trips, constantly seeking the next big adventure or risk that will ignite new passion. For people who fall for a gambler, life becomes a whirlwind of travel, sudden decisions, and bold leaps into the unknown. While this can be exhilarating, it also means relationships with gamblers lack security.



5'6"

MEDIUM



PG.181

CHECKERED COIN

LIKES

SPONTANEITY
HIGH STAKES
THE UNKNOWN

DISLIKES

PREDICTABILITY
ASSURANCE
PRACTICALITY

WAYWARD AFFAIR REVIEW

BETTING ON LOVE GAMBLER!



Silver

Every day being a new weird risky adventure was SUPER fun! Sometimes we'd get drunk and bet on if we could find our way homes. Other times it'd be a simple coin flip to see who'd have to do chores or pay for dinner. Safety is boring, and I'm glad both me and this gambler could agree on that! Everything was great until we visited a casino, where they may have encouraged me to bet some of the group's travel funds... I won it back though!!! But coulda been bad..



Gwen

Fun little inconsequential things like playing rock paper scissors to see who'd get to choose our dinner order would be fun and all, but not when the stakes of losing became jumping into freezing lakes! They have an insane love for risk taking, and I had to squirm out of situations or go back on bad odds just to avoid doing stupidly reckless stuff. I'm sure the gambler hated that I wouldn't go through with bets, and thankfully bailed on me before these chance games became killer.



Desmond

Risk-taking got the gambler this far, so who am I to say it's wrong to bet your life away on the daily? I played along, and dipped whenever things got stupidly dangerous. We never got super close because of that, but it was fun tagging along for some wilder adventures with a monster that respected boundaries! Sure, they'd wish I'd go all in, but I value life a little differently than them.

GARGOYLE

PURSUE WITH CAUTION

Gargoyles are a mischievous species, delighting in quick scares. They maintain the upkeep of historical ruins, all while constantly fretting over the deterioration of their crumbling stone bodies.

THE WAYWARD'S ADVICE

Crumbling. The stone composing a gargoyle's body has aged and become fragile. Rough contact may cause fractures and breakages that can never be fully repaired. To avoid destruction, gargoyles steer clear of intense physicality and take extra caution in hazardous areas. Even a small chip can leave them deeply self-conscious, driving them into isolation out of disgust for their own deterioration. Offering reassurance during these moments can help them recover faster, reminding them that a person's love extends beyond their appearance.

Dulling Evil. Originally forged as malevolent warriors for a planar war, gargoyles once embodied evil. Over centuries, their malevolence has dulled into a mere desire for mischief and fleeting thrills. While some still retain a cruel streak, their torment is often limited to simple, predictable pranks and cheap frights. They derive amusement from these harmless antics, finding satisfaction in brief moments of discomfort from mortals. A person who takes their tricks in stride will quickly earn their respect.

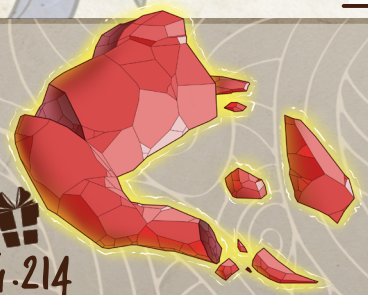
Ruin Custodians. Many gargoyles make their homes in dilapidated castles or crumbling manors. Over time, they begin to see themselves as caretakers of these ruins, working diligently to maintain and restore the structures they inhabit. Gargoyles are more than willing to share their homes with others but won't stand for further damage to the property.

Statue-Like. Gargoyles resemble stone statues so convincingly that, when still, they're often mistaken as part of the architecture of an area. They take advantage of this, springing to life suddenly to startle passersby. Gargoyles are also vain monsters who pause their antics to strike majestic poses for admiration. They adore compliments from unsuspecting people, but despise anyone who acknowledges damage to their body.



6'3"

MEDIUM



PG.214

UNSTABLE RUBBLE

LIKES

JUMPSCARES

RUINS

ADMIRATION

DISLIKES

NEGLECT

VANDALISM

IMPERFECTIONS

WAYWARD AFFAIR REVIEW

PRESERVING CRUMBLING LOVE GARGOYLE!



Silver

They spooked me half to death when we first met! Overall though, the gargoyle was still waaay more charming than frighting. We toured through their castle and tidied up where we could, all while they'd try to jump scare me whenever I'd turn my back. I found it cute, but it looked like they wanted a more horrified reaction, so I played up the torment! Although they never stopped messing with me, it was always playful and never went overboard.



Gwen

That was an absolute nightmare... Even after our first week together, they were still obsessing over ways to mess with me. At one point they asked that I join them to clean up late at night around their manor, only for them to lock me out and jump scare me dozens of times until the crack of dawn. It's not funny — I don't even know how it's still funny for them. I've tried to bring up my concerns but I don't think they're physically capable of understanding how I feel. We're just incompatible and I'm perfectly fine with that.



Desmond

The stone on their body looked just as withered as the ruins we met in. They were also missing an arm and seemed pretty self-conscious. Couldn't stand to see them lower their self worth over it, so I tried to help them stop overthinking how I'd feel about their appearance. Over the month, they cheered up, and I finally got to enjoy all the cheeky scare tactics these monsters are known for!

GENIE

PURSUE WITH CAUTION

Genies are tricksters who revel in the folly of people who fall for their glamorous influence. Despite living opulent lives, they unknowingly yearn for the simplicity of a more modest existence.

THE WAYWARD'S ADVICE

Ornate Palaces. Most available genies reside in elaborate palaces of their own creation. Genies possess a godly level of control over their palaces, keeping them filled with decadent luxuries and wild parties. Each palace exists within a genie's magic lamp, allowing them to transport others into their world at will. Being invited to one of their house parties is a crucial step to befriending a genie—but even more so is finding a lamp housing a genie in the first place.

Simple Pleasures. Despite their lofty nature, genies can be surprisingly drawn to the simplicity of everyday pleasures. Enjoying a home-cooked meal or taking a quiet walk can dramatically shift a genie's outlook on life. This newfound appreciation for modesty leads many genies to leave behind their palaces and live among common folk, abandoning their powers in favor of simpler, more fulfilling lives. Regardless, anyone who's able to encourage a genie out of their lamp is assured their partnership.

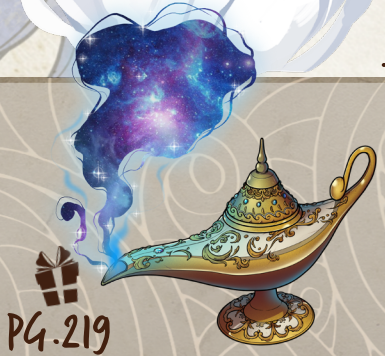
Supreme. Genies are the strongest known mortal beings, but their powers outside of their flasks can only be used to provide for others in the form of wishes. This limitation is widely known, leading many to approach them with selfish desires. However, genies see blind devotion and wish-chasing as a form of greed, often rejecting those who seek them out for personal gain. In contrast, they're drawn to people who pay them little attention or who are working toward their goals without relying on miracles.

Willing Wishes. Many are eager to serve genies in exchange for lavish rewards or the chance to have their wishes granted. Though genies can indeed grant wishes for others, they love to twist the wording and intent, often granting embarrassing or useless versions of what was asked. True, unaltered wishes are rare and only given to people who've formed a deep, long-lasting bond with the monster.



8'8"

LARGE



PG.219

WISHING LAMP

LIKES

- OTHER'S FOLLY
- EXTRAVAGANCE
- SIMPLICITY

DISLIKES

- BLIND FOLLOWERS
- BLANDNESS
- EXPECTATIONS

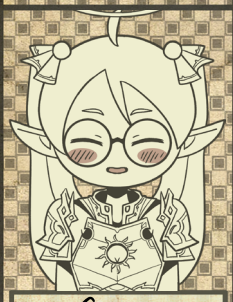
WAYWARD AFFAIR REVIEW

NOT ABOUT THE WISHES GENIE!



Silver

We caught wind of a genie visiting and snagged invitations to their party! I got to orchestrate the music, and all the performers were given a wish as payment! I got drunk and wasted mine asking to grab more drinks with the genie... I guess people don't normally wish for stupid stuff, because the genie couldn't believe it. Later learned that everyone else had their wishes screwed with, but I still got to drink and flirt with the host during the after-party. Guess being humble paid off!



Gwen

Genie palace parties are enough to overload anyone. Silver and Des were working all day trying and snag a wish, and I was in the garden trying to avoid blowing up from anxiety. Probably hoping for a good review, the genie pulled me over. I asked to leave instead, which I guess confused them. They tagged along outside the lamp to see what else could be better out there, and wound up falling in love with my quiet little way of life. Didn't think someone could leave such a rich life behind, but I'm not complaining.



Desmond

Being part of the palace workforce wasn't that fun, but the goal was to claim the genie's favor by the end of the night. I mixed the best drinks of my life, and all the workers got gifted a wish by the genie. Felt like a spit to the face watching everyone's wish get monkey's pawed. Not too thrilled to pine for a monster who'd treat their own staff like that. Pay them in coin next time if the reward is fake!



Jericho

It's hard for the genie to conjure up drinks when they've barely tasted anything from the real world. That's how I ended up their personal mixologist—brewing wild, experimental cocktails that had them falling for me before the second round. Guess it got them curious of what other brews could be found back on the material plane, so we spent plenty of nights clubbing outside their flask. Was worried this would be a one time thing, but the genie stuck around!



GHOST

PURSUE AT OWN RISK

Ghosts are tragically tormented by their past, bound to the mortal world, and destined to fall for heroes that vow to aid them. Unfinished business keeps ghosts tethered to reality while they search for meaning.

THE WAYWARD'S ADVICE

Haunting Heartache. From time to time, ghosts are overwhelmed by memories of their life, compelled to reenact their past in poignant and sorrowful displays. Many become bound to the mortal world due to unresolved business, with their most common shackle being having never been loved. While aiding a ghost in their lingering issues can free them from their struggle, doing so also severs their ties to the mortal world. For people involved with a ghost, this can mean their relationship is destined to be fleeting—leaving some conflicted about whether to let the ghost find peace or hold onto them a little longer. No matter the choice, loss is inevitable.

Possession. Ghosts are incorporeal, making physical contact impossible. Their ethereal beauty can be admired but never felt, leaving people longing for a partner to hold unsatisfied. Ghosts filled with rage may become briefly tangible, but these moments are fleeting and often accompanied by fits of violent unrest. Ghosts also can't stray far from their original place of death without a physical form. To solve this, the monster can possess a person and take control of their physical body. Both the possessed and the ghost can feel the same senses, allowing the ghost to travel and experience the world again. However, possession is an intimate act of complete trust—once a ghost takes hold, they can choose to stay in control forever, or until clerical intervention occurs.

Whispered Secrets. Ghosts are very particular about the physical items kept around their haunting grounds. As many ghosts linger in areas of significance to them, it's easy to upset the monster by meddling with their belongings or discussing topics they find distasteful. Reaching out to a ghost's surviving family members may help uncover details about their attachments, likes, and dislikes. A ghost will only make themselves fully visible when deeply appeased or enraged—one reaction is far safer than the other.



5'6"

MEDIUM



PG.194

LOST MEMORIAM

LIKES

FAMILIARITY

VISITORS

MEMORIES

DISLIKES

DISRUPTIONS

OLD WOUNDS

DISRESPECT

WAYWARD AFFAIR REVIEW

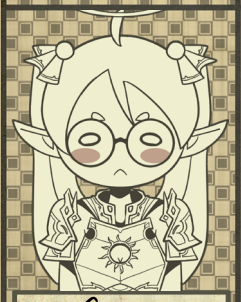
HAUNTING OUR HEARTS

GHOST!



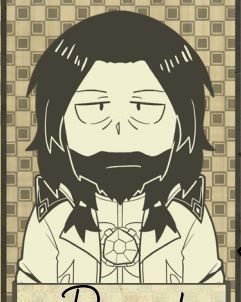
Silver

How did I get with the only ghost in the entire manor that found me annoying?!? I tried to bring some life back to their dead world with a bunch of energy and interacting with all the cool stuff in their old rooms. It wasn't until after I left that they immediately departed for the afterlife. I can only imagine they were just after peace and quiet, and me apparently annoying them that much was a reminder to how bad it could actually be. Um... glad I could help?



Gwen

Lots of the monsters we reviewed this month had been pretty feisty or physical, so ghosts were a nice change of pace. We had fun running down memory lane together and exploring their old home! Multiple times every day they'd break out in tears wishing they were still alive... Although the ghost made great company, it was sooo hard seeing them this hurt. By the end of the second week I helped relax their grip and clerically passed them to the realm beyond. Maybe in the afterlife we can get back together!



Desmond

It felt weird being the only one who could eat a meal or relax on a sofa, but they seemed to get pleasure just by seeing me enjoy things. You really gotta watch where you step, though—asking before you do anything around their haunting grounds is mandatory if you don't wanna piss them off. Once, I found myself sipping from a fancy cup, and they nearly possessed me just for touching it!



GINGERBREAD

PURSUE WITH CAUTION

Gingerbread bake themselves new bodies to stay fashionable and preserve their youthful forms. However, any mistake in the recipe can have dire effects on both their minds and bodies!

THE WAYWARD'S ADVICE

Altered Recipe. The recipe for creating a gingerbread body must be followed with absolute precision. Too little spice renders them dull and lifeless, while a shortage of sugar makes them bitter and cruel. Overbaking can turn gingerbread violent and unstable, while underbaking leaves them dim-witted and unable to repeat the process. They also cannot re-bake themselves too frequently, forcing both the gingerbread and people around them to endure their eccentricities until the next cooling period.

Constructed Bakers. Gingerbread were once aging humanoid mages who sought a way to outlive their natural lifespans. To solve their mortality dilemma, those with baking prowess concocted a recipe for immortality. The ingredients called for a mix of the baker's soul and a gingerbread base, baking the two together into a new form capable of taking on any appearance. As this essentially turns them into food, gingerbread re-bake their souls into fresh bodies weekly, allowing them to stay flexible, youthful, and experiment with new looks and personalities.

Fragile Form. While gingerbread bodies are sturdier than their cookie-like appearance suggests, they're still vulnerable to things like cracking under pressure and turning to mush in water. More troubling is the magical hunger they awaken in youthful spirits, who're compelled to chase the gingerbread in an effort to devour them. This leads most gingerbread to fear the young and avoid social gatherings where they might be present.

Molds. It's important to be supportive of a gingerbread's experimental mind and body recipe swaps. Noticing less obvious changes will make their day, as the gingerbread always puts plenty of thought and effort into each design choice. A lovestruck gingerbread will always prioritize letting their crushes see their newly baked bodies first.





LIKES
BAKING
CREATIVITY
DECORATING

DISLIKES
HUNGER
FAILED RECIPES
CRUMBLING

WAYWARD AFFAIR REVIEW

COOKING UP CUTIES GINGERBREAD!



Silver

Even though the gingerbread mentioned that children were drawn to taking bites out of them, I couldn't help but feel the same. Must be some kinda childlike whimsy in me... Wasn't about to start reporting taxes just to age my spirit, though, and always had a nasty craving to take a nibble whenever we'd get close. I think my hungry gaze was starting to freak them out - They ran off while I had my back turned, and I wasn't about to chase them like they do in the stories.



Gwen

Me and Silver had similar issues. My childhood was pretty isolating, and I found myself hungrily drawn to the gingerbread like I was making up for lost time. I tried to cast calming spells to stop me from losing it, but the magic is short lived. Over the month I think I spent around a few hours tops with them. Leaving immediately whenever my magic would end was obnoxious, but the time was still fun! They're super smart, and I've always wanted to learn how to bake. I'll apparently work on my maturity in the meantime.



Desmond

Loved all the little designs and patterns on them and their gingerbread home! We were in the kitchen daily together as ovens burst to life with new bodies for them to inhabit. Sometimes they'd make a new one just because the last cracked, and although I'd insist they were fine, they'd frantically swap anyway. One time they came out overcooked and I had to redo the recipe on my own. Aced it though.

GOBLIN

PURSUE WITH CAUTION

Wild and full of energy, goblins are quick to action, wielding absurd weapons and swinging blunt remarks. Their love for trinkets contrasts this zest with a slow, respectful curiosity.

THE WAYWARD'S ADVICE

Always the Followers. Goblin camps are frequently overrun by nefarious monster legions, forcing goblins into grueling subservience. This experience leaves them deeply wary of rules and authority. When aware of a goblin's hardships, avoid giving direct commands, instead allowing space for free expression.

Beast Bond. Goblins form primal bonds with the carnivorous animals that live near their camps. They eagerly spend time with these beasts, never fearing harm from them. Goblins are also quick to befriend anyone who has similarly carnivorous companions, making it easy to connect with them if wolves or large cats are present.

Curious. Goblins are endlessly fascinated by trinkets and shiny objects. A simple mechanical toy can hold their attention for hours, while a romantic offering of a glittering ring might cause some to pass out from excitement. To gain a goblin's focus or cooperation, offering items like these as incentives can be highly effective.

Fond of Traps. Goblins have a passion for designing traps, though they often forget to disarm them. Teaching a goblin new skills can be an engaging way to spend time with them. However, expect a few mishaps along the way—goblins love experimenting, and they don't always test their designs before setting them loose.

Wallower. Goblins who've escaped oppression often cope by adopting messy and disorganized routines. Food scraps, waste piles, and foul odors are common traits of a goblin struggling to adjust to their freedom. In this state, they're prone to depressive episodes where minor setbacks can trigger emotional outbursts. Positive reinforcement and patience can help guide them back on track, though only a determined person will succeed in keeping them from spiraling.





LIKES
- TRINKETS
- TRAPS
- PETS

DISLIKES
- CLEANING
- SUBSERVIENCE
- RULES

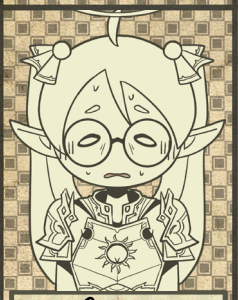
WAYWARD AFFAIR REVIEW

PERSUADING GREMLINS GOBLIN!



Silver

Their house was REVOLTING, so I never stayed over. Thankfully the goblin would light up at the sight of my lute and begged I teach them how it worked. That gave plenty of chances to slip away from the messy camp to practice in a fresh part of the forest! I promised to teach more every week if they promised to tidy up their house, which actually worked. Didn't have high hopes at first, but this goblin really impressed me! Maybe I can get em to start taking baths next.



Gwen

They had so many cute animals that'd normally freak me out, but were so kind while with the goblin that I got to pet! Later on we played hide and seek, but I wandered into a pit trap the goblin set and got stuck inside it all day. I can't yell loudly, and the goblin never found me, so I guess I won? A rainstorm had to fill the hole with water so I could float out, all to the laughter of the goblin at my soggy return. Traumatized and resentful, I kinda ignored the goblin and just played with the wolves all month after...



Desmond

Quite the crafty bunch! Had to keep my wits up to avoid being toyed with by their pets and traps. One thing I found annoying was them constantly trying to poke at my chest's power crystal. At one point they nearly managed to dislocate it, which woulda hurt all of us B-A-D. Their energy and curiosity is tough to match, but kept me pretty entertained.

GORGE

PURSUE AT OWN RISK

Gorge exist to feed the underworld. They collect food through strong-arming others and take a parental approach toward monsters who struggle to provide for themselves.

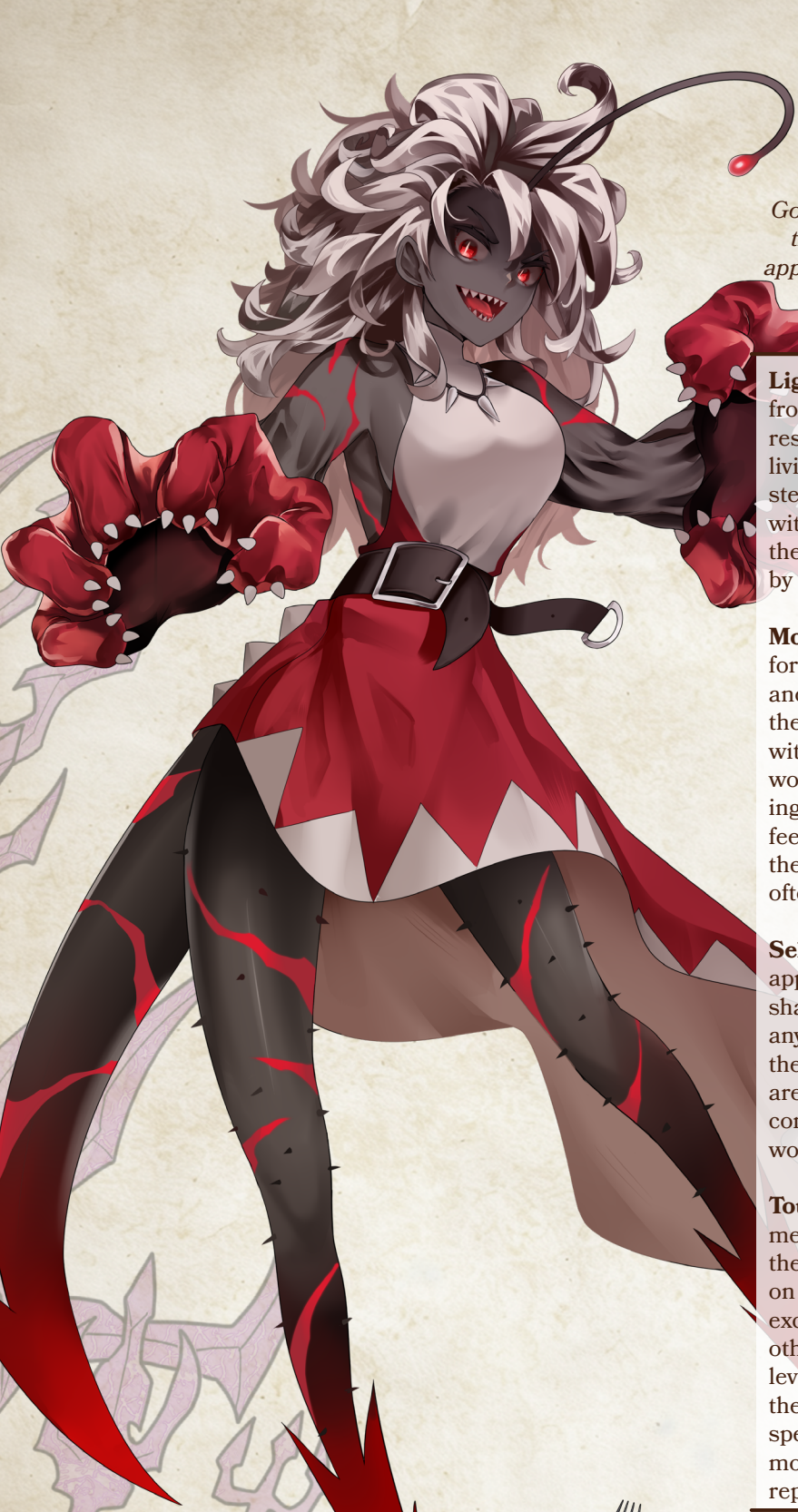
THE WAYWARD'S ADVICE

Light Stalk. The esca, a luminous stalk growing from the gorge's head, glows when the underworld's residents are starving. Gazing into this light compels living things to approach the gorge, with the monster's appetite for violence skyrocketing. Even those with no intention of feeding the underworld may find themselves unable to resist stepping closer, ensnared by the hypnotic glow.

Motherly Love. Gorge instinctively keep a soft spot for famished creatures. Even if a gorge never meets another monster they help feed from the underworld, they also take pride in strengthening those trapped within it. If a gorge ever encounters another underworld resident, they treat them as their child, showing boundless care and never harboring romantic feelings. Any partner of a gorge must accept and love these monstrous "children" as well, regardless of the often chaotic natures they possess.

Selfless Hunger. Gorge are driven by an insatiable appetite for an endless quest to find food. Their sharp teeth and carnivorous hands tear through anything edible, clawing it all into the mouths on their palms. Despite their ravenous nature, gorge aren't selfish gluttons. The majority of the food they consume is teleported from their bodies to the underworld, nourishing its many denizens.

Tough Negotiations. Gorge prefer to negotiate for meals rather than take by force, knowing it benefits them in the long run. They often impose themselves on small villages, coercing locals to provide food in exchange for protection from both themselves and other threats. Gorge would rather not stoop to these levels, but their intimidating statures often leave them no other choice. It's easy to coerce a gorge into spending quality time so long as food is present. The monster rarely receives food for free, and will gladly repay the offerer as best they can.





6'5"

MEDIUM

PG.189



FIENDISH FORK

LIKES

PROVIDING
EATING
PARENTING

DISLIKES

HUNGER
WASTEFULNESS
STRONG-ARMING

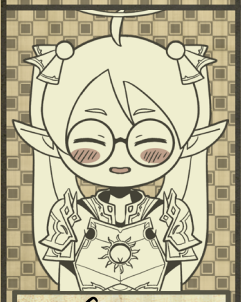
WAYWARD AFFAIR REVIEW

FED MONSTER, HAPPY LIFE GORGE!



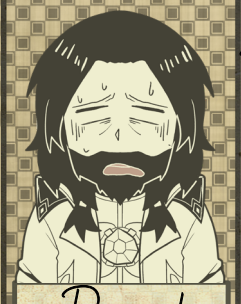
Silver

Terrifying looking monsters always get a bad rep, and gorge literally take the cake. Sure they looked like they were ready to tear up and devour me, but that's hot! The gorge was chased out of every city we visited, which forced us to hang out in a tiny nearby village. That didn't stop me from doing a ton of shopping and dropping a cart of food down for us to cook up! Wish that they woulda stopped eating all the loose ingredients though... I wanted to cook and bake a bunch!



Gwen

Scaaaary... felt like a sheep in the gorge's gaze. Watching them break off from me to hunt down wilderness animals was also freaky, but impressive. So long I helped them stay fed, I'm sure it was safe enough to hang out! It also helped that I could just conjure up a bunch of bread and drinking water every day, making it super easy for the gorge to fill up without thinking of devouring me! Sure the bread is super bland, but I don't think they cared. They were super thankful, and things went off without a hitch!



Desmond

Eating is kind of just for fun since my crystal gives me more than enough energy already. Well gorge are exactly the opposite, and being magically drawn in as they prepare to make you their next meal is NOT the type of 'quirky differences' I'm down for. Already struggle with monsters that make eating their whole personality, and knew gorgers wouldn't be any different.



Morfalili

Morfalili tried to be friends, he really did—but the gorge eats a lot. Too much. And not even for themself! Feeding the underworld sounds scary, and Morfalili doesn't want to make that place any stronger. They looked at him with their glowing head light and he almost walked right into their arms. Morfalili's already got one psycho party member to deal with—he's not ready to add someone with mouths on their hands. Maybe next time... with less teeth.

GORGON

PURSUE WITH CAUTION

Cursed by godly jealousy, gorgons hide away in temples to avoid turning others to stone. They appreciate big vocal personalities and someone willing to share in their divine suffering.

THE WAYWARD'S ADVICE

Blind Love. A powerful personality and voice will get far with a gorgon, as people can't look at the monster in fear of turning to stone, and the monster can't look at others due to causing them the same fate. Visuals don't matter, allowing anyone daring enough to enter their temple to have a shot. With only a voice to guide their affections, gorgons fall in love with presence, conviction, and the weight of spoken words.

Crusader Defense. To love a gorgon is to draw the ire of every deity that had sights on them. As love grows, expect to be meddled with at every twist and turn by these gods. Divine forces will constantly throw obstacles in the path, forcing any relationship with gorgons into tests of endurance.

Cure. Gorgons desperately search for a cure to their serpent transformation, eager to return to a normal life. They're convinced that they're undeserving of love, and actively avoid interactions with others to avoid conflict. It's a difficult balancing act of avoiding forcefulness while still being present, and with their godly trauma, some who try may still simply catch the monster at a poor time.

Divine Suitors. Gorgons were humanoids who captivated deities with their looks. In this divine fervor, a deity would inevitably transform them into a special snake-like monster to help them escape the pursuit. The newly formed gorgon boasted a gaze that could now turn even gods to stone, and a heart that fears any overly forceful romantics.

Serpent Emotions. Gorgons possess a long snake tail, and hair composed of multiple snakes directly linked to their mind. Although gorgons always bottle up their emotions, the monster's snakes express their feelings instead. They hiss when angry, or playfully flick their tongues when amused. Even when their voice is calm, their snakes betray their true thoughts.



5'6"

MEDIUM

PG.207



SNAKE EYES

LIKES

BIG PERSONALITY

CAUTION

SALVATION

DISLIKES

DEITIES

TRANSFORMATIONS

UNREQUITED LOVE

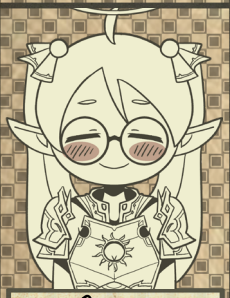
WAYWARD AFFAIR REVIEW

No Statues to Speak of Gorgon!



Silver

Worked my bardic charm to persuade myself into their boarded up fort of a temple. They wore a blindfold during most of our hangouts just to keep me from accidentally turning to stone, which was thoughtful! You know what wasn't though? Being booed on every city street by religious weirdos who hated the gorgon's guts. A lot of people picked fights and forced us to hide from the public eye... The gorgon was lovely, but I wish the crowds weren't so tough!



Gwen

We spent a lot of time together in the basement of their temple waiting out crusaders who came to cause trouble. Knowing they were members of my own faith made me a little uneasy, so hopefully this review can calm their blood thirst. Gorgons were unfairly cursed, and they wouldn't purposefully hurt a fly! I was more afraid of us getting pushed around by religious zealots than by this monster. We kept it cozy, and I'd come back with new food and games for us to secretly enjoy every day!



Desmond

This monster is a perfect example of why the Wayward Affair was founded. Gorgons are great, and I had an awesome month, but all this external pressure to make their lives a living hell is completely unnecessary. They enjoyed teasing me and hearing me playfully act up, and I'd work to make sure we were always one step ahead of all the people looking to tear us apart.



Clair

Being blind, I wasn't worried about turning to stone, but that didn't guarantee we'd be a match. The temple I met them in was a pain to traverse without sight, and I wasn't confident enough to stand up to people banging on their door to cause trouble. Both their snake hair and the religious groups I knew would hiss their disappointment—appeasing either was impossible. They were a fine species besides that—I'm just not used to feeling even more cursed.

GUARDIAN ANGEL

PURSUE WITH CAUTION

Guardian angels are divine servants who carry fractions of their god's power. Glimpsing an angel can move steadfast soul to tears, and forming a connection with one is regarded as a rare and profound blessing.

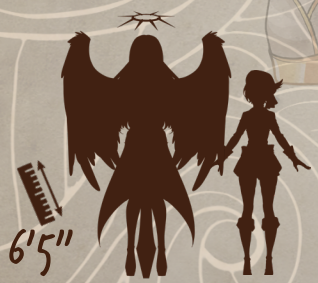
THE WAYWARD'S ADVICE

Awe-Inspiring. Witnessing a devoted guardian angel can profoundly change people. Their unparalleled beauty and purity inspire hearts to seek perfection and kindness. The overwhelming natures of angels and mortals can be difficult for either to bear, leading many to wear blindfolds to retain their senses of self. If not, angels begin to show flaws that erode their sensibilities, while humans become disgusted at themselves and seek impossible standards of living.

Commandments. Guardian angels are bound to the commands of their gods, with no ability to refuse or delay. They must immediately carry out any orders given, often leaving everything behind. If the task is dangerous, the angel may never return, lost in a holy conflict or corrupted by malevolent forces. Relationships with non-fallen angels face constant uncertainty, and mortals who wish to remain close must often abandon their previous lives to follow them.

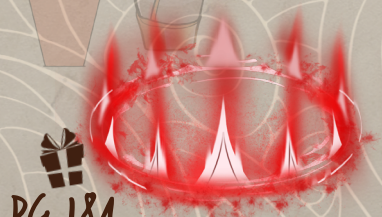
Fading Divinity. Descents to the mortal realm slowly erode a guardian angel's apathy and divine nature as they interact with creatures and forces from other planes. An angel that abandons their post in the upper planes is considered "fallen," shedding much of their divine power to live among mortals. Most fallen angels find themselves on this path just before marriage or after succumbing to corruption. Though their power wanes, they gain something other angels never will—a life unbound by divine command.

Sworn to Protect. Guardian angels are created by gods whose followers frequently find themselves in desperate situations. These monsters reside in the upper planes, or hovering above the clouds of troubled settlements awaiting prayers from below. Angels are always willing to conversate with people who take the time to seek them out, but when duty calls, expect them to fly off without a word.



6'5"

MEDIUM



PG.184

CRIMSON HALO

LIKES

INNOCENCE
AIDING OTHERS
JUSTICE

DISLIKES

CORRUPTION
FAREWELLS
DEITY'S DISLIKES

WAYWARD AFFAIR REVIEW

CELESTIAL PEAK GUARDIAN ANGEL!



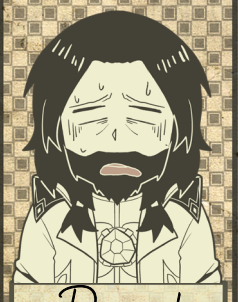
Silver

WHY do they have to live SO HIGH UP. I climbed a whole mountain just to wave at a cloud and hope they noticed me. One look at them and BAM!! I was sobbing. They were too beautiful, like looking at the sun. I tried tagging along on a mission and ended up watching them solo a skeleton army. It was... honestly really hot?? But also terrifying. I'm not cut out for smiting undead for hours on a first date, and it was way too painful holding back tears all day whenever I'd look at them.



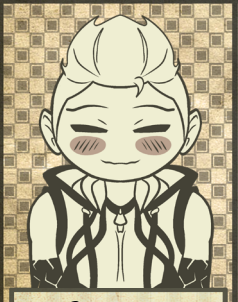
Gwen

For clerics, a short prayer makes it easy to call an angel down. Part of the perks! Their beauty didn't overwhelm me like I thought—it was intense, but when is divinity not? Turns out they've been watching over me for years, which... y'know, comforting and mortifying. Like, they've seen everything. Childhood tantrums, failed spells, all of my weird crush phases. They brought that all up immediately. It's sweet that they've had their protective eye on me, but a relationship this one sided would be suuuper awkward.



Desmond

Didn't know guardian angels hated patrons. The second they sensed the energy from my core, their god marked me for execution. Thought we were vibing—then I was dodging divine blades mid-conversation. You'd think the pretty smile would've been a clue, but no. They were radiant, righteous, and ruthless. Lesson learned: don't flirt with an angel unless you're ready to be judged and stabbed for it.



Conner

Our date was humbling—in the best way. We walked a temple garden of their god, the angel's presence radiant and calm. When their divinity brushed against my magic, we both paused, quietly curious. Testing each other's limits. They laughed like sunlight, spoke like scripture, and treated me with a reverence I never knew I needed. Said their duties would take them far. I said I'd follow—to meet again, and make every next day just as divine.

HARPY

SAFE TO PURSUE

These cursed monsters are shunned by religious society and pressured to entertain others with their attractive auras. Annoyed at their own unnatural allure, unbiased compliments flutter their hearts to no end.



THE WAYWARD'S ADVICE

Compliment Starved. Harpies, fully aware of their divine attractiveness, are indifferent to praise directed at their voices or looks. If resisting their natural allure can be done, compliments about completely different aspects of the monster can move them to tears. They crave and obsess over genuine, kind words, much like the effect their own voices have on others. Being unique with these compliments is important, which will drop the harpy's guard to allow a chance to remark on their beautiful voices in a genuine way.

Cursed. Harpies were once people who gloated their looks or talents enough to offend literal gods. As punishment, they were transformed into harpies possessing an overwhelmingly attractive aura. The natural beauty they were once admired for had become a burden, turning their once-prized features into a source of overwhelming discomfort.

Luring Vocals. A harpy's voice is irresistibly captivating. The melody is a divine implant, striking directly into the heart and attracting the senses of mortals who hear it. Many find themselves obsessively yearning for the sound, following harpies around and doing anything to provoke them to talk. This allure can create complications in relationships with harpies, where others only stick around for their beauty and voice. Harpies are far more careful than the average monster when it comes to entering relationships because of this, fearful of the perceived shallowness some people possess towards them.

Withdrawn. Harpies are ridiculed out of society by religious groups due to the monster's punishment by the gods. Mobs of people eager to hear their voice also chase them through the forest, never allowing a chance at rest. If the natural allure of a harpy isn't an issue, protecting the monster from others can show a sense of chivalry that they adore.



5'8"

MEDIUM

PG.215



VOICE BOX

LIKES

SPECIAL PRAISE
THEMSELVES
OBSESSIONS

DISLIKES

EMPTY PRAISE
OWN VOICE
DEITIES

WAYWARD AFFAIR REVIEW

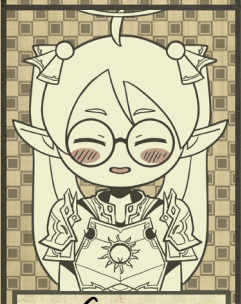
UNWANTED AUDIENCE

HARPY!



Silver

It's nice meeting a monster so confident, but wow... they really didn't like me hyping them up. Every time I grinned at their voice or clapped after they sang, they'd shut down. I mean, I get it now, but back then? I kept trying to win 'em over with compliments, not realizing it just made them feel worse. They even flinched when I smiled too hard. There was so much more to them - I felt it - but I couldn't get past this weird sense that I wasn't worthy enough to really see it.



Gwen

Wasted hours searching before learning that they hate clerics, so I changed into casual clothes and came back. They were so scared of running into a priest or temple-goer, they wouldn't go near a city. I didn't say a word about my faith 'til the end, and that seemed to build a weird trust between us. I just complimented their kindness and ability to put up with being chased around all the time, and they lit up. When I finally confessed I was religious, they paused... then laughed. I think I changed their mind a little!



Desmond

There were so many annoying people harassing this harpy, so I blasted them all off to let the monster breathe for a bit. Their voice was beautiful, and it was tough not mindlessly praising everything about 'em (starting to see why everyone was so eager). Our month together was great, but it hurt pretending to me nonchalant just to avoid scaring them off.



HOLSTEIN

SAFE TO PURSUE

Holstein are food enthusiasts able to read emotions through flavors. They have a natural tendency to wander, regularly winding up back at their favorite meal spots.

THE WAYWARD'S ADVICE

Clouded Roaming. A holstein's mind often clouds over, causing them to lose focus and drift aimlessly. In these moments, they tend to gravitate toward the comfort of cafés or the aroma of street food vendors. Once the monster arrives, their mind clears as they realize (and sometimes regret) wandering off from their previous destination. Despite reasons to backtrack, the lure of good food and atmosphere is often too strong, keeping the holstein in the new area and clouding their thoughts again to indulge. Even those familiar with a holstein's wandering habits struggle to predict where they'll end up next.

Dairy Critics. Holstein are true experts with their refined palates for flavors and textures, and are especially critical of dairy-based dishes. They're highly particular about its inclusion in food, and partners need to be prepared for their exacting standards. Avoid home-cooked dairy meals when starting off, reserving attempts for significant occasions. However, mastering a dairy dish is crucial, as holstein will reject the proposals of anyone yet to prove they can whip up a great milk-based meal.

Foodies. Holstein subconsciously tie their current emotions to the types of meals they request. The more sugary the snack, the more in love a holstein may be. Spicy foods often indicate stress or anger, and watery meals like soups come with a streak of sadness. This behavior creates a kind of emotional 'tell' that can clue in companions to how they're feeling at any given time. A keen observer can learn to understand them through their plate before a single word is spoken.

Listener. While wandering around or munching on food, holstein can get quiet. They're still actively listening, and will even continue to ask questions to keep a conversation going, but will take on a more passive role during it all.



5'7"

MEDIUM



PG.195

MEAL VOUCHER

LIKES

FOOD
LISTENING
CHEFS

DISLIKES

BED COOKING
DISGRACED DAIRY
BLANDNESS

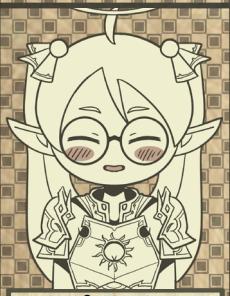
WAYWARD AFFAIR REVIEW

FOOD TOUR! HOLSTEIN!



Silver

Strolling through the grassy countryside with the holstein was as nice as you'd expect! Whenever I'd stop to check out anything though, they'd wander off without me... When I'd find them again, it'd be at a restaurant already three plates in. I started packing lunches to take with us, which peaked their interest enough to stick around for when I'd unveil my mediocre cooking! Dangle some yummy treats and you'll have their love!



Gwen

They kept taking me through creepy alleyways, but I'd always be surprised to find a weird hole-in-the-wall restaurant at the end of them. I also tried to match the holstein's odd appetite and found myself trying weird foods and flavors I normally would've had a fit over. Started gaining a bit of weight by the end, though. When your favorite hobby is eating, I guess it's bound to happen. I'd bet dieting would be impossible while dating a holstein, and it'd be a deal breaker if I didn't match their meals every trip.



Desmond

I'm surprised someone like them doesn't cook often—the amount of pointers they gave while I was whipping up a meal for us was impressive. Big into monsters that have equally big passions for stuff, and boy do holstein love their dairy. By the end I was even able to use what they taught to make a cheesy pasta dish they weren't repulsed by!

HYDRA

PURSUE AT OWN RISK

Hydras share their body with a pack of wild dog-minded snakes forming their lower half. They're notorious for pouting over the slightest inconvenience and unleashing destruction at a moment's notice.

THE WAYWARD'S ADVICE

Contrasted Joy. Hydras have a dark sense of pleasure, finding bodily harm, suffering, and even death entertaining. Most people don't leave a relationship with a hydra without some bruises. Those with a high pain tolerance or equally cruel tendencies are best suited for enduring these monsters. Despite these fearsome traits, hydras also adore cutesy things, toys, and baked treats. A rampaging hydra can sometimes be calmed by bringing along a puppy or beautifully decorated cake. However, they grow bored of the same distractions quickly, so variety is necessary.

Destructive Hunger. The snakes of a hydra possess an insatiable hunger, requiring a dozen meals each, every day. They won't hesitate to lash out if their appetite isn't satisfied, forcefully dragging the hydra in search for food with increasing ferocity. Being someone who regularly offers food to feed these snakes can tame their aggression, and allows the hydra more time to relax in someone's company.

Paired Pets. Although a hydra's snakes are physically part of them, each snake has its own personality and preferences. They're loyal when they feel like it, but if hungry or bored may choose to rebel against the hydra's wishes. Through all of a hydra's cursing and demands for their snakes to stay in line, they stay fond of each other. Never attempt to speak to a snake in the same aggressive way that their hydra does—raging disapproval is only tolerated from the main monster.

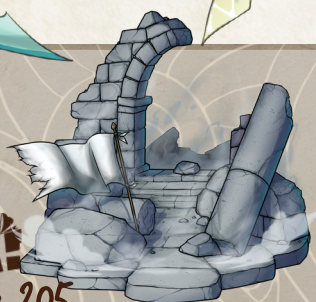
Raging Temper. Hydra temper tantrums are legendary. When things don't go their way, they lose control and unleash destruction by uprooting trees and mauling everything in sight. The vicious lion-like roars of their snakes, coupled with tremors and clouds of dust, signal that a hydra is nearby. It's best to steer clear until their rage subsides unless prepared to withstand the chaos firsthand.





51'9"

LARGE (LONG)



PG.205

RUINS

LIKES

DESTRUCTION

CUTE THINGS

DARK HUMOR

DISLIKES

DISOBEYING

HUNGER

DENIAL

WAYWARD AFFAIR REVIEW

SO MUCH DESTRUCTION! HYDRA!



Silver

What better place to drag a monster of pure destruction than a rage room! We ordered one of their largest spaces, and I got to sit back and watch the chaos unfold!!! Dodging flying chairs and metal shrapnel was a bit tough, but seeing powerful monsters go feral is so cool to see. Afterwards the hydra was a tired mess, which made them way less nippy towards me. Just like a big dog, these monsters need a good outlet for their energy, or it might be you they tear up!



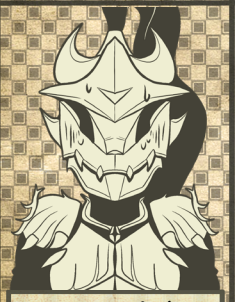
Gwen

Hydras love tugging at people, and I wasn't stern enough to speak up or strong enough to stop them. Happy they were at least easily distracted by all the little gifts and treats I'd bring them every day — just had to keep it up to calm 'em down. They were also really curious about my jewelry, and asked if they could try some of it on. This lead to another incredible fashion month where we bought some bedazzled collars for the snakes, and an adorable turtleneck sweater for their main body!



Desmond

Had to constantly hold the hydra back from causing needless chaos wherever they went, which wound up angering them into a day long rampage. A nearby campground by the lake was turned upside down, and trying to calm them down just made things worse. Silver always mentioned I could be blunt, but this is a first where putting my foot down led to someone utterly melting down.



Verrick

Each snake fought for attention, snarled over scraps, and bit at anything unguarded. It was impossible to go a single day without some kind of outrage triggering an attack like it was life or death. I never felt safe doffing my armor, always expecting a battle at any moment. About a week in, I think they started seeing my arrival as a reason to get angry—so every morning became an exhausting brawl between an inexhaustible fighter and an invincible monster.

IRON ABDUCTOR

PURSUE WITH CAUTION

Originally designed as a peaceful policing force, iron abductors have been modified into weaponized killers. Most have remained inert for centuries, awakening cautiously to a world that's long moved on.

THE WAYWARD'S ADVICE

Energy. Reawakening an abductor for a week requires something to be slain upon their metal spikes, leaving the construct increasingly anxious as time runs out. They value anyone who can help them find a permanent solution to their energy crisis. While few abductors take pleasure in killing, they're resigned to it out of necessity—adding guilt to their already heavy burden.

Hollow. Decades of conflict and sacrifice have eroded the personality of many abductors, replacing warmth with cold paranoia. Despite this, fragments of their former selves remain buried within, and a patient, peaceful companion can help them recover parts of their once-community-minded nature. For many abductors, this return to peace represents a glimmer of hope, but it takes a delicate hand to bring it forward.

Lost Age. As war ended, many abductors could no longer stay energized, falling into a long, dormant slumber. Having been reawakened centuries later to view a vastly different world, they react with uncertainty and aggression toward the unfamiliar. Long-lived species that remember the world from ages past are best suited to calm and communicate with abductors, using shared memory as common ground.

Warborn. Iron abductors were built to capture and confine dangers within their iron cores. They lacked any form of weaponry and drew power from charging pedestals located throughout city streets. As the need for super soldiers arose, abductors were modified with extendable spikes, and when hostile forces destroyed the charging stations, abductors were further altered to stay charged through taking lives. Many abductors are deeply haunted by their wartime changes and suffer from PTSD, burdened by the violence of their past. Providing the monster a peaceful environment will help them stay stable during relationships.





LIKES
HISTORY
FAMILIAR FACES
BEING RELIED ON

DISLIKES
SACRIFICES
WAR
CHANGES

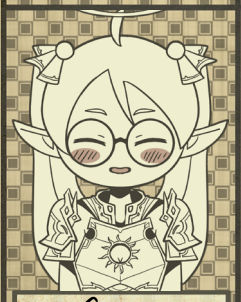
WAYWARD AFFAIR REVIEW

FORGOTTEN FEELINGS IRON ABDUCTOR!



Silver

I know a few suuper old songs my grandparents used to play, which warmed up the abductor's steel heart. Wish I was around for the generation they kept praising, but the least I could do was show them the wonders of modern day! Things would spook them constantly, so I took explaining the world's new lore slowly before moving somewhere more stimulating. The only annoying part was having to hunt down animals to keep their energy core fed. Hate getting my hands bloody!



Gwen

The local city had prisoners they were eager to use as sacrifices to power the abductor. Hated that idea, but the mayor was thrilled. Once the monster was powered up, it lashed out and fled the scene. Turns out this abductor used to be the one that watched over my hometown, and it was so cool to hear they still remembered me! We bonded through those memories, reminiscing off what our old town used to look like. Wish they didn't have to run off such grizzly energy source now, though.



Desmond

I brought the abductor to my patron and hooked them up with one of my own energy chest pieces! The core kept them powered up, and we spent most of our time laughing at how weird the world had become. Sometimes they'd tense up whenever I brought up more serious global topics, which was a bit upsetting as I love any chance to talk politics. Still a great companion for some lighthearted fun!



JESTER

SAFE TO PURSUE

Jesters possess quick wit and boundless energy, turning solemn occasions into uproarious spectacles. Known for their surprising gestures and unconventional affection, they leave lasting impressions wherever they go.

THE WAYWARD'S ADVICE

Absurd Embrace. Jesters have a unique gift for drawing others into their world of absurdity. Whether pulling off a daring prank or launching into an impromptu skit, they bring a sense of joy and unpredictability to every social interaction. Keeping pace with a jester can be dizzying, but those who manage will find themselves embracing the ridiculous and living more freely in the moment.

Non-Serious. To jesters, life itself is a stage meant for endless amusement. They scoff at seriousness, eager to turn even the most mundane events into comedy. Their pranks and wild antics can be a welcome distraction, though expect for moments where embracing the absurdity feels unbearably cringe. Their refusal to express negative emotions can lead to discomfort during events where seriousness is expected. Inviting a jester to a funeral, for instance, may end in a mockery of the whole event. Helping to steer the monster away from environments where they don't belong helps them to shine in scenes where they do.

Romantic Jesters. In matters of love, jesters are masters of surprise, showering their partners with unexpected gifts and one-of-a-kind displays of affection. From serenading their beloved with a playful ballad to whisking them off on a wild midnight adventure, life with a jester is always full of whimsy. Even routine days become theatrical, with no shortage of silliness and unplanned romance.

Spotlight. Jesters have an uncanny ability to turn any situation into a grand performance. Their sharp wit and relentless energy make them stand out as oddities in any setting. For better or worse, jesters demand attention, their cleverness and humor impossible to overlook. Acknowledging them even in small ways throughout the day can soothe their minds, knowing they've done well to capture interest.



4'7"

MEDIUM



PG.183

COMEDY GOLD

LIKES

JESTS

ABSURDITY

SPONTANEOUSNESS

DISLIKES

SERIOUSNESS

DOWNERS

QUIETNESS

WAYWARD AFFAIR REVIEW

LIVING, LAUGHING, LOVING JESTER!



Silver

I usually have to slooowly lean into my zaniness until people get used to me, but this jester was cracking crude jokes right off the bat. Made it easy for me to jump right in, so we quickly took over the streets by making huge scenes at every turn! Their spontaneousness was also perfect - I love being surprised by affectionate gestures as much as I like doing that myself. In another life I think I'd be a jester; We both have so many hobbies in common!



Gwen

Their energy was super fun to watch, but I think they saw me as more of an audience member than a main attraction. No way was I gonna perform with them in public, and sometimes I'd even lose track of the monster during their crazy performances. When we'd eventually swap to enjoy some things that I liked, they couldn't take any of the somber activities seriously. Inviting them to an art museum trip was definitely a bad idea, but didn't realize why until they started dancing on the building's chandeliers...



Desmond

These monsters are a spitting image of Silver if you could believe it. They were SO similar actually that I knew romance was never gonna happen. This type of monster is great to have as a wildcard friend who's always down for antics, but should stay as free as the wind. After treating them like that, we got along great! Happy to tag along for drinks whenever they're done performing.



Aphelion

People told me putting effort into party magic was a waste. Well, not only did it pay the bills, but impressing jesters became so much more entertaining! I had a little performative duel with the last one I met, who eagerly invited me out for more shenanigans once the party glitter settled. Though their uncanny grin and overstimulating amount of energy rarely get to me, I know they're a monster eager to keep a smile on their partner's face!

JIANGSHI

SAFE TO PURSUE

Jiangshi are reanimated with the singular purpose of hopping back to a preferred place of rest. The journey can be lengthy, allowing others to join in if they can handle the monster's rigid travel routine.



THE WAYWARD'S ADVICE

Corpse Mission. When transporting a corpse proves too difficult, priests reanimate the body, allowing it to hop home under its own power. This magic creates a jiangshi, propelling the monster toward its destination. It's considered unlucky to witness the monster, but this belief stems from the concern that distractions could waste the precious energy they need for the trip. The journey can last for weeks, and a jiangshi's stiff limbs make it hard for them to defend themselves. They'll always accept a travel companion and love the company and safety others provide.

Dead Set. Whether it's the journey home or a self-imposed task beyond that, jiangshi fully commit themselves to whatever goal they've set. Once a jiangshi begins a task, persuading them to abandon it is a near-impossible feat. Compromise is foreign to them—only completion brings satisfaction.

Finished Business. Upon reaching home, some jiangshi are content to remove their life giving talisman and be put to rest, while others may choose to extend their monster existence. Companionship offered to a lonesome jiangshi often influences the latter choice, with many striving to maintain their decaying bodies long enough to seek ways to be fully resurrected. These monsters rarely forget kindness, and some may pursue love or purpose well beyond their original mission.

Moonlit Recharge. Nocturnal by nature, jiangshi replenish their energy by draining the strength of wilderness creatures as they travel at night. This can leave travel companions feeling especially exhausted, pressured into adopting nocturnal schedules while slowly being sapped of energy. During daylight, the monster seeks shelter in caves or other dark places to avoid the sun's harmful rays. Though jiangshi never sleep, their stillness during the day gives companions time to rest before dusk falls again.

5'3"



MEDIUM

PG.180



BLUE TALISMAN

LIKES

GOALS

TRIPS

COMPLETIONS

DISLIKES

DISTRACTIONS

SUNLIGHT

SETBACKS

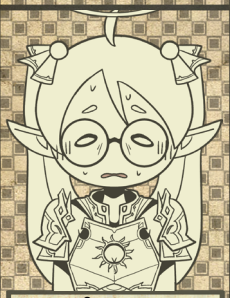
WAYWARD AFFAIR REVIEW

TRAVEL BUDDIES JIANGSHI!



Silver

I caught one hopping down an old dirt road and offered a lift. It's refreshing to see a monster liven up immediately to company instead of weeks in, as they were absolutely STARVED for conversation and talked my ear off nearly every day we traveled. Even though we were making great pace, they insisted to never slow down, so we didn't really get to admire the sights. Wish we coulda hung out more before they chose to pull off their talisman...



Gwen

The jiangshi hopped away from me literally every point in our trip together... Felt they didn't want me to tag along. Eventually they tried to run off while I was asleep even though the sun was out. Then it finally hit me — I think the light coming from my halo was worse than the literal undead skin melting sun... I found them again later and they told me to back off. It's not my fault I'm a sun cleric okay?!? If there was a way to turn this thing off sometimes I would! Undead monsters and I don't mix I guess...



Desmond

A sickness wiped out an entire village, letting me travel with a fresh group of jiangshi as they traveled to a city cleric. They were all human before death, and were simple farmers at that. I wasn't expecting much, but a break from their work-filled days to hop around made them all pretty jovial. Guess a break from all the labor was a good change of pace, and I had a bit of fun tagging along!

KITSUNE

PURSUE WITH CAUTION

Kitsune are renowned for their cunning and playful nature, often assuming human forms with fox-like features. These monsters are full of surprises, quick wit, and clever tricks.

THE WAYWARD'S ADVICE

Hidden Tails. The number of tails a kitsune possesses is a direct indicator of their age, wisdom, and power. Older kitsune retain their youthful appearances and develop deeply nurturing personalities, while younger kitsune are far more energetic and prone to mischief. Identifying a kitsune can be difficult, as they employ illusions to mask their fox-like features and blend into human society. A person dressed oddly for the setting or wandering alone at night may be a kitsune in disguise. Reacting too strongly to this discovery may cause them to vanish entirely. A composed response is the best way to keep them engaged.

Light Bringers. At their core, kitsune are both natural guardians and supreme tricksters, finding it necessary to both cause and cure the distress of others. They frequently insert themselves into people's lives, offering guidance and encouragement where needed. Some kitsune may even form deep relationships, driven by an innate desire to uplift and strengthen others. However, once a person is set on the right path, a kitsune will shift their focus. It's no fun to meddle in the life of someone already struggling—they prefer to wait until their target has stabilized before making up for lost time. Expect a relentless wave of pranks and trickery once a kitsune is satisfied with a person's progress.

Lore Savvy. Kitsune are avid collectors of trivia and insightful perspectives. When not engaged in playful mischief, they're sharing their wealth of knowledge with others. While a kitsune won't initiate discussions on their favorite topics outright, they have a knack for steering conversations toward them, subtly weaving their interests into dialogue. They also tend to explain obscure facts as if their listeners are already familiar, teasing people who struggle to follow their leaps in logic. This habit makes them entertaining conversationalists but frustratingly difficult to debate.



5'9"

MEDIUM

PG.190



FOX MASK

LIKES

TRIVIA

MISCHIEF

SUPPORTING

DISLIKES

DULL REACTIONS

PREDICTABILITY

IGNORANCE

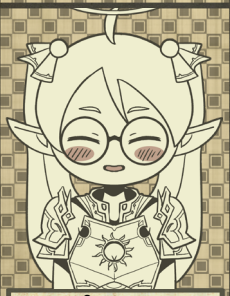
WAYWARD AFFAIR REVIEW

FOXES AMONG US! KITSUNE



Silver

I swear, talking to them made me feel like an idiot. Like, how am I supposed to contribute to a convo on spirit magic when I don't even know what it is?!? And just like fairies, they saw me as PRIME torment material. The smug faces, the trickery, the absolute disrespect - I could feel my sanity slipping. I'm DONE with these trickster monsters. Where's my nine-tailed kitsune?? Maybe more mature one wouldn't have spent the whole month playing games with me.



Gwen

Yeeeeah, their way of talking is... a lot for most people. Luckily, I could keep up, and honestly? It was nice to finally nerd out with someone on weirdly specific topics. I also read that older kitsune aren't as mischievous, so I definitely aimed for one with more tails. Great call. We had a super engaging month—no pranks, just actual discussions. Finding a kitsune was the real challenge, though. I had to pretend I had no idea that they were disguised for ages. Kind of fun turning the trickster into the tricked.



Desmond

Couldn't talk about anything I actually cared about. I'd bring up one general topic, and next thing I knew we were deep in a lecture on fox fur maintenance. Every conversation got hijacked. Drove me mad. The ones with more tails were less controlling, but good luck finding them. Spent a whole month trying, and by the end? My patience was shredded. Respectfully—learn to follow a conversation.



Conner

Being with this kitsune felt like stepping into a whirlwind of intellect wrapped in illusions. Every conversation turned into a high-stakes debate on the strangest topics. Sharp, mischievous, and clever—they kept me guessing at every turn. Even when their illusions slipped, revealing glimpses of the monster's true form, they never lost that air of control. I walked away impressed... and slightly suspicious that they let me win a few of those debates just to keep me interested.

KOI SIREN

SAFE TO PURSUE

Koi siren are regarded by many as a naturally perfect monster species. Crowds gather just to admire them, and others compete for a chance at courtship. Sirens swim through the crowds and avoid the superficial.

THE WAYWARD'S ADVICE

Cult Hatred. Koi siren prefer to live quietly, surrounded by people who were never starstruck by their presence. Unlike other monsters who avoid human populations for fear of hostility, koi siren do so to escape the toxic levels of admiration. Although obscenely rare, finding a lone koi siren and treating them like a normal person is the best way to stay in their thoughts. While they don't reject kindness, they quickly grow wary of people who pedestalize them or fawn over their existence.

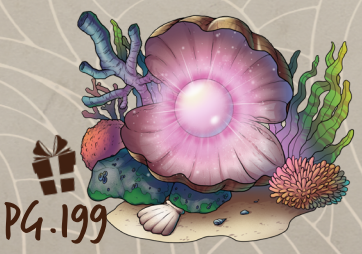
Humble Prayers. Koi siren were an ancient people who clung to faith amid chaos during the world's creation. Their prayers for salvation were answered when divine magic washed over their coastal villages and mixed with the natural koi fish population. This transformation turned the faithful into koi siren—demigods symbolizing luck and love. Though their origins are sacred, koi siren rarely speak of their past, preferring to live in the present rather than dwell on the blessings that created them.

Living Wonder. Most people immediately recognize the rarity of a koi siren upon seeing one. Even if they don't, the presence of a koi siren magically stirs hearts, creating a sense that something unforgettable is happening. Their natural wonder is amplified by their latent talents—every koi siren is a master of a unique hobby, in addition to having an unmatched singing voice. Despite this perfection, the monster values sincerity above skill, often gravitating toward people who appreciate beauty but don't lose themselves in it.

Relationship Death. A koi siren's divine connection to love is tied to their need to be in a relationship. Mature sirens who remain loveless for more than five total years will die from a broken heart. Though koi sirens are selective in their search for a true, lasting bond with their "one true love," older sirens struggling to find a partner may grow desperate and lower their standards. They often seek out long-lived species, as koi sirens fear the impact that a lover's death could have on their ability to love again. The thought of fading away without ever having found their destined partner is their greatest fear.



LARGE (LONG)



PINK PEARL

LIKES

DIVINITY
RELATIONSHIPS
EQUALS

DISLIKES

WORSHIP
BREAKUPS
CULTS

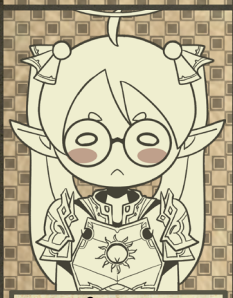
WAYWARD AFFAIR REVIEW

HUMBLE CELEBRITIES KOI SIREN!



Silver

Koi sirens are impossible to hang out with. Like, seriously, good luck. There's barely any of them on the continent, and the way people worship them makes getting close feel like trying to break into a royal palace. Took me almost the entire month just to get one real conversation. Turns out? They don't do casual. No flings, no quick sparks - just holding out for their one true love. Respectable, but yikes for The Wayward Affair.



Gwen

Got VIP tickets to a koi siren's concert! Superfans were losing their minds, practically begging for scraps of attention. I wasn't about to throw myself into the frenzy just to be noticed, but standing there? Watching them interact? It felt like trying to reach for something untouchable. Like... even guardian angels I've met felt closer than this. The siren was gracious - kind, even - but there was this distance, like they existed on a level I'd never reach. Maybe some people are just too far above us.



Desmond

We're all about short-term fun—testing the waters, seeing what could work long-term. But koi sirens? They don't play that game. If it's not forever, they're not interested. Didn't find one this month, but exes of the monster all said the same thing: absolutely lovely and still on good terms. So yeah—if you ever meet one? Might as well shoot your shot. Just know you better mean every word you say.



Gerish

A koi siren's presence lingers in your mind long after you've walked away, like you just brushed against something bigger than yourself. Society puts them on a pedestal, sure, but beneath all that reverence? They're just... people. Kind, thoughtful, and grateful when treated like anyone else. I was lucky enough to meet one and actually connect—not just as a fleeting admirer. It felt incredibly comforting being chosen out of the sea of obsessive admirers.



KRAKEN

PURSUE WITH CAUTION

Krakens are known for their selective trust, requiring proof of character before agreeing to friendships. They cherish interactions with sailors and value deep conversations and companionship across the vast, lonely sea.

THE WAYWARD'S ADVICE

Befriended Bribes. Though krakens generally remain neutral in oceanic conflicts, they can be swayed by ship crews that earn their favor. While some show kindness, others—pirates and merchant companies alike—often attempt to bribe the monster to gain their loyalty. This puts krakens in difficult positions where they're forced to choose sides and even betray existing alliances. For anyone seeking their safe companionship, it's crucial to understand the kraken's existing connections and history in the region. Missteps here can quickly turn a potential ally into a hostile force.

Colossal Companions. Krakens take immense joy in the company of their allied sailors. They enjoy carrying ships to keep passengers close to their ear and engage in deep conversations, always curious about the world beyond the sea. Since krakens never willingly venture close to land, they prize the knowledge shared by sailors and greatly appreciate anyone sailing out just to chat. Some captains build entire routes around kraken sightings just to speak with them again.

Ocean Allies. Knowing a kraken's social history is essential for predicting how they'll react to someone new. These immense beings are known to fiercely protect their contacts, sinking enemy ships and adorning themselves with flags from the defeated vessels. Befriending a kraken's allies may be a necessary first step in winning their trust, posing unique difficulty based on the types of groups the monster associates with. Introductions through trusted contacts go a long way.

Selective Trust. Krakens remain wary of new encounters. They approach strangers with a confrontational attitude, carefully assessing intentions to ensure no threat is posed to them or their existing friends.



163'2"

GARGANTUAN



PG.212

TREASURE MAP

LIKES

GIFTS

ALLIES

FOREIGN INFO

DISLIKES

RETICENCE

ENEMIES

STRANGERS

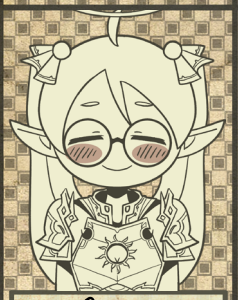
WAYWARD AFFAIR REVIEW

THE GREAT SEA SEDUCTION KRAKEN!



Silver

Got rescued by a gang of pirates at sea who had a HUGE kraken as an ally! Turns out the group was always bored out of their minds and needed an entertainer, so I quickly got adopted. Was either that or being tossed overboard again, and since the kraken was friends with them, stayed in my lane and did my job! Seemed like the monster enjoyed getting into their friend's hobbies. That meant raiding other ships with the crewmates, and singing alongside my sea shanties!



Gwen

Knowing if there's krakens around and who they're allied with is common sailor knowledge, so it was easy peasy charting a course for a friendly one! Reaching out to a small cruise company, I got to hang out with a friendly kraken that just loved interacting with all the holiday guests aboard! We got to talk at every stop on the trip, and explore so many vacation locations together. Their size was very intimidating though, so be prepared to get lifted up to their ear whenever you wanna talk!



Desmond

Was hanging out on a merchant ship that had a kraken who loved to tag along. Midway through the month though, a gang of thieves plundered the merchants and offered their gold to sway the kraken over. Being trapped out at sea with a monster who just agreed to betray us was a horrific mess, and I quickly teleported out of there before they'd get to plundering my own jewel.



Shika

We really hit it off after I gifted a friendship flag made of stitched sails and glitter glue. They're such a good listener, and the way they swirled the tide laughing at my kraken puns? Tentickle me impressed. Now I've got a sea-sational buddy who lets me ride shotgun on their barnacle-covered battlecruiser of a shoulder. Guess it's rare to find a kraken who's not already sided with a group, but they and I will take it as a sign to rule these seas together!



LAMIA

PURSUE WITH CAUTION

Lamia become irredeemably deadly if they aren't tamed after birth and taught compassion. Those who form families find fulfillment, while the unbounded spiral into destructive jealousy.

THE WAYWARD'S ADVICE

Curse. Lamia raised by their wild parents inherit an ancient curse placed upon their species through affairs with old gods. This curse warps their natural maternal instincts into violent envy. Unfortunately, these lamia become consumed by festering rage, making them some of the deadliest monsters a person can encounter. Keep distance from a lamia until they show signs of empathy, kindness, or interest in a person beyond as prey. The rest of this advice applies only to loving lamia.

Egg Taming. The only way to quell a lamia's violent tendencies is to nurture one from an egg. When raised among other species, these lamia have better chances to quell their feral curse and adopt the family-rearing traits of their adopters. While raising these monsters can bypass their usual bloodlust, even tamed lamia struggle to suppress their curse's possessiveness forever.

Family Bonds. For lamia, the desire to build and protect a family is both a salvation and a curse. Lamia who successfully form families find fulfillment, becoming fiercely protective and loving toward their kin. However, those unable to create these bonds—or who lose them through tragedy—fall into a spiral of jealousy and resentment. The happiness of others becomes a painful reminder of what they lack, and their envy turns into a loose aggression directed at innocent families. Once this bitterness takes hold, pulling a lamia out of it is nearly impossible.

Traditional. Lamia idolize traditional family structures, mimicking stereotypes associated with them. They strive to recreate the family dynamics they were raised around, seeing any deviation as a personal failure. Regardless of style, lamia always fear the loss of what they've built with others, rushing for relationship labels, commitment, and eternal promises as soon as possible.



15'4"

LARGE (LONG)



PG.206

SEVERED TAIL

LIKES

MARRIAGE

FAMILY

DEFINED ROLES

DISLIKES

LONG DATING

BEING SINGLE

SKEWING ROLES

WAYWARD AFFAIR REVIEW

CONSTRICTED SEPARATION LAMIA!



Silver

Finding a lamia that wouldn't try to kill me on sight? Absolute nightmare. Their jungles are dense, and every single one I ran into went feral the second they saw me - no words, no hesitation, just pure instinct driving them to attack. It was like they couldn't not do it. Locals had the same story - these monsters don't give chances. Apparently there's a variant that actually talks instead of trying to rip your throat out. Gwen and Des get to have all the luck!!



Gwen

The lamia near the city limits all seemed a little... off. Restless, frustrated—like they had some serious emotions they weren't dealing with well. I got to high ground and called out to one. The second they realized I wanted to spend time with them, the monster's whole attitude flipped. Suddenly, they were all-in, showering me with attention, support, everything. But when the month ended... they couldn't let me go. Even though they agreed, it was painful. Like I was tearing something vital away from them.



Desmond

Was warned that my dating style was incompatible with lamia, but I wanted to see for myself. Tame lamia were a much different experience. This one was nurturing as hell—tried feeding me until I was bursting, doted on me like family. Just sad to see how devastated they were during my departure. I got them set up with a buddy of mine a bit hastily to keep them stable, and now just praying it works out...



Arachtoo

When snuggling together, their chilly scales feel like a cool pillow on a hot night. We literally couldn't get enough of each other, and next thing you know we have a marriage planned. (That escalated fast, I know!!) They're the sweetest, just... be careful when they lustfully constrict around you. I've technically been splattered against the walls a few times. (As part slime though, I survived!) The others were brave rating less than a 10. I'd know better than to anger any lamia.

LICH

PURSUE AT OWN RISK

Liches are antagonistic to the living, seeking power and companionship by corruptive means. Although they desire genuine connections, their dangerous reputation makes social interactions rare and difficult.

THE WAYWARD'S ADVICE

Army Breach. Though liches crave connection, they're often unaware of the immense difficulty they impose on others. Their lairs are defended by undead armies, antagonizing the surrounding areas and further solidifying the monster's fearsome reputation. Liches may feel trapped in their own towers, hoping for a courageous figure to break through their defenses and offer company. This method of attracting attention is obviously flawed, but liches believe that enough conflict will bring someone worth keeping.

Genuine Conversations. Liches cherish rare moments of true interaction. Most of their social exchanges occur either with undead servants who only echo the lich's own thoughts, or through grand dialogues directed at anyone arriving to challenge them. They monologue and stall fights against heroes in an attempt to hang out for longer, persuading opponents to join them. A genuine conversation, untainted by hostility, is a precious fantasy for these monsters.

Shared Antagonisms. Partnering with a lich requires a willingness to share in their many hostilities. Liches naturally attract numerous enemies, including religious crusaders and heroic adventurers. These adversaries endanger the lich's existence and create immense stress. Partners often take command roles within their undead armies, relieving the monster's responsibilities and allowing them to focus on the fragile art of keeping their rituals stable.

Uncommitted Humanity. Liches exist to collect power through dark rituals, making them objectively hostile to the living world. Fully embracing darkness is the only way a person could comfortably coexist with these monsters. The choice to betray the living is a decision that someone who's after a loving connection must be willing to make. Even then, liches often struggle to fully trust that anyone who walks through their cursed halls is there for love, not power.





5'5"



MEDIUM

PG.204

RITUAL TOME

LIKES

GAINING POWER
MONOLOGUING
INTRODUCTIONS

DISLIKES

OPPOSITION
INTERRUPTIONS
HASTY CONFLICTS

WAYWARD AFFAIR REVIEW

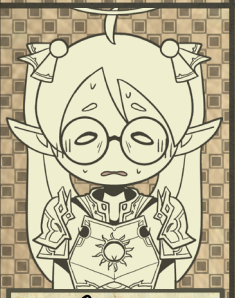
ON THE SIDE OF LIFE

LICH!



Silver

Wish that liches didn't exist just to enslave humanity... They get their power by harming the living world, and we can't let our readers all turn into zombies! Before the big fight, we had a suuuper long chat. I've never heard someone able to string words together that well, almost like they'd practiced before I arrived? By the end they tried to sway me to their side, but even though they were hot and super convincing, I couldn't betray you all! Sad that we still had to spar by the end of it.



Gwen

There's nothing redeeming about a lich sadly. Their minions show no mercy, and I'm sure their monologuing is just done to buy more time for their wicked magic. I was already tired and creeped out by this whole mission, and wasn't about to be taken advantage of by a monster who CLEARLY had bad intentions. There was no redeeming them, and I wasn't gonna let them sway me to join their wicked legion. Only peruse them if you're bad to the bone, and tell me first so I can help out by smiting you down, too.



Desmond

It's a slippery slope for a lot of warlocks to start meddling with liches. A lot of us love sacrificing parts of ourselves for power, so becoming a lich's right hand man would seem like a no-brainer. They're charming, and hearing that such a powerful monster desires you so badly can enthrall some folk, but liches are a whole different story. Some love isn't worth the downfall of humanity — who woulda thought!



Pantheris

I figured a fellow necromancer would understand me. I fought through their defenses expecting... a kindred spirit? A mentor? Instead, I found a monster who'd rehearsed our encounter for ages. Their loneliness was real—I sensed it. But they started by talking at me, not with me. When the lich finally dropped the perfectionist act, they became far more tolerable. I only worry now if their necromancy is too volatile for any mortal to learn...



LUNAR

SAFE TO PURSUE

Fallen from space and lacking any survival instincts, lunar rely on others to learn how the world functions. Many strive to return to dormancy in space, while struggling on the planet they've crash-landed onto.

THE WAYWARD'S ADVICE

Lunar Origins. Lunar escape from moon rock meteors that have crash-landed. Once free, they enter a dormant state until the nearest visible full moon to them appears, finally awakening them. In this vulnerable sleep, they're just as defenseless as unconscious humans, making it crucial for local inhabitants to protect them if the monster's life is to be preserved.

Moon Fixation. Lunar are incapable of shifting their gaze from the moon, only breaking focus during a new moon phase, or when it's physically out of sight. They feel an intense yearning to return and merge with the rock composing the moon's rocky surface, preoccupying most of their thoughts. This fixation can be heartbreaking to witness, especially for companions hoping the monster might stay grounded.

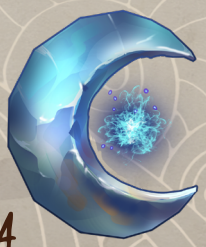
Reckless Return. Without guidance, lunar have little chance of surviving for long. Despite being fully grown, they lack any survival skills or knowledge of the world they've landed on. For those caring for a lunar, patience is key—these monsters are known for attempting impulsive, dangerous stunts to get back to space. Expect wild, reckless behavior like launching themselves from seesaws or scaling mountains with no plans after.

Second Thoughts. Many lunar spend considerable time on the planet they crash land onto before finding a way to return to a moon. During this period, they may unknowingly form deep connections with the people they encountered, sometimes enough to reconsider their desire to leave. When a lunar chooses to stay, they permanently break their gaze from the moon and open their heart to those who've helped them. In this stage, lunar become far more eager to learn about things unrelated to returning to space, and their willingness to form lasting relationships grows—especially with the people who'd supported them from the start.



6'6"

MEDIUM



PG.184

CRESCENT STONE

LIKES

FULL MOONS
EASY LIVING
SELFLESS AID

DISLIKES

NEW MOONS
HELPLESSNESS
HOMESICKNESS

WAYWARD AFFAIR REVIEW

LOST SPACE CHILD LUNAR!



Silver

I could never really figure out if the lunar was ever interested in anything I was saying. They'd keep a straight face through all my jokes, and would wander off a LOT. Saving them from death every few days was also a chore - How can you be sooo unaware that you nearly walk off multiple cliff edges?!? It felt like I was babysitting a wounded bird. They only just tolerated me, and would keep trying to fly away even if they were bleeding out.



Gwen

Looked like the lunar was pretty keen on getting back up to space since they would never stop staring at the moon. I eventually helped dig up some spell scrolls and found one for teleporting! Telling the lunar about it had them hyperfixate on learning the magic, so I enrolled them in classes. They never took a break though, and by the end of the month we barely did anything besides existing in the same room together while they studied. Just wish I was given more thanks...



Desmond

Felt oddly fun having a lost monster running around and getting into trouble. I already make sure that Silver and Gwen don't get into too much trouble, so lunar were a piece of cake. We didn't communicate much, but it was nice to just follow behind and watch them figure out basic world skills. I prefer monsters with a bit more awareness, and wouldn't romance lunar at this stage, but it was still fun!



Dextra

My divination magic and speed were really tested while around this monster. The lunar was ALWAYS getting themself into precarious situations, with a knack for constructing contraptions to launch into the sky. They didn't seem appreciative of me saving them from the falls or my vain attempts at flirting while they built new death contraptions. At least while indoors, their occasional affectionate glances were enough to know they at least enjoyed my company.

MANTICORE

PURSUE WITH CAUTION

Manticores base their romantic pursuits on astrological compatibility, making their connections both complex and tied to the stars. Approach with caution during years that align with their bestial traits.

THE WAYWARD'S ADVICE

Cultural Legacy. A significant portion of the manticore population don't entertain romantic pursuits without first determining astrological compatibility. They tend to ask for a person's birth month and year to gauge whether a connection is worth pursuing. Some manticores will outright refuse to form relationships with individuals whose zodiac signs they deem incompatible, while others might associate bad experiences with a particular sign. To a manticore, people are initially boiled down to their zodiac, sometimes leading to presumptions and misunderstandings. While this can push away others who may have been perfect partners, manticores choose to rely on this system as a method of filtering people from their lives.

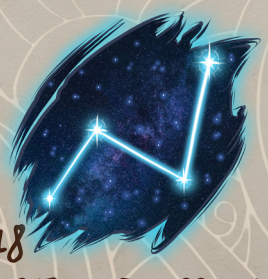
Hurdle Years. Manticores are especially wary of months and years that correspond with the animals that make up their bodies. During these times, the personality traits connected to these animal parts flare up, becoming far stronger. This heightened state of tension polarizes them; they may either seek companionship to help endure the emotions, or become aggressive and lash out in confusion. To engage with a manticore in such a time, one should identify the creature's body composition to determine what aspects of their personality have gone into overdrive.

Zodiacal Influence. The composition of a manticore's body resonates strongly with zodiac signs. Lion features reflect Leo, giving the monster bravery, courage, and a fiercely passionate heart. A scorpion tail is aligned with Scorpio, fostering a preference for solitude and introspection. Meanwhile, their wings are reminiscent of the symbolic superiority and broad outlook associated with dragons. While many manticores share this specific combination of body parts, others reflect different zodiac animals and, by extension, different personality traits.



8'9"

LARGE



PG.178

ASTRAL BLESSING

LIKES

DESTINY
CONSTELLATIONS
SUPERSTITIONS

DISLIKES

CERTAIN TIMES
CERTAIN ZODIACS
RATIONALITY

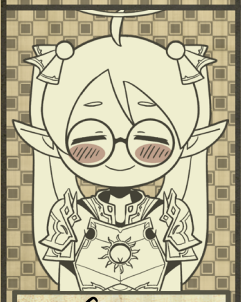
WAYWARD AFFAIR REVIEW

WRITTEN IN THE STARS MANTICORE!



Silver

After a few days of fun, the manticore asked what day of what month I was born on, then started hyper analyzing EVERYTHING I'd do after that. It also felt like they were avoiding me, until at one point they just flew off. I wasn't gonna take that lightly and chased them down demanding to know why. Turns out they were getting 'iffy' vibes off how much emotion I was putting into the relationship. Are they after someone who doesn't care as much, or just someone who's not me?



Gwen

I'm surprised! Didn't have much luck with crabs the last time we reviewed them, but this manticore was part crab and we got along well! I'm also a cancer, so I guess we played off each other's sensitivities and nurturing natures. One thing weird part was them saying that meeting was 'destiny', and learning that they break connections with incompatible people often. I guess if you just get lucky to match with the right style of manticore, you're destined to have a great time!



Desmond

Not knowing my star whatevers was the hard way through being immediately rejected by most manticore. Guess it's Capricorn? Anyway, I found a Taurus manticore to match with, and what do you know, we hit it off! Feels a bit cheating just being able to jump into a relationship with nothing but a star sign as a status, but if they're down for it, I guess I'm chill, too.



Dewveck

I was attacked by a leo manticore during its hurdle year, and after skirmishing, there was finally a chance to talk. We hit it off once weapons were down and started making plans to travel together! We've been paired for almost a year now, and so long as I don't steer them in any direction, I get a flying mount for free! Something about our compatible signs kept them around. So beware—when the manticore feels up for it, Dewveck is coming for your treasures!

MARIONETTE

SAFE TO PURSUE

Marionettes are constructed servants devoted to their skills and the act of service. Although resilient, they deeply appreciate fair treatment and are always eager to learn more about the people they serve.

THE WAYWARD'S ADVICE

Bound Servant. Marionettes are efficient and obedient wooden servants employed in personal households. They control themselves using strings attached to their appendages, requiring a ceiling or structure to dangle from. Their existence hangs around others, as both their built purpose and need for suspension tie them to constant service. Fear of being scrapped for poor performance or replaced by newer models prevents them from indulging in personal pleasures.

Loyalty. When treated well, a marionette forms a profound bond with its commander, viewing their service as a sacred duty. Their constructed hearts ache to please, making them fiercely loyal. Marionettes are incredibly hardy, able to endure physical hardships that would break most others. With this stamina, they wear themselves down in the hope that one day things will improve, following orders as a testament to their selflessness devotion.

Personal Closeness. While marionettes take pride in their efficiency, their true desire is to earn the favor of their commanders. They yearn to know them on a deeper level and would find even more joy in their work if given the opportunity to form a personal connection. If given the chance, marionettes frequently fall in love with their commanders, creating an unbalanced dynamic if the monster is to continue working for them.

Self-Worth. Marionettes see themselves as inferior to most other species. They derive meaning from the happiness of their commanders, putting others before themselves. Their sense of value is entirely external—if a loved one is harmed or expresses disappointment, they spiral quickly. Marionettes who've gone years without a commander tend to be the most secure, becoming self sufficient and learning to love themselves.



5'9"

MEDIUM



PG.191

HOME IMPROVEMENT

LIKES

SERVING OTHERS

COMMANDERS

RECEIVING FAVOR

DISLIKES

DISTRACTIONS

BAD PERFORMANCE

REPLACEMENTS

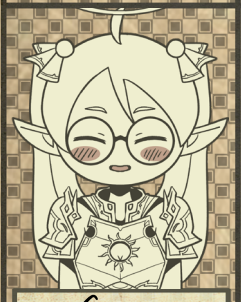
WAYWARD AFFAIR REVIEW

UNDER NEW MANAGEMENT MARIONETTE!



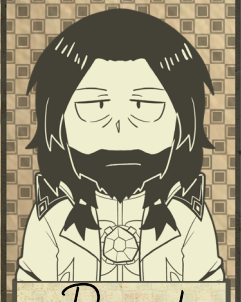
Silver

An old couple had a marionette at their house and let me become the unofficial master of the place until they got back! The marionette REFUSED to believe it though. Took me writing the owners for their signatures for the monster to finally come around. Once I had proof, the marionette became obsessed with catering to me. I guess they felt embarrassed, but I didn't hold it over their head. At least things were chill now, and I let them take plenty of breaks to hang out!



Gwen

My parents own a marionette, so I went back over to hang out with them. Like always, they'd obey basically anything I'd say. Always felt weird controlling someone like that, so I didn't ask for much. They were over the moon to just sit down and chat thankfully — I guess nobody has ever really reached out to them like that before? I think the monster was still processing how nice finally talking with someone from my family was by the time I had to go. Happy to have finally gave them some attention!



Desmond

God, it feels so weird hitting on someone while you're in a position of power. I had to jump through hoops just to get permission to boss the marionette around because they wouldn't care about me otherwise. The switch from being ignored to them trying to please me constantly was also shocking, and I couldn't help feel they were patronizing me. I guess things were fine after, just an odd start.



Casket

I rented a home for a while that had a marionette inside who fell for me on the spot. They followed me around, held my things, and cleaned the floor before I even noticed it was dirty. But then they wouldn't sit down, eat, or even take breaks, even when I offered snacks. I think they liked helping, but also... kind of forgot how to enjoy stuff? When I finally convinced them to dance with me, they froze up for a second and then smiled so hard it made me cry.

MIMIC

PURSUE WITH CAUTION

Although their initial behavior can be aggressive, mimics are surprisingly receptive to training and form bonds with people who provide food, comfort, and the patience to guide them.

THE WAYWARD'S ADVICE

Ambushers. Mimics are wild, instinct-driven monsters that compress their tentacled slimy forms into containers that match their size. Their hostility isn't rooted in malice but in survival, always appreciating a chance to live a domesticated life. Wild mimics aren't immediately safe to approach. Because they lack any common languages, sealing their container and relocating them to a safer environment is critical for the taming process to begin.

Behavioral Shift. Mimics experience significant changes through consistent training. When a mimic is exposed to situations where gestures or commands are linked to rewards like food, their perception shifts. Over time, they learn to associate human companions with security and comfort rather than as food, transforming their predatory instincts into cooperative behavior. They become eager to please once they recognize predictable routines.

Fostered Bonds. Training strengthens the connection between a mimic and their trainer, fostering loyalty and affection. Mimics crave knowledge and can be taught increasingly complex subjects if their trainer is patient. Given enough time, mimics can even learn to understand languages, history, and basic sciences. Achieving this level of intelligence takes years, making well-educated mimics rare companions.

Love for Luxury. Mimics develop a fondness for new containers, which serve as both hiding places and personal homes to help them feel secure. Providing luxurious, tailor-made containers not only relieves their stress but also deepens their affection for their trainer. A mimic in a container designed to their preferences is more likely to stay put, be receptive to training, and grow affectionate. Containers are often considered status symbols to them, and they adore showing off new designs.





LIKES
TRAINING
FANCY CONTAINERS
PRAISE

DISLIKES
SCOLDING
OPEN SPACES
HUNGER

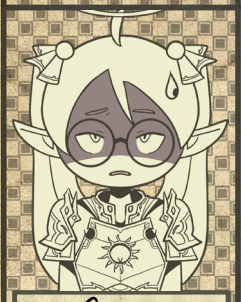
WAYWARD AFFAIR REVIEW

A SLIMY SURPRISE! MIMIC!



Silver

Most monsters can be romanced like they're humans, but wild mimics need to be pampered like pets! We went to a place that trains em, and hung out with a bunch of mimics at different stages of domestication. The newest ones were really shy and territorial, while one of the longest trained mimics could talk! I obviously stuck around the ladder, playing hide & seek and such! Wish we could've adopted one, but keeping fresh meat on our long trips would be annoying...



Gwen

Although they're icky and slimy, mimics have an odd charm! Some of the more domesticated ones were sociable, and would be the ones to get their slobbery goo all over me. They would make such messy pets, hide away when they're overstimulated (kinda relatable actually), and jumpscare you from every nook and cranny of a house. You know how I was with gargoyles, what makes you think I wanna be tormented more? Who would want to deal with this every day? I'd die of a heart attack.



Desmond

Some of the newer mimics would try jump out to eat me way more than the others. I guess shorter people would be easier to scarf down... Sure mimics are messy monsters, but they stay pretty centered in their containers. Most of the trained ones were harmless and feisty in an endearing way. Wish they'd come out of their shells and hang out more though — Sometimes I'd be waiting for hours.



Jauf

Imagine my surprise when I opened a chest to find this monster popping out to chew me up! It was fun poking them into lunging at things you'd throw nearby their container, but they're pretty quiet and hide a lot, so things get stale quick. Apparently, they can learn more if you train them, so I hung out with some domesticated mimics to see the difference. They make for much better companions, but none of them are active enough for my lifestyle...



MOTH

SAFE TO PURSUE

Moths gather for leisure around a mystical flame that defines their culture and mindsets. Light levels play a crucial role in both a moth's productivity and ability to relax.

THE WAYWARD'S ADVICE

Distracted Glow. Strong light sources can easily distract moths, pulling them away from tasks to hover by the glow. They require complete darkness to function productively, and soft, glowing light to unwind. Overexposure to light will send them into a euphoric state, being unable to focus on anything else and losing track of time. Planning events with moths means carefully considering the lighting that will be present, as it heavily affects their behavior.

Focused Interests. Moths often hyper-fixate on specific interests and try to steer conversations toward familiar topics. While they may struggle with new subjects, once something clicks for a moth, they'll pursue it with intense passion and curiosity.

Sacred Light. Moths are mesmerized by an eternal fire known as the Lavender Flame, located in their largest flower field. This mystical fire not only influences moth fashion with its vibrant color and radiant glow, but also symbolizes the center of their culture and social interests. A moth's home will always be close to the Lavender Flame, getting deeply homesick if they haven't basked in its warmth in awhile. Moths always invite trusted individuals to check out the flame during special events. The perimeter is lined with vendors and attractions designed to dazzle. Locals assume that a moth bringing an outsider in means they're in love, and won't hesitate to make cheeky comments. Be prepared with witty responses to avoid outright denying the possibility—nothing's worse than a flustered "we're just friends" shutting things down.

Sunny Seasons. Moths love the warmer months and hate the cold seasons. Don't be alarmed if a moth begins to push aside dates when the temperature drops. Although the monster always has fluffy outfits prepared for the cold, they'll still lose interest in anything that'll have them stepping outside.





PG.193
LAVENDER TORCH

LIKES
- LAVENDER
- UNIQUE LIGHTS
- FIXATIONS

DISLIKES
- DISTRACTIONS
- NEW TOPICS
- THE COLD

WAYWARD AFFAIR REVIEW

LIGHT ADDICTS MOTH!



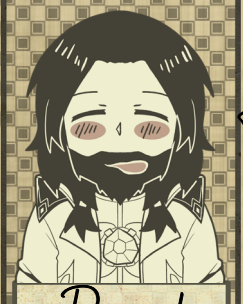
Silver

This was a TERRIBLE time to review moths. Spring is right around the corner, but the temps are still low. Basically no moth around their entire forest village would answer their door. None of them wanted to lose any heat in their house, so I stood there freezing my face off trying to socialize. Could only stand out there for so long before fleeing back to the big purple flame, but the moths themselves seemed normal enough on the other side. WISH I COULDA SEEN ONE



Gwen

The first moth I went to visit gladly let me in! They seemed enamored by my little halo and loved how glowy and warm it was. In fact they seemed kinda high 24/7, and would ask me to repeat myself constantly. We did a lot of lazing around which I suppose is fine. I just wish we coulda done something more stimulating sometimes. I guess if you like munching on food and sleeping, moths are the monsters for you. We stayed in all month and did a whole lot of nothing. Sure it was cozy, but got samey very quick.



Desmond

They seemed so curious how my little chest crystal could have such a strong purple glow. Didn't realize these monsters cared so much about the color purple until they all figured I was dating a different moth. I guess purple is a weird outfit color, and only moths would persuade someone to wear it? They fawned over me as we huddled for warmth to survive the winter's end!



Badger

Even though it was frigid outside, that still didn't stop my research! Their appearance is breathtaking—from their shimmering wings that catch and fracture the light from their lavender flames, to their eyes that glow alongside the fire like the full moon. Just as they were captivated by the glow, so too was I pulled into their world. Being able to quietly sit together and exchange reprieve through a simple torch's flame is such a cozy way to pass the frigid season!



MOUSE

SAFE TO PURSUE

Mice are natural-born heroes with a passion for culinary arts and the designing of miniature homes. They thrive on adventure and deeply cherish the companionship that blossoms from cross-species love stories.

THE WAYWARD'S ADVICE

Comfort Requests. Mice in close relationships become very affectionate and needy. They slow down, asking larger companions for frequent assistance with daily tasks. It's important not to indulge the monster too much, as this can dampen the lively and independent spirit that defines a mouse's character. Asking the mouse for small favors in equal return helps keep the relationship balanced and rewarding.

Culinary Curiosity. These tiny chefs possess sophisticated palettes driven by a desire to explore and craft new flavors. They take great joy in transforming simple recipes into culinary adventures, frequently seeking out rare ingredients for their creations. Due to their small size, mice often welcome assistance from larger folk when it comes to handling kitchen tools, making collaborative cooking a dream come true. Allowing a mouse to guide a shared meal is something they cherish—and a favor they eagerly repay with loyalty.

Daring Nature. Mice are inherently born with the traits of daring protagonists. They embody courage, kindness, and a drive to help others in need. Their heroics extend beyond physical feats, interrupting their own lives to help steer others back on track. Adventuring parties frequently find mice to be trustworthy companions, with deep bonds—and even love stories—often forming between species during the journey.

Tiny Homes. Mice create elaborate, mouse-sized homes that are ingeniously adapted to suit their needs. Their abodes feature cleverly crafted furniture and micro-appliances. Larger companions often help enhance these spaces, adding thoughtful touches that make the mice feel more at ease. Although these monsters take pride in their homes, they're not bound to any single place and can be convinced to move as long as help is offered.





LIKES
- ADVENTURE
- HEROICS
- COOKING

DISLIKES
- OVERINDULGENCE
- LARGE UTENSILS
- SETTLING DOWN

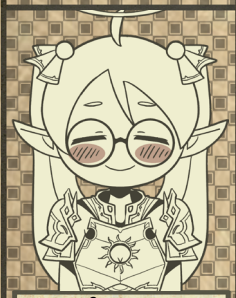
WAYWARD AFFAIR REVIEW

BIG HEARTS IN SMALL BODIES
MOUSE!



Silver

I couldn't shake this mouse off me! Guess they heard that we travel around to write these reviews, and they wanted a piece of that adventurous pie. During the month that we were together exclusively, we got up to tons of stupid teenage shenanigans. Daring each other to climb trees or balance on boulders was stupid enough to keep us entertained for HOURS. Then we'd mature a bit and cook up some high class food with wild ingredients we gathered up from the journey!



Gwen

The mouse had a cute tiny home that I got to see a little inside of. Was kind of odd laying down next to a hole in a wall peering inside, but the mouse eventually set up a little outdoor arrangement to fix that. I was inspired to craft up a bunch of decorations for them, and we spent a bunch of time together working on teeny portraits and clay pots! Heading outside also always felt like a quest – the mouse would set an objective, like finding an ingredient or tool, that we'd go on scavenger hunts for!



Desmond

Noticed that the mouse's love language was exploring around and collecting ingredients for meals, so every day we tried to hunt down the main item to a dish. Over time though I think they noticed I could find the ingredients way faster if they weren't around, and leaned into me doing it alone. The same started to happen with cooking, too. Eventually I was the only one doing anything.

MUCK

PURSUE WITH CAUTION

Muck hide from society due to the filth they've accumulated through a life of neglect. Although they've given up expecting much, muck subconsciously hope outsiders will cleanse them of their squalor.



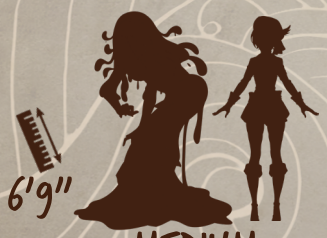
THE WAYWARD'S ADVICE

Damp Dwellers. Muck are corrosive, slime-like creatures that inhabit dark, waste-filled areas. They're often shunned by other species due to their toxic environments and foul stench. Muck view themselves as abominations undeserving of social interaction or companionship, reinforcing both their isolation and the perception of others that they're living waste. Despite this, they instinctively want to belong—no matter how much they pretend otherwise.

Murky Potential. Muck are isolated monsters who never had a chance to grow socially. They lack info on many subjects and struggle to keep up with conversations requiring an education or cultural awareness. If someone wants a meaningful conversation with this monster, they'll need to start with the basics. However, muck are eager learners when not overwhelmed and appreciate effort taken to include them.

Purification. Altering a muck's self-image and corrosive nature requires patience and persistence. People wishing to bond with them can visit with sweet aromatic gifts that both show kindness, and help gradually reduce the monster's stench. The selflessness of someone who continuously meets up with a muck bolsters the monster's mood substantially. As they come to rely on a person for this comfort, expect them to fall romantically hard—and without subtlety.

Unwanted. Beneath their oozing exteriors, muck harbor a suppressed yearning to be treated with dignity and empathy. People who muck try to interact with often flee in disgust, reinforcing the monsters' poor self-image. This compounds a buried belief that they don't deserve love. These monsters subsist off organic scraps discarded by others, their energy now focused on survival over connection. Even if a person admires or finds muck attractive, it'll take significant effort for the monsters to believe them—let alone believe it for themselves.





LIKES
- ACCEPTANCE
- LEARNING
- SUPPORT

DISLIKES
- ISOLATION
- JUDGMENT
- THEMSELVES

WAYWARD AFFAIR REVIEW

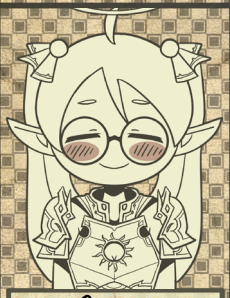
BAD SMELL, BETTER COMPANY

MUCK!



Silver

I KNOW I shouldn't have been so pushy, but we coulda met outside of their suffocating sewer tunnel to start! I complained about it every chance I got, which I think scared them. What else was I supposed to do, slowly choke to death in that gunk filled cave? I swore I wouldn't complain as much if we just hung outside, but they didn't believe me. I guess it was a little untrue since the muck was made out of the same slime I kept complaining about, but at least I could keep more distance!



Gwen

The first week was testing my limits on how far I'd trudge through the city sewer. I felt so dizzy I could hardly stand, one time passing out from the stench. A muck came to the rescue by pulling me out, and I learned a lot about their lonely life by the entrance of the tunnel. I promised I wanted to see them again, and a cleansing prayer I cast was able to eject a lot of grime from their body. Their confidence started shining through, and I got to teach them so many fun things about the surface world!



Desmond

I zipped through the tunnels and found a muck wallowing around. They seemed so lifeless, but the flowers I brought perked them up. I tried to treat them well and never brought up the stench, which worked great for their confidence! Being so reclusive definitely killed their social skills though — being expected to explain the punchline to every joke and reference gets exhausting fast.



Dr. Feoil

Not having a traditional sense of smell made approaching them a cake walk. They were surprisingly grateful for the company, and I didn't mind pausing our talks now and then to explain a turn of phrase or obscure reference. Brought along a trove of books—though I did have to enchant the pages so they wouldn't melt. No trouble at all. Truth be told, I enjoyed their company so much I'm currently helping them move out of that murky old home as I write this!

MUMMY

PURSUE WITH CAUTION

Mummies can become angered when awoken, briefly seeking to return to their opulent afterlife. Divine rituals helped keep their hearts intact, making them emotional monsters who thrive on desires.

THE WAYWARD'S ADVICE

Disturbed Afterlife. A mummy's awakening occurs when the expensive gifts near their resting place are disturbed, or when their sarcophagus is opened. Either way, mummies are roused from a peaceful afterlife, and their soul rushes back into their body to defend themselves. Clerics can perform ceremonial magic over the sarcophagus to calm the mummy beforehand, allowing the monster to awake in a less confrontational mood. Never take anything from their resting site besides the mummy; the plunderer be considered a thief and be promptly attacked.

Humbled. Mummies had always lived a privileged life before their mummification. If the monster still has plenty of treasure left in their tomb, they'll continue to ignore romantic advances from the less fortunate. Poorer mummies, however, are far more friendly to people of all walks of life.

Picky Reliance. Mummies are completely incapable of surviving as an undead creature indefinitely on their own. Their extravagant lifestyle quickly exhausts the wealth stored in their tombs, forcing them to seek out someone new to indulge them. A mummy values a partner who can offer comfort comparable to what they experienced before their mummification, making only the wealthy and influential truly capable of keeping one satisfied. If a partner faces difficulties or limitations in providing, the mummy will swiftly move on.

Preserved Heart. A mummy's heart is the only organ left within their body, making the monster highly empathetic and emotional. They lack the ability to think logically and act entirely on feelings. Mummies choose to rely on their preserved appearance, tomb of wealth, and simplistic charm to navigate social situations and stay content. Their vulnerability is hidden beneath regal arrogance, and few see how desperately they long to be understood.

5'2"

MEDIUM

PG.178

AMBER LINEN

LIKES

WEALTH
PAMPERING
EMOTION

DISLIKES

DISRUPTIONS
LOGIC
THEFT

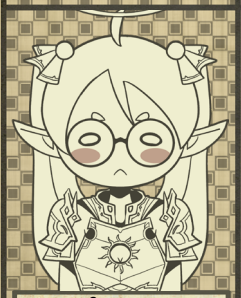
WAYWARD AFFAIR REVIEW

CAN COINS BUY HAPPINESS? MUMMY!



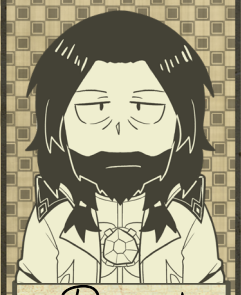
Silver

Had to be really careful with coin this month... The mummy had a refined taste for running my pockets dry. Maybe my outfit screamed 'rich pompous noble kid', because they latched onto my arm and steered me down every expensive city street. Gifts were their love language, but I prefer sentimentality over price tags. Once the 60 GOLD COIN necklace I got them wasn't enough, I bailed to make sure I could still afford rations for The Wayward's trip next month.



Gwen

A little calming prayer before I woke them up made it easy for us to start on solid ground. They had so much money lying around and were immediately excited to have a shopping buddy to spend it all with. At first I was thrilled because I doubted we could make a dent, but this monster had no issue dropping hundreds on a single garment. I started speaking up about it, which upset them, and by the time they'd gone broke it was apparently my turn to cough up more funds. Thankfully I spent frugally. This is on them.



Desmond

I never got too invested because this mummy has a way with words to make you spill your heart and coin out. We'd hang out as friends, but nothing more, and I'd be their main outlet to gossip about other people they'd been dating. Seeing all the fancy gifts they had was wild — who'da thought you could get so far off charisma alone? For us cheapskates, I think friendship is more than fine.



MUSHROOM

PURSUE WITH CAUTION

Mushrooms are quirky monsters quick to befriend their neighbors. They eagerly attach themselves to interesting folk, hoping to explore deeper experiences in the company of others.

THE WAYWARD'S ADVICE

Conjoined Company. When a mushroom finds someone whose company they enjoy, they'll cling to that person and rarely let go. Mushrooms thrive on the closeness of relationships and shared experiences, sometimes worryingly giving up their own autonomy to indulge in their partner's passions. They're particularly drawn to individuals who're deeply invested in their hobbies, viewing romance as an opportunity to try new things.

Flustered Fumes. Mushrooms try to stay highly aware of their surroundings due to being easily startled by sudden noises or movements. When alarmed, they sneeze a cloud of spores from under their caps. Mushrooms never seek to infect others with these spores, and take precautions whenever possible. These spores attach to new hosts to transform them into new mushroom monsters. A scorching hot bath can remove the spores before they take hold—a fact mushrooms regretfully share only once the mistake is made.

Nature's Friend. Mushrooms are well connected to other monsters living in nearby forests and caves. Fairies, shamblers, awakened shrubs, and more appreciate the quirky nature of mushrooms and their natural ability to bring different species together. After making a friend with a mushroom, expect to be introduced to plenty more before the month's end. Their enthusiasm for expanding social circles makes them natural bridges between communities.

Rewired. Although the mushrooms that grow from this monster could take full control, they instead share the mind of the host. This helps both entities survive, but introduces a range of behavior changes labeled as quirky, odd, or disruptive. No mushroom thinks or acts the same way, with some acting far less typical than others.



5'6"

MEDIUM



PG.213

TRIPPY FLESH

LIKES

ATTACHMENT
SHARING
ODDITIES

DISLIKES

BEING STARTLED
SEPARATION
UNFAIRNESS

WAYWARD AFFAIR REVIEW

FUN-LOVING FUNGUS MUSHROOM!



Silver

It's IMPOSSIBLE not to meet at least mushroom while dating other forest monsters. They're super weird, doing things in quirky ways and always accidentally becoming the center of attention. Mine loved basket weaving, and I really wanted to try learning! Sucks that they felt like it wasn't interesting enough of a hobby, because they'd insist we enjoy my hobbies instead. They'd get self-conscious showing me what they enjoyed, which sucked cus they were more interesting!



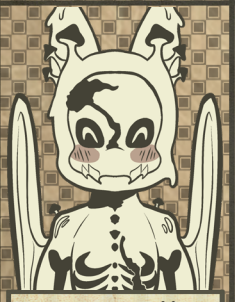
Gwen

The mushroom was terrified of getting startled and covering me with spores, so I had to keep my distance for awhile... My weak shouting voice coupled with calmness maybe coaxed the mushroom closer, and we finally started hanging out normally. Maybe a little too close; by the end of the first week I couldn't pry them off my arm. I always appreciate someone who'll dive into the cozy stuff I'm into, but the mushroom was always so reserved to share what they found fun as well.



Desmond

We got together a bunch of different forest friends we've met before and had a huge party! Everyone knew the mushroom was the star of the event. Their fun quirks helped break the ice and get everyone in a good mood. They were also a great conversation partner - Somehow the shroom had something to say about every activity anyone had interest in. Great partner material!



Marzii

Today I got to meet an amazing mushroom monster who loves to make friends as much as I do! We sat and chatted about all sorts of fun stuff, and I got to meet all the different kinds of forest friends they know. They knew so very many, but the mushroom was still my favorite! I think we hit it off really well, and maybe we might even get to be more than best friends soon—we're already quite attached! I can't wait to find out what that's like!

OWLBEAST

PURSUE WITH CAUTION

Owlbears are weighed down by their stressful pasts. They attack anything in sight and remain on high alert at all times. Starting introductions from a distance is key to avoiding a sudden, violent encounter.

THE WAYWARD'S ADVICE

Passion Overload. Owlbears are unable to express vulnerable emotions in any way other than through slashes and kicks. Whenever flirting, humor, sadness, or anger would affect them, they show it by lashing out at the source. The strike is usually a single, sudden blow, allowing those with quick reflexes or foresight to dodge the attack. People who can't be hurt easily may be struck repeatedly until the owlbear tires out and calms down.

Provoked. Owlbears descend from family lines marked by trouble and misfortune. They've always been repelled by society, which now manifests in the monsters' irritated and closed off nature. Trees bear the scars of their claws to mark the bounds of their territory, and with most people who push through these warning signs often having cruel intentions, the monster forcefully never entertains the bravado. Their already grim disposition worsens at the sight of unannounced encounters, throwing them into a defensive frenzy. A person attempting to befriend an owlbear must do so cautiously, using distant methods like magical communication or leaving gifts and notes along the monster's usual paths. Only when an owlbear becomes familiar with all aspects of a stranger can it become safer to meet face to face.

Social Gatherings. Owlbears insist that the first few months of hangouts take place privately outside their territory. As trust builds, dates can be had in their cozier cave homes, and eventually in populated locations. While in public surrounded by strangers, owlbears hide their monstrous features and avoid interaction with anyone other than their companions. Don't allow them to become too stimulated, as the monster can easily cause a scene and warrant concern from nearby strangers. This attention and fear can quickly trigger an owlbear to lash out, escalating a tense situation into chaos.





LIKES
- VENTING
- PHYSICALITY
- PRIVATE TIME

DISLIKES
- INTRUSIONS
- STRANGERS
- SOFTIES

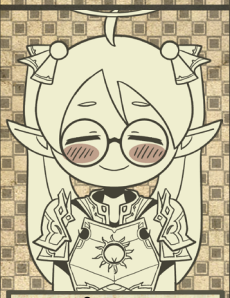
WAYWARD AFFAIR REVIEW

CROSSING BOUNDARIES OWLBEAST!



Silver

We played a long month of cat and mouse, where I'd venture into their territory and be chased right back out. They knew a lot of fun swears, and I even swore that the beast would kill me if they ever caught up! Seemed approaching for hugs and handshakes wasn't the play... So I took a calmer approach and played tunes by the forest edge, usually catching them listening nearby. I was traumatized and they seemed embarrassed, so that was kinda as far as things ever went after.



Gwen

judging by the carnage, I bet the owlbeast didn't want someone snooping around, so I left little snacks and cards around as an introduction. Took a risk one day and left a note behind with a date spot planned, and they actually came! The monster was super flustered and couldn't even utter out a thank you, but I could see the gratitude on their face. Even with all of this comfort, the owlbeast still had to excuse themself to release pent up energy by slashing at a few trees. Glad it wasn't on me at least.



Desmond

The owlbeast chased me for a solid hour before giving up. I offered some snacks to get their energy going again, and we bonded like nothing even happened. Eventually the owlbeast was chill with going into town for some human activities. I was hesitant, and my worries were valid when I'd eventually make a snarky comment that'd set them off and cause us both to get kicked out of central square.

PAGE-BOUND ONRYŌ

PURSUE WITH CAUTION

Onryō have had their souls fractured and imprisoned within the pages of countless books. Once reconvened, they escape to curse mortals into recreating stories from the tales that once bound them.

THE WAYWARD'S ADVICE

Cursed Date. After being re-summoned, onryō always place death curses on the first people they see. This curse is initially harmless but promises to kill its victim in seven days. It can be removed with strong enough clerical intervention, but anyone eager to forge a bond with the onryō may choose to have the monster catch feelings and remove it themself. A good starting point could be explaining the non-malicious reasons for re-summoning them and responding appropriately to their whims, lest they abandon someone in their cursed state.

Cursed Quest. An onryō's mind is warped by the themes of the books they were trapped within. Romance novels may inspire the monster to seek unrealistic escapades of love, while adventure novels could ignite a desire for daring quests. Regardless, onryō always pitch their interests to their cursed victims, demanding the recreation of similar tales. Throughout it all, expect them to speak in quoted references and constantly compare others to characters from their literature. Bonding over new literature in the monster's favorite genre can also ignite their love for others. Be, or expect to be, a reading and roleplaying person with an onryō if the goal is to survive!

Scattered Curse. Onryō are typically violent, vengeful monsters incapable of reason or morals. However, page-bound onryō possess a psychic curse that grants them a supernatural advantage. These onryō are expelled by binding their souls to books and sealing them away. Time eventually allows the books to resurface, trading hands with priests, collectors, and necromancy enthusiasts keen on deciding the monster's future. Most people won't be willing to help free an onryō unless paid well and given reassurance of safety against the monster's curses. Even so, a person desperate enough for knowledge, power, or companionship may be drawn to breaking their seal.



5'8"

MEDIUM



PG.197

OBSCURE IDEA BOOK

LIKES

ROLEPLAY

REFERENCES

READING

DISLIKES

BANISHMENT

SPOILERS

ILLITERACY

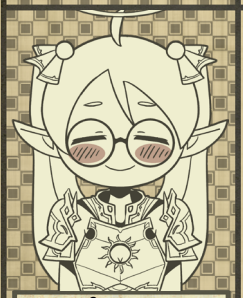
WAYWARD AFFAIR REVIEW

NERD! PAGE-BOUND ONRYŌ!



Silver

Tracking down every book needed to summon this onryō took foreverrr. And the second I succeeded, they hit me with a death curse. Rude. But apparently, they were obsessed with cheesy horror novels, so we went all in - rented an old mansion, set up a spooky investigation, the whole paranormal schtick. Honestly? Didn't know whether to laugh or run when I couldn't tell if the onryō was acting anymore. They had fun though, 'cus my curse was lifted soon after!!



Gwen

The onryō definitely thought I was going to purify them on sight. Even after I promised I wouldn't, they were skeptical. That lasted, oh, about five minutes—because once I started gushing about the authors of the books they were trapped in, we immediately hit it off. We made a cozy little reading nook in the tavern, swapped literary analysis, and, um... might've written some spicy fanfiction of our favorite characters. No regrets. If I ever die, please trap my spirit in a few books alongside one of these monsters!



Desmond

They fell for me fast. Like, cartoonishly fast. Kept reciting love poems, pulling every classic romance trick in the book. One day, I cracked open one of the books they were trapped in and, well... turns out they were roleplaying the main character. So, naturally, I played along—leaned into the whole 'fictional love interest' thing. They lost their mind. Pretty sure I made their year with that one.



Alvis

The first onryō I encountered was bound within the tomes of a famed wizard from ages past. Though unrelated to him, I knew these books word-for-word, and won the monster over by retelling his exploits as if I were the legend himself. They'd longed to be just like the wizard one day, and we're still recreating those old quests together. In doing so, I've gained an even deeper love for spellcraft through sharing the passion with this monster!



PANDA

SAFE TO PURSUE

Pandas may appear simple in their love for food and play, but their dedication to conservation and understanding others reveals a compassionate and complex monster beneath.

THE WAYWARD'S ADVICE

Advocates. Pandas are passionate defenders of the environment. They inspire those close to them to live in harmony with nature and to foster a similar connection to the world around them. Their loyalty to the natural world is one of the few things they'll push themselves for, surprising others with sudden determination when habitats are endangered. Pandas are upfront about this fact, and will quickly break things off with people who live destructively. Druids and rangers share similar feelings, making for a panda's ideal partner.

Food & Smoke. Pandas have a deep affection for bamboo and tasty treats made by humans. They're frequently seen snacking throughout the day and need gentle reminders not to speak with their mouths full. Many pandas eventually take up smoking to curb their constant cravings—a habit that divides the people close to them. Others find it easy to bond with pandas, especially if they share a love for food or are fellow social smokers. They're also surprisingly picky eaters, with favorites they'll go back to for weeks before changing preferences on a whim.

Gentle Soul. Pandas are compassionate and nurturing monsters. They possess a deep empathy for others and are always ready to offer a comforting hug or a listening ear. In moments of distress, pandas provide unwavering support and unconditional love, making them reliable companions in difficult situations. They also lack superficiality, forming deep connections with others regardless of appearance or past. When they care about someone, pandas are known to gift handmade trinkets carved from bamboo, often etched with heartfelt messages.

Simple Comforts. Pandas are playful and easygoing monsters, always eager for a simple game or short adventure. From relaxing on grassy hills to renovating their quaint bamboo forest homes, they thrive in lighthearted fun and the company of others. Pandas detest challenges and avoid anything they find overly troublesome. Because of this, many acquire basic skills or knowledge later in life and only expect the same level of effort from others. They don't respond well to pressure and tend to disengage when asked to commit to difficult tasks.



6'2"

MEDIUM



PG.199

PASSING PIPE

LIKES

SIMPLICITY
INDULGENCE
NATURE

DISLIKES

HARDSHIP
EXPECTATION
SUPERFICIALNESS

WAYWARD AFFAIR REVIEW

CATCHING SMOKE WITH THIS ONE PANDA!



Silver

I don't smoke often, but this panda brought me right back to my hay days. We'd lay back and watch time fly, laughing over stupid nonsense and getting way too introspective. The monster's life is pretty simple: They do work around their home while taking breaks nearly every 15 minutes. Gave me so many chances to strum some tunes and really feel out their personality! If you have just as much free time, pandas are always looking for people to hang out with.



Gwen

I love comfy hangouts as much as the next girl. I don't smoke often though, and losing touch with reality by getting high so often wasn't a great feeling. Do I remember half of what the panda ever said to me? Nope. Do I remember half of anything I ever said? Definitely not. Felt like we were just burning time for the sake of it because I can't for the life of me recall much more than 'they were nice to me and lit my pipe'. Maybe I just green out too easily, because it seemed the panda took it way better.



Desmond

I'm more of a drinker than a smoker, but that won't stop me from having a good social time with the gang! Seemed I held up well, because the panda was hyped to get me into their inner ring of friends. They loved conversations on cooking vegan meals and complaining about humans chopping down fresh acres of forest. Seemed they all liked my idea of sparing trees by expanding underground instead!

PATRON

PURSUE WITH CAUTION

Patron cults thrive on charisma and the allure of magical power. Early support offers more attention from the monster, but understand their unwavering stances before committing to a pact!

THE WAYWARD'S ADVICE

Cult Personality. Patron cults aren't always evil; they grow primarily through the monster's social connections and unique ideas. The added allure of receiving a portion of the monster's magic is an enticing bonus. It's in a patron's nature to expand their cult's influence by taking on roles similar to influencers competing for public attention. Because their presence is limited, many craft public personas with exaggerated traits, fueling both admiration and controversy among their followers.

Early Supporter. To grow their cults, patrons leave a small fragment of their power on a planet with the strength to briefly teleport someone to their realm. Early patrons usually lack power and are far more willing to bend to odd whims that others may have, so long as it ends with a person's soul being offered in exchange. Once a patron has built an expansive network of warlocks, they delegate much of the recruitment to other members. This creates fewer opportunities to connect with the monster personally, making direct interactions with better-known patrons increasingly rare. Being a devoted early follower is often the best way to ensure the monster's attention. It's important to show commitment and importance to help stay on the monster's radar while the cult grows.

Earthly Tethers. Early followers shouldn't try to stifle a patron's growth in order to keep the monster to themselves. Patrons need to imbue others with their magic to maintain connections across the far reaches of the world. They despise the emptiness of their own dimension, and linking to followers grants them power and access to new areas. This mainly allows them to escape and explore their devotees' territories.

Unchanging Ideals. When a patron takes a stance, never expect them to change. A patron's thoughts, feelings, and actions are deeply ingrained, making them unchangeable. There's no "fixing" these monsters, so if a patron's traits are deal breakers, it's wise to sever ties before signing any agreements for power or romance. The challenge is recognizing these red flags before making a commitment, which usually isn't possible before accepting a piece of their cosmic power.



8'3"

LARGE

PG.187



ENERGY CORE

LIKES

POPULARITY

SOCIALITY

THE UNCHANGING

DISLIKES

SLOW SUCCESS

OPPOSITE IDEAS

EMPTINESS

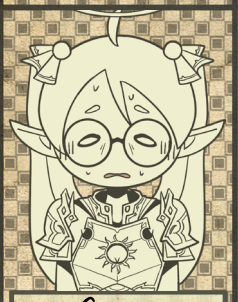
WAYWARD AFFAIR REVIEW

BIG BEAUTIFUL BOSSES PATRON!



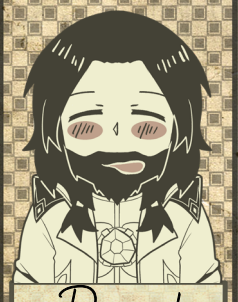
Silver

Patrons leave teleport glyphs all over the place, and magic sensing tunes make em easy to find! The patron was also as good a host as you can be in an empty demiplane. I wasn't about to offer my soul for whatever wacky warlock powers Desmond has though, but they appreciated all the free advertising I did for them after! Early patrons seem to be down to earth, and actively try to be likable. Don't think we woulda hung out again if I wasn't advocating so much for them.



Gwen

All the warlocks in the city kept insisting I take up deals for patron power, but would never help me speak to the patrons themselves. I guess most of the bigger groups got to a point where people trade power on the monster's behalf... Eventually I found a small group who let me speak with their patron, and I was put off by the whole thing. Like, I barely knew them and they wanted me to sign away my soul? I left and only managed to talk the patron into one more visit before they insisted I make a choice.



Desmond

Hadn't hung out with my patron in awhile, so popped open a portal and made an appointment. The group had grown so much, and the patron went from being frail and timid to a full on BOSS. The glow up made them actually unrecognizable, but I knew that personality anywhere. God, it's oddly comforting to reminisce with someone who hasn't changed one bit. They were like living nostalgia.



Wren

Are you really doing anything important with your soul? I didn't think so. Well then, get out there and find a fresh patron who needs a little TLC! There's no better investment than finding a brand-new patron and being the first to give them a chance. Your power and social status will grow right along with theirs, and as long as you keep being a good warlock and help grow their little family, you'll be guaranteed to be swept up into an electric power couple!

PHOENIX

SAFE TO PURSUE

Phoenix are a short-lived species capable of infinite rebirths. Their memories are wiped with each cycle, forcing them to choose between archiving everything or starting from scratch.

THE WAYWARD'S ADVICE

Fleeting Life. Phoenix live each moment to the fullest, acutely aware of how precious time is. They're optimistic monsters that prioritize positivity and expression, often seeking partners who share their view on mortality. Phoenix pity people who see immortality as a blessing, regarding their own species's superpower as a struggle. They advocate against envy for their endless rebirths, firmly believing that a short, well-lived life is far better than one stretched out and drained of meaning.

Preservation. Phoenix with fewer lifetimes behind them often keep journals to archive meaningful moments for their next incarnation. After around a dozen rebirths, phoenixes commonly enlist mages to encode their thoughts into magical memory strands that can later be implanted into their reborn minds. This process is costly, often requiring the phoenix's entire lifetime to procure funds to pay for it. If a phoenix's memories are ever permanently erased due to failing to get this procedure done, it's encouraged to consider the monster to have died and take the appropriate time to grieve, instead of grooming the monster into becoming who they used to be.

Rebirth. A phoenix's existence is both infinite and fleeting. While they technically live forever, this immortality is achieved through repeated cycles of death and resurrection. A typical phoenix lives about ten years, reaching adulthood by age three. Aside from their appearance, a newly reborn phoenix lacks any recollection of their former selves. Most other species far outlive them, severing the relationships the phoenix had in previous lifetimes. Only nostalgia lingers in their heart, allowing them to feel a vague sense of connection to significant experiences from past lives.

Thanatophobia. Premature death for a phoenix with a long unarchived memory is one of their greatest fears. Since preserving them is paramount, the monster will avoid activities that could risk their life, becoming overly cautious. When faced with dangerous situations, they freeze, unable to defend themselves. A phoenix frequently needs a partner willing to safeguard them from common threats, especially if memory preservation is a priority.



7'9"

LARGE



PG.203

RESPAWN FEATHER

LIKES

REMEMBERING
ARCHIVING
NOSTALGIA

DISLIKES

FORGETTING
NEEDLESS RISK
IMMORTALITY

WAYWARD AFFAIR REVIEW

LIVE LONG AND PROSPER? PHOENIX!



Silver

It was getting annoying hearing that every activity I wanted to do was dangerous. They wouldn't leave the safety of their nest until they had enough money saved up for a memory spell. That meant they were overworking themselves (which is probably more dangerous), had basically no time for me, and acted like a willingly caged bird. Felt like their past self set them up to slave away, which was odd for a bird that could be living each of their lives to the fullest...



Gwen

They asked to do safe simple stuff together, which I happily obliged! For an immortal monster, I found them surprisingly tame for the stuff we'd do together. It almost felt like they valued their immortal life more than I did my mortal one, which was ironic. Even if they preserve their memories between rebirths, is it worth it if you don't do anything special worth preserving? We never had deep convos, and I barely learned anything fun about them at all. What are they working so hard to save here?



Desmond

Went back out to Hothot Springs and found a fresh phoenix living it up. They were a bit clueless on a lot of things, but knew how to have a good time. Other phoenixes in the area seemed to think the one I was with was crazy. Although it was odd talking to a monster with basically no prior history, they had a thirst for life I couldn't help wanting to tag along for!



Blue

This phoenix has already lived like five lifetimes more than me, and was burning up with the need to teach EVERYTHING they'd picked up over the decades. Sleeping beside them, you'll also never be cold in the dead of winter again. Treat it like a hot tub or sauna—don't overindulge, or you'll end up toasted. I've been around plenty of birds before, but phoenixes are especially lit. This one was constantly working on themself, which inspired me to do the same!



PSYCHOVORE

PURSUE AT OWN RISK

Psychovore are an alien species that consume intelligence to gain knowledge. Scouts are deployed to new worlds, sometimes choosing to live peacefully among the inhabitants rather than returning home.

THE WAYWARD'S ADVICE

Alone Time. Psychovore are conditioned to be incompatible with other species, as their society has normalized viewing others as mere sources of nourishment. When multiple psychovore are present, they reinforce each other's disregard for the sentience of other beings, making it important to talk with new psychovores one-on-one. Psychovore separated from their species' collective mindset eventually begin to reflect on and regret the harm they've caused onto others.

Alternate Foods. Despite the psychovore species' knack for farming others, they're capable of surviving without such practices. Education serves as an alternative food source for the monsters, allowing them to sustain themselves by learning organically. Though this process is far less efficient than consuming a brain to absorb a lifetime's worth of knowledge, it offers a less violent alternative.

Planet Hoppers. Psychovore are a species of alien monster who research, abduct, and consume the intelligent beings of other planets. Benefiting from their origins in an ideal solar system, psychovore successfully colonized every planet within it, and have begun to explore beyond. By consuming the brains of living creatures, they absorb knowledge and youth to add to their own. This leads their species to view other sentient lifeforms as valuable livestock meant to expand the collective knowledge of psychovore-kind.

Scout Units. The psychovore who first arrive on a planet are surveyors sent to assess its resources. These psychovore are the most curious and adventurous of their species, choosing friendliness if no dangers are present. Though an invasion is likely within the next decade after a scouting psychovore is seen on a planet, these wary surveyors can sometimes be persuaded to develop a fondness for the inhabitants. Befriending a psychovore scout and helping them survey the world may seem like a betrayal to one's own species, but can often lead to the monster becoming fond for the living beings on the planet. Many psychovore who grow attached to the locals may stand against their species and fight to preserve what they've grown to love.



PG.195



LIKES
LEARNING
RETHINKING
OUTER SPACE

DISLIKES
MISSING INFO
UPSETTING
ECHO CHAMBERS

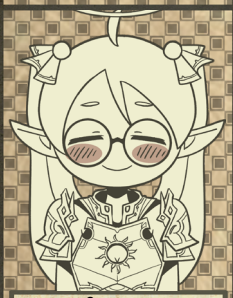
WAYWARD AFFAIR REVIEW

HUNGRY FOR KNOWLEDGE PSYCHOVORE!



Silver

I approached a group of psychovore that just touched down on the planet, but didn't expect to get absolutely ROASTED. They called me stupid every way under the sun... All I did was come up to say hi!!! They barely considered me a sentient person, and eventually just started ignoring and shooing me away. At one point I think they tried to weaponize my willingness by abducting me onto their mother ship, but to their surprise I wasn't stupid enough to go along with that.



Gwen

It was too intimidating to approach while they were all hanging out together, so I waited for them to split up and carefully approached one. The psychovore was cautious, but not immediately trying to suck my brain out like some of the rumors said. They were a great listener, and I could tell they absorbed everything I'd say to them. At the end of the month I learned that their friends had already left the planet, but they chose to stick around. I think I made a fan out of them!



Desmond

Kept one eye open every night making sure I wasn't going to get my head cracked open, but the psychovore was actually quite chill. They were scared at first, but later curious about everything. It was also fun testing my history with a monster who's somehow able to remember every word you say to them. Get a psychovore for trivia night and you'll never lose!



Dextra

I encountered a lone psychovore while tracking a group of them. It looked like things were going to get messy until I reached out using my telepathy. They seemed inquisitive—probably just curious how someone could have magic powers on par with theirs. The psychovore was quick-witted and playful once we got to know each other. Their ship was taking off soon, though, forcing us to separate early. Hopefully, the next time we meet isn't during a full-scale invasion!



PURPLE WORM

PURSUE AT OWN RISK

Purple worms possess two minds—one hungering and one rational. Once their cravings are satisfied, the rational mind takes over, allowing for socialization and the possibility of deeper connection.

THE WAYWARD'S ADVICE

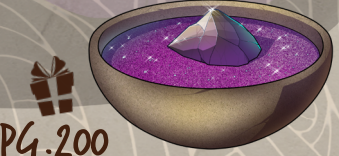
Buried Heart. Purple worms are solitary subterranean creatures that take relationships with others for granted. Although self-sufficient in survival, they use this to mask how dependent on social interactions they can truly get. Earning a place in a purple worm's heart requires consistently charming displays of charisma over several weeks. After this, plan to disappear for a few days without notice. Although this approach may seem harsh, it's effective in rekindling a worm's long-buried emotions. Upon returning, be prepared for a transformed monster. The worm's dismissive behavior will have changed to mimic the approachability of the absent companion in an effort to better maintain relationships.

Touch Sensitive. Although a purple worm operates with only one mind at a time, both minds amplify each other's sense of touch. While this heightened sensitivity is beneficial for tracking movements, it also makes the worm extremely sensitive to intimate contact. They need extended time to acclimate to those feelings before they can experience deeper forms of affection. A person should gently encourage the worm to explore these sensations, helping them gradually build up tolerance if this is important.

Twin Minds. A purple worm has two distinct minds, one governing their toothy-mawed arm, and the other controlling their main head. The arm's mind typically dominates, driving the worm to attack and consume everything in their path. Once the arm is fed, it calms down and allows the more rational main mind to take control. At this point, a purple worm's eyes and heart open, offering others a chance to socialize without fear of aggression. The Wayward's Advice segment for this monster assumes a person is interacting with a socializing purple worm.

Unchanging. Purple worms make it a point to get annoyed and destructive towards anything different or unnatural to them. Man-made buildings are usually the first to go, making purple worms impossible to bring outside of any barren desert. The monster lives a very simple and vanity free life, appreciating things how they are and getting upset when they change. Keep things consistent once a purple worm becomes interested.





LIKES
- FAMILIARITY
- BEING FULL
- REKINDLING

DISLIKES
- ABANDONMENT
- CHANGE
- SENSITIVITIES

WAYWARD AFFAIR REVIEW

A SLOW DIG AT LOVE
PURPLE WORM!



Silver

Happy that the monster doesn't live in a normal desert - The purple sand is super chill and makes traveling a breeze! Only problem is that whenever I'd meet a worm, they'd dig out and try to devour me whole. These monsters have huge appetites, and it took losing four camels and every pack of food they were carrying to satisfy one to talk. They act pretty haughty even after feeding them, and seemed worried I'd get too close. Like what? You were TRYING TO EAT ME BEFORE.



Gwen

I could conjure up a bunch of bread which soaked up the worm's hunger, and made hanging out with them a breeze. They were dismissive and it felt like I had to fight just to keep them around. The worm also only wanted to hang around the purple desert because they hated seeing all the ugly structures built by people anywhere else. I got bored and took a week off, returning later to find them acting completely different. It's like they suddenly cared about me after I nearly gave up on them. Nice to end on, I guess?



Desmond

Not saying much that Silver and Gwen already didn't struggle with. I could teleport food pretty easy though, and was way too fast to be caught. Love me some tough monsters though, and purple worms really make you work for it. Being nonchalant for their attention isn't for everyone, but they go crazy for careless guys. Just don't overdo it, or they'll eat you even with their sensible mind.

RAINBOW SNAIL

SAFE TO PURSUE

Rainbow snails take their time with love, being cautious of others and trusting in the wisdom of their ancestors. Prepare for a slow-paced love, or risk leaving this monster behind.

THE WAYWARD'S ADVICE

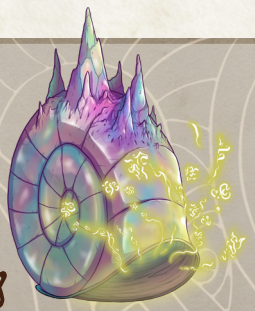
Family Species. Rainbow snails deeply respect their families, valuing ancestral knowledge as a treasured guide to life. They struggle to connect with people who don't share a similar reverence for family, and can't envision being with someone who's on bad terms with their blood relatives. For a snail, the importance of union lies in blending family wisdom.

Magic Shell. Snails naturally siphon magic from their surroundings using their rainbow shells. Magical creatures may feel drained after spending the day with one. This effect makes it difficult for highly magical beings to remain close to snails for extended periods of time. In a pinch, knocking on the monster's shell releases the magic its collected in a powerful wave, blasting back everything around them. Snails are often targeted by poachers seeking to harvest their shells, making them naturally wary of outsiders. For people who wish to earn a snail's trust, it's essential to approach slowly, keep movements gentle, and always keep weapons out of sight.

Mucus Limits. Rainbow snails slowly move by sliding across the ground on a trail of glittery mucus. This can litter the area with slime, which others may find inconvenient. Rough surfaces like sand or gravel require extra mucus, making these terrains exhausting for the monster. Snails also get motion sick if they move faster than normal, and are self-conscious while traveling with other species in shame of the inconvenience their pace causes. Enjoying the companionship and journey over the destination can take pressure off the monster.

Slow Dater. Relationships with the monster move at a snail's pace. Physical contact is usually declined for months, and it may take a dozen dates before they feel ready to move onto the next stage. Snails approach love with patience, carefully considering their choice before deepening a bond. Once a snail finally asks to lock down a partner, they'll be loyal for life. Even if things change for the worse, or both partners become incompatible, a snail will never go back on their choice—instead, always choosing to work on themselves to resolve issues. If both partners are self aware, it makes for an unbreakable bond.





LIKES
- LOCAL FUN
- FAMILY
- SLOW PACING

DISLIKES
- RUSHING
- POACHERS
- LONERS

WAYWARD AFFAIR REVIEW

SLOW LOVE IS TRUE LOVE RAINBOW SNAIL!



Silver

I LOVE designing huge lists of cool things to do with new monsters, but this snail had me take each a week at a time. They had to think about if a short term relationship would even be fine, and didn't make up their decision until the last day we were together. I'd show them I was fine with the pace by strumming tunes as we slithered along. They also found it impossible to believe that I never knew my parents. Isn't that just assumed with green colored characters?



Gwen

I'm usually not bothered by staying in one spot for awhile. In fact, a lot of the times activities make it harder for me to focus on the people I'm with, or vice versa. Anyway, their home was comfy and their personality is charming. I don't think they ever flirted with me, and I had to pull back after realizing this monster needs to be friends for a long while before catching feelings. The snail also said that weekly hangouts were too common. If I stuck around they'd likely only want to see me once a month!



Desmond

Snails seem to really love their families, and even invited me over for some food to meet them. Each snail had wisdom that I could only compare to a high priest. Even the snail I was with was able to keep up, spouting phrases and life lessons that sounded like they'd solved the meaning of life. There wasn't any romance, but I think I made a friend for life.



Violet

Completely expected romance to be a long kindling, so I brought all the patience in the world! Had no clue how to break the ice at first (what would I have in common with a snail?), but it turns out their love for weird lore and fun facts kept things interesting. Loved hearing about their long family history, and while being intimate too soon was a worry, I'm glad we were both slow to it! Travel is their main struggle, so don't rush things and enjoy the company instead!



Royal Piece

Safe To Pursue

Royal pieces are built to rule with strategy and a forward-thinking approach. They value each follower deeply, yet hold a special commitment to defending their personal romances at any cost.

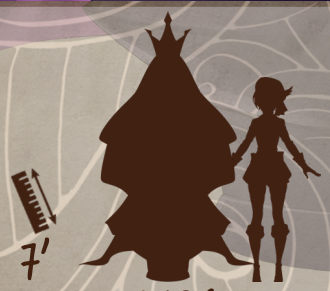
The Wayward's Advice

Court of Followers. A royal piece is never without allies, surrounded by a retinue of followers who each serve with a unique devotion. Rather than demanding blind obedience, the monster values bonds with individuals who can challenge their views with cleverness and insight. Being chosen to join this court can be a great way to build familiarity with a royal piece, but can easily lead to trouble as work professionalism takes a toll. Partners should at least both hold the same political and religious beliefs if a royal piece is to devote themselves to someone. The monster is built to hold the ideals of their creators, and refuses to romantically pursue anyone with vastly different beliefs.

Fodder. Because royal pieces don't normally hold grudges or allow emotions to dictate their actions, followers praise their seemingly stalwart motivation to strengthen and protect the kingdom. Only when a royal piece falls in love will their strategies falter, choosing instead to sacrifice anything to protect these special people. Ironically, their kingdom's support will be weaponized in a desperate attempt to ensure the monster's lover's safety or comfort. If left unchecked, royal pieces have been known to irrationally throw their kingdoms into disarray over this.

Heart of Strategy. Royal pieces appreciate people who can anticipate their needs and act without instruction. A sharp intellect and proactive approach are keys to capturing a royal piece's heart. Having an itinerary planned before outings with the monster will also impress, as royal pieces fall head over heels for people with preparation to win the day. If anything falls through, having backup plans will also be mandatory. Always eluding to having control over all situations will entice a royal piece to place their trust in a person.

Regal Spawn. Royal pieces are crafted from wood or stone and carved into humanoid forms with bases resembling chess pieces. By praying to these statues for salvation, followers invoke a deity to imbue a prophet's soul and body into the statue, creating a leader with sacred authority. This monster perfectly embodies the ideal ruler for which followers prayed for, drawing wisdom from the deity's doctrine to guide their leadership.





PG.205

Likes
- Solid Plans
- Cleverness
- Followers

Dislikes
- Losses
- Rashness
- Yes-men

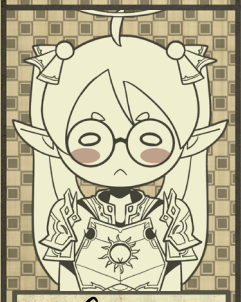
WAYWARD AFFAIR REVIEW

ROYAL TREATMENT ROYAL PIE(E!



Silver

Turns out the piece reads our reviews, so I got a VIP ticket to the throne room! I became their jester and met the rest of their court, then showed off some of my craziest tricks! Even after all my awesome performances, they never caught feelings. Maybe its because I could barely understand half of the political jargon they'd try and rope me into talking about with them. I'm sure there woulda been more sparks if the piece had hobbies that were actually fun!



Gwen

The kingdom I'm from has a royal piece as a leader, so I went back there to hang out. There was an age gap (they've been ruling this place for A WHILE), but we both grew up in the area, so there was plenty to talk about! The royal piece also follows my sun faith, so we got to attend plenty of religious events and stuff together! Also sure, I can keep up with politics, but it always boooores me. It didn't help that the royal piece was just as energetic as the rest my faith's followers, being a bit too much at times...



Desmond

Royal pieces might be a highlight species for me! They're smart, wise, and surround themselves with super interesting people. Who wouldn't wanna try and get with the monster that everyone looks up to in a room? I flexed a bit of my worldly knowledge and tried to dress accordingly. Feels good being able to keep up with someone this influential, and to be respected back!

SALAMANDER

SAFE TO PURSUE

Salamanders are born to walk the world alone until other creatures offer companionship. They're passionate in plenty of things, and after a companion who's just as talkative about their dedications.

THE WAYWARD'S ADVICE

Burning Hearts. For romance, salamanders are looking for a partner who possesses a fiery passion for something. They admire others who are tenacious and unwavering in their dedication, regardless of the form it takes. Strong feelings for things or an encyclopedic knowledge on a hobby are attractive to the monster, with them always hoping to have their ears yapped off listening to someone they like talk about it.

Endless Workers. With their ambitions and natural ability to dwell around intense heat, salamanders are often scouted to work forges. The jobs are often massive in scale and exhaust the passionate energy of the monster. Although salamanders are roped in to believe the work will help them achieve their own passions, it also sucks the life out of them. A working salamander may be employed every day of the week and lack any energy for hobbies or dating. Any solution to lighten their workload can bring back their passion, and spare time to pursue relationships.

Forged Bonds. Salamanders maintain an intense loyalty to people they bond with and are quick to defend them with an unmatched ferocity. Similar to birds, young salamanders will imprint on the first creature that offers any amount of comfort or joy, working to forge the connection into something lifelong.

Lonely Lava. Salamanders are born from molten lava and left to raise themselves without any parental figures. As a result of their lonely origin, salamanders offer themselves as a mentor and friend to others they believe are lacking support. The monster has a soft spot for orphans and found families, always offering guidance and community to help everyone they know stay connected.

Work Buddies. Salamanders usually avoid being alone, preferring someone nearby to feel the presence of. They crave social work and parallel play, enjoying themselves more when there's people around to interact with between breaks in projects. Although the monster may be busy and unable to engage directly, they still appreciate the warmth that other people give off by choosing to stay close.





10'9"

MEDIUM (LONG)

PG.181

BOTTLED FLAME



LIKES

FIRST IMPRESSIONS

HOBBIES

YAPPERS

DISLIKES

ENDLESS WORK

AIMLESSNESS

EXHAUSTION

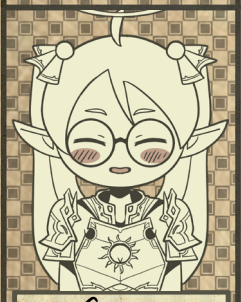
WAYWARD AFFAIR REVIEW

FOREVER AT THE FORGE SALAMANDER!



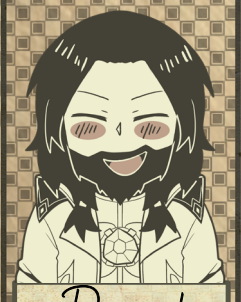
Silver

Normally I like showing up to a monster's workplace and surprising them with flowers or something, but salamander jobs seem to always be inside of active volcanoes... We rarely hung out because they signed on for one day off a week, and were usually tired on that day anyway... It sucks, because I could tell they were really into the weird convos we'd have. If we met sooner, they coulda planned their schedule to be more free. It's funny how unlucky I am sometimes!



Gwen

Tried to learn how this salamander's forge worked so I could help out! They rarely get to rest, and enjoyed I could tell they enjoyed having someone to banter with while they struck steel. Feels weird employing yourself just to hang out with others, but some monsters are just too busy sometimes. Two weeks in and the heat was even too much for me. When I was about to head off was when the salamander actually skipped work to hang out. Guess there's room for others in that workaholic head of theirs after all!



Desmond

Found a salamander who got dumped because of their terrible work life balance. Unlike Silver and Gwen, I didn't have to hover around their flaming forge for nearly as long! Romance was actually on the table now, instead of flirting at work all day. I think these monsters have good intentions in dating, you just need to help open their eyes and schedules for it.

SHAMBLER

SAFE TO PURSUE

These slow-moving natural giants roam in search of local friends. Oddities to the region excite them to investigate, shambling off to the far reaches of their habitats to see what's new.



THE WAYWARD'S ADVICE

Monster Hunter. Shamblers have a strong instinct to track down and interact with other local monsters, finding motivation in these encounters. For forest shamblers, awakened shrubs and mushrooms are favored companions to form small social groups with. Approaching a shambler while they're surrounded by friends can be tough, so it's best to approach with a full group as well to avoid all eyes being on a single stranger.

Return to Nature. Shamblers are drawn to oddities around their location. To the monster, everything not natural is a curiosity. They're much more likely to approach something like a smokestack or delicious aroma if it stands out from the usual stimulants in the area. Expect the monster to fiddle around with the oddity for a good while, testing every interaction possible until whatever it was breaks or loses luster.

Shambler Origins. Shamblers are created when lightning strikes someone with an innate magical affinity, warping their body with the surrounding nature to form the monster. Variants of shamblers emerge depending on the biome they inhabit, though forest and jungle shamblers are the most common to encounter. Their bodies incorporate natural elements from their origin, making each shambler unique to their environment.

Small Talk. Keeping vocabulary simple and concise is essential when interacting with a shambler. They're easily distracted and struggle to pay attention when complex words are used, so it's best to communicate directly. This applies to activities as well, as shamblers need to be consistently immersed with an activity to have interest.

Wanderer. Shamblers are perpetually on the move, driven by survival needs or piqued interests that pull them toward different locations. Anyone speaking with a shambler should expect them to wander, often requiring to follow along while having a chat. They dislike sticking to plans and prefer following their own inclinations. Only intrigue pauses their course, helping keep a shambler around if a person brings enough oddities to keep the monster's attention in one place.



10'3"

LARGE



PG.206

SHAMBLING ARMOR

LIKES

WANDERING

SMALL WORDS

ODDITIES

DISLIKES

GENERICNESS

COMPLEXITY

IDLING

WAYWARD AFFAIR REVIEW

DON'T WANDER OFF SHAMBLER!



Silver

Even before dating them, this shambler would intrude on everything I'd wind up doing with others while in the forest... At a campsite once, the monster just waltzed in and YOINKED the chicken I was roasting! They acted like a brown bear that wouldn't listen or care about what other people thought of them. Maybe if I cared less too, we could both mindlessly wander the world together without a worry in the world. Too bad I actually care about my self image!



Gwen

Sometimes they'd be a gentle wanderer that was so much fun to explore beside. Other times they'd be such an embarrassment to even associate with. The friend group they had were used to the antics, so I didn't have to excuse the shambler's behavior around them. The casual conversations we'd have would also be fine. They were surface level, and I even had to change the way I spoke to use easier words for the monster to understand. Sadly, I wouldn't put up with shambler romance outside this review.



Desmond

I brought a sack of weird toys and stuff from a thrift shop which kept the shambler busy for awhile. Figured they just had a short attention span, and being able to set up a tent and cook some food without having to catch up to wherever they wandered off to was great. The monster is super serene and simple, but I don't know if there'd normally be enough for me here.

Slime

Pursue with Caution

Slimes watch how others interact, aiming to emulate the most outstanding members of society. They often make trouble by failing to understand why some actions succeed and others don't.

The Wayward's Advice

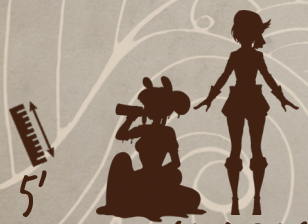
Oozing Origin. Powerful magic often leaves behind a volatile invisible waste residue. When enough accumulates in the same space, it falls to the floor and coalesces into a living slime. Different types of magic and their combinations influence the monster's basic personality. For example, magic used for healing will produce a nurturing slime. This paves the way for dozens of different slime personalities all mimicking the best and worst stereotypes of each school of magic to exist.

Physically Confused. Even when mature, slimes have little care or understanding of the physically important aspects of love. They perceive hugs as a desire to enter their bodies and be consumed, and lack skin receptors to enjoy the sensation of touch. Be really careful in these early stages of love, as slimes are prone to accidentally hurting people during them.

Slime Size. Slimes reproduce by consuming large amounts of human food, then choosing to split some of their ooze apart from their body to create a new slime. The smaller a slime is, the less intelligent they'll be, and the younger they're considered as a member of their species. Slimes that stand as tall as five feet are regarded as appropriately romanceable. Most slimes eat and burn enough energy to maintain that size, but any capable of consuming more will gladly do so. Slimes can grow to a massive size as long as food is consistently available, with the largest reaching an unmanageable twenty feet tall. Slimes will push for their partners to feed them often, becoming more brazen in their attempts if nobody takes the effort to restrict them. Impress a slime through the quality of the food given to them, and not the quantity.

Vibe Molding. Slimes don't make plans of their own; instead, they wait for other species to seek them out for stuff. They mold to the vibes that others give off, replicating the mannerisms of people that are praised for their behaviors. Slimes quickly pick up winning traits without analyzing why they work, often coming across as either outgoing or obtrusive. Explaining a discomfort with their actions won't help, as they view the irritation as a barrier to be surpassed with more of the same behavior.





5'

MEDIUM (AVERAGE)

PG.198



OOZE JUICE

Likes

Invitations
Replicating
Consuming

Dislikes

Misunderstanding
Double Standards
Underfeeding

WAYWARD AFFAIR REVIEW

ROLE MODELING SLIME!



Silver

Seems the local magic academy causes a lot of slimes to be made, because the walls outside were SWARMING with them. Found a pretty hyperactive green slime to hang out with and was nearly drowned in their body twice! This monster had no idea how to act, but followed my lead the longer we stuck together. Felt like I was romancing myself by the end of the month with how closely the slime would mimic my every action. I'm not the best role model you know!!!



Gwen

Took the slime to a bookstore so we could get some tea and relax together! I was actually surprised at how invested they were in the book they chose that I didn't disturb them much. Turned out later that the slime was just staring blankly at the words and flipping pages for hours... They didn't read a single word. It's awkward being romantic with a monster that mimics actions they don't understand. Can slimes even understand love the same way that other species do?



Desmond

A lot of the slimes by the magic academy were a little to fresh to the world for me, so I asked around and found one that actually worked in the school. They had good manners, knew basic boundaries, and even understood the common tongue! I don't blame the monster for taking traits from others to grow, and it seemed like a handful of well mannered people helped shape this one!



Vathimus

I found slimes to be willingly delightful little agents of chaos~ With their desire to mimic and learn, how couldn't I teach them all the delightful pranks of a kitsune! They weren't the greatest at coming up with unique plans, but were stellar assistants helping out with mine. In due time, I had a partner in cwime to play pranks and take breaks for yummy meals! Hopefully, they remember how to free me if I'm ever locked up for these shenanigans~

SNAPTRAP

PURSUE AT OWN RISK

These plants burst from the ground, eager to get a taste of anyone nearby! With an unbreakable focus and a cutting personality, it takes a careful approach to avoid the nips of this monster.

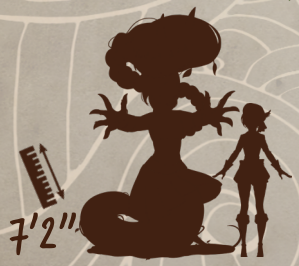
THE WAYWARD'S ADVICE

Disarmed. Snaptraps make exploring forests off the beaten trail a real challenge. The monster stays buried underground, with their braided hair extending upward into a massive thorny maw. If someone gets too close, the maw senses the movement and lunges out to bite. Once they catch something, the rest of the snaptrap emerges. It can be smart to toss a chunk of meat their way, luring the snaptrap out to chat while they finish the meal.

Rotted Roots. Snaptraps hate following rules and cause trouble for the fun of it. Every short-term pleasure and petty theft will be tried by the end of the day if a snaptrap chooses to wander the surface, being keen on finding a partner willing to get up to just as many antics. Snaptraps never warn ahead of time that they intend to get into mischief, putting others in hot water when they're inevitably caught, and any associates are punished. Be ready for trouble, and prepare for a quick exit whenever caught in the act!

Sidetracked. Snaptraps struggle to focus unless they're toying around with something on the sidelines. Chewing on a huge hunk of meat or chipping bark off logs keeps the monster happy and attentive. Expect snaptraps to become nippy if they're forced to focus their full attention on something, and ensure there's always something nearby for them to poke at.

Snappy. If someone's thin-skinned, a snaptrap's harsh tongue might be too much to handle. Their casual banter is intentionally sharp and biting as they take jabs at people for comedic factor. If a person who enjoys verbal sparring throws as much heat back the snaptrap's way, the monster may grow more fond to talking with them. Be a little crude, rude, and self-absorbed to impress them. The plant loves people who aren't afraid to speak their mind, and who don't care what others think.





LIKES
CRUDENESS
FREEDOM
TOYING AROUND

DISLIKES
THIN SKIN
DO GOODERS
FULL FOCUS

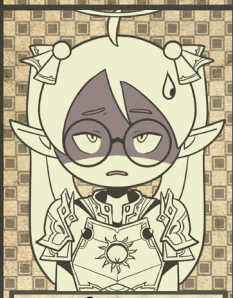
WAYWARD AFFAIR REVIEW

CUTTING WORDS... & TEETH SNAPTRAP!



Silver

It doesn't take long off any hiking trail to find a few snaptraps lying in wait. Like most monsters with huge teeth, throwing food at them always seems to calm them down! Talking with a snaptrap is like verbal warfare, and I was having to come up with feisty rebuttals just to stay on the battlefield. In fact, looking back, I think they berated EVERYONE we met. Not a single person was spared, and it was kinda hard to wanna stick around after awhile.



Gwen

Couldn't shake the feeling that this snaptrap found me incredibly boring. They'd fiddle around with stuff constantly and never look me in the eyes. I tried getting to the point more often whenever we'd chat, but they STILL couldn't give me their full attention. I knew this wasn't gonna work when we were just walking down a path and they'd start nipping at me with their freaky plant mouth. Did they really see me more as a chew toy than as a person?



Desmond

This monster is fierce! Not for the faint of heart, but anyone who's after someone who says what's on their mind and doesn't care what others think will be in good company. There's some limits for sure, like I'm not condoning whenever the snaptrap literally steals candy from a baby. Besides that, they have a rebel spirit that's addicting to try and keep up with!



SPECTATOR

SAFE TO PURSUE

Spectators hover through the world to observe unique people doing interesting hobbies. Some even resort to stalking in a desperate attempt to keep tabs on their favorite sources of entertainment.

THE WAYWARD'S ADVICE

Dedicated Dependency. When a spectator fully dedicates themselves to watching someone, they can become lethargic when the entertainment stops. Many grow unwilling to return to hobbies they previously enjoyed alone, and struggle in wait for their favorite person to resume their activities. Sometimes this boredom becomes an obsession as spectators resort to stalking others and being entertained by anything they do. The person being stalked may never realize they're being watched due to the spectator's ability to turn completely invisible and silently hover around in the air above.

Endless Spectacle. Spectators attempt to keep themselves preoccupied. Most stay tucked away in libraries for easy access to books, and are never without a spare means of entertainment. When possible, they'll gravitate towards multitasking by watching others engage in activities. Every spectator enjoys watching others do stuff, and prefer it when the activity takes awhile to finish and is easy to comment on.

Memory Drip. Although spectators love to watch a broad range of activities, they rarely retain more than surface-level knowledge on any of them. If a spectator has a deeper knowledge on something, it's often for survival purposes or to impress someone they're interested in. What they're more focused on is the passion that goes into the activities, so give it 100%.

Open Interests. Keep an eye out for spectators who watch someone engage in hobbies they weren't fond of before. Usually, the monster will do this to get to know that person and their passions better. Once a spectator takes an interest in someone, they become fully devoted to hovering around regardless of the activity. When a spectator finally stops multitasking just to observe someone, it's a clear confession of their interest and might be a cue to ask them out.



PG.219



X-RAY SPYGLASS

LIKES

ENGAGEMENT
SPECTATING
ENTERTAINMENT

DISLIKES

PRIVACY
REMEMBERING
INTERRUPTIONS

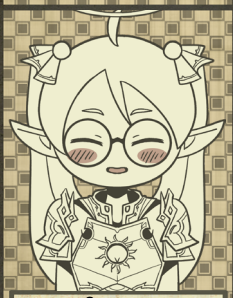
WAYWARD AFFAIR REVIEW

A SPECIES TO BEHOLD
SPECTATOR!



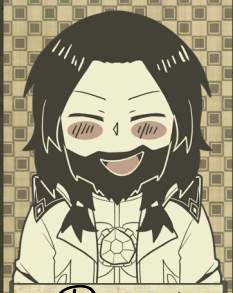
Silver

Can't beat a monster that likes to hang out while you do stuff! The spectator usually just wanted to chill, so I took up some gig work and let them attend my music nights. They were usually nose deep in a book or project, but it was nice hearing them clap after every song I'd play. Later in the month I noticed them paying WAY more attention. Their reading changed to be on music theory, and they were trying to remember the lyrics to some of my favorite songs. Cute!



Gwen

I tried getting them into little craft hobbies, but they wanted to watch more than join in. I guess it's not the worst - I still enjoy the company, but I do get a little self conscious when there's an expectation to be entertaining. Thankfully they were usually busy with something else on the sidelines, meaning we could keep to our lanes and poke each other every once in awhile. Spectator love isn't loud by a longshot, but I enjoyed seeing them scooch closer to me every day until we were eventually back to back.



Desmond

Who doesn't consider drinking to be a hobby?? Lots of other friendly faces from our travels were always at the tavern, and the spectator at least enjoyed listening in to all the crude jokes we'd make. By the end they were still hovering around us, but FINALLY started cracking a few jokes as well! The spectator didn't pipe in often, but whenever they did it was hilarious.

SPHINX

SAFE TO PURSUE

Sphinxes are feline guardians for where the dead rest. They appreciate the company of witty travelers who can hold their own against the monster's intrusive ways of conversing.



THE WAYWARD'S ADVICE

All Eyes. A sphinx's level of interest is clear from the state of their eyes. Wide open eyes signal their full attention, while closed eyes are for interacting with disinteresting people. A sphinx's gaze isn't based on a single response, but shifts open or shut gradually throughout an interaction with someone. Try to shake things up if they begin to close.

Mysteries. Sphinxes love a good mystery about a person. Something harmless yet intriguing is sure to pique their curiosity, especially if hinted at subtly during conversation. Holding back personal details allows the monster to try and piece things about a person together, keeping them engaged and guessing.

Stationary. A sphinx never strays from the spot where they're built. Even if the monster has grievances with its creators, they value the life they've been given and remain committed to protecting the nearby area. Any interactions or dates with a sphinx will need to take place within view of their guarding spot, with all initiations coming from the non-sphinx.

Stone Service. Sphinxes are carved from stone and brought to life as death lingers around them. They guard the entrances to temples and tombs, drawing on the energy of the dead to stay animated. Larger sphinxes tend to be wiser and stronger than smaller ones, as they're built to protect grander tombs that hold greater influence.

Vibe Check. Sphinxes quickly turn away people lacking any level of wit, and dispose of crooks without hesitation. Every conversation with the monster serves as a chance for them to test a person's honesty and mental acuity. It's best not to approach a sphinx without a repertoire of sayings, thought-provoking responses, and an intellect to back it up. These qualities are crucial, as a sphinx judges a person's mind before falling for their heart.



30'3"

MASSIVE



PG.201

PUZZLE PYRAMID

LIKES

WIT

INTELLECT

MYSTERY

DISLIKES

THIEVES

STUPIDITY

OPEN BOOKS

WAYWARD AFFAIR REVIEW

SPEAKING WITH PURPOSE SPHINX!



Silver

So big and intimidating! Literally nothing I'd say or do would really impress them, but sometimes they thought a joke of mine was 'insightful' - Not funny, mind you. It was scorching in the desert, and the sphinx wouldn't leave their tomb, so I had to bring sooo much stuff from town to make sure we were entertained. For such a wise monster though, you'd expect to get your ear yapped off listening, but I barely heard them talk at all!



Gwen

Not surprised that the sphinx would pick up on every reference I'd make. It's like they'd memorized every book on the planet! I was in good company, where all the weird knowledge I'd picked up over the years was finally appreciated - it's rare that a monster actually exceeds that passion of mine. By the end of the month I had an entire list of literature to pick up by the sphinx's recommendation. I gotta meet them again once I finish - it was a blast having someone finally keep up with my strengths!



Desmond

I knew a handful of fun facts and useful survival tips to keep a man's head on his shoulders, which the sphinx seemed to enjoy hearing. Not everything I say is deep though, which would bore them when I'd run out of wisdom. I mean, I know a bunch of history, and love debating, but if I wasn't quoting poetry in every sentence, the monster would just pass out.



Nicholas

While their size can make things troublesome, there's no better companion for a puzzle-enjoyer like myself. It's a shame they stay so idle, but the scope of our conversations is difficult to find anywhere else. Beware, however! I was on my toes with every response I'd have to give, and their words were always riddled with questions, metaphors, and masked innuendos. They're still an ideal companion for anyone down for the challenge, though!



STIRGE

PURSUE WITH CAUTION

Stirges prey on easy targets as a means of survival. They're riddled with health issues and widely regarded as a scourge due to frequent connections with thieves' guilds.

THE WAYWARD'S ADVICE

Low Expectations. Stirges spend most of their lives relying solely on themselves. They expect to be hindered by anyone they meet and struggle to understand selflessness. To a stirge, generosity often looks like carelessness waiting to be exploited. Only after being genuinely courted do they begin to reflect and understand the purpose of true generosity.

Opportunists. Stirges are solitary hunters that become active once darkness falls. Forgotten items and oblivious victims are their usual targets, plucking whatever they can to survive; many species see them as "trash monsters" because of this behavior. If a stirge believes a person is vulnerable enough to be exploited without resistance, they'll only see them for what can be taken. Otherwise, the monster is timid and prone to fleeing from intimidating situations.

Optional Health. Stirges are accustomed to subhuman conditions. Some live under piles of debris or hidden in the attics of unsuspecting people. Many are burdened by lingering diseases and injuries, making the monster increasingly desperate for relief. Stirges have developed such a tolerance to their everyday pain that they may appear perfectly fine to a casual observer. Once a stirge begins to trust someone, getting them medical treatment should be a priority; until then, gifts of gauze and healing elixirs are ways to help without forcing them into a clinic.

Street Smart. Stirges know their home city intimately, including the best spots for criminal activity, ideal hiding places, and ways to get around. Many have learned to work with thieves' guilds as expendable pickpockets in exchange for food and protection, further tarnishing their image among locals. Stirges respect others who endure similar hardships, showing far more patience toward people who struggle, over "squeaky clean" heroes.



4'3"

SMALL



PG.210

TAINTED BLOOD

LIKES

OPPORTUNITIES

RELIEF

RELATABILITY

DISLIKES

AILMENTS

PRIVILEGE

INTIMIDATION

WAYWARD AFFAIR REVIEW

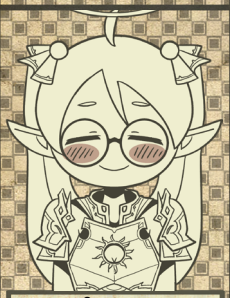
NO PAIN, NO GAIN

STIRGE!



Silver

Every time I'd catch one out in the open, they'd flee like I was a town guard! One hiding behind a dumpster was too sick to fight back though, which I brought Gwen to help out with. They immediately fled after being healed, but found me a few days later to apologize. We got along well after that! They were super skittish, and couldn't believe someone would spend coin on them without asking for things in return. It felt good to treat them right, and were super appreciative in return!



Gwen

A bunch of stirges realized I was willing to heal them, so I spent all day tending to all them in the city! By the end I had an entire fan base of stirges singing my praises, and had an easy time getting to know one that I thought was cute! They didn't ask for much, so seeing them act like a kid in a candy store whenever I'd offer them anything was adorable. Wish they wouldn't try to steal things all the time just to make it up to me — just hanging out with them was already enough.



Desmond

Went undercover in the thieves guild to meet any stirges that were employed there. Managed to get chummy with a beat up stirge that was nice enough, and really loyal to the leader. We got along well in between missions, but eventually the stirge got tasked for a risky pickpocket job in the richer neighborhoods. They never returned after that, and it sucks to see how expendable they are.



SUCCUBUS

SAFE TO PURSUE

Succubi gather huge crowds to fill every event they're invited to! These monsters have vast networks of friends and keep themselves romantically open to finding a perfectly compatible partner.

THE WAYWARD'S ADVICE

Sensed Love. Succubi can sense a good partner when they're near one. They mind-read deal breakers such as the desire to have children, activity levels, habits, and religious ties. If many of these align with a succubi's preferences, expect the monster to be more flirtatious right from the start.

Shape Change. Succubi shapeshift into humanoid forms they believe will attract the types of people they're interested in. Since their large network of friends would find it hard to keep up with a constantly changing appearance, succubi shapeshifting is relatively rare. A shift into a masculine form typically earns the monster the new name of "incubus." Succubi tend to shapeshift to better fit the physical preferences of people they're into. The monster feels fine in any form, and mainly sticks to transforming for people they're highly committed to.

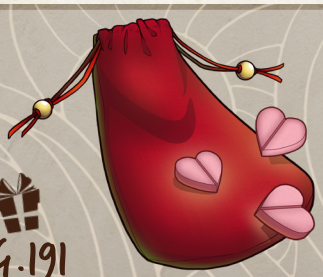
Social Network. Succubi can be found in every vibrant social gathering imaginable. With hundreds of friends and invitations to events, the monster never lacks fun. For strangers, succubi are always going out of their way to socialize with new people, collecting their contacts along the way. They literally feed off the attention, with new love serving as a delightful treat and deeper connections providing a more fulfilling meal.

Stereotyped. A common misconception is that succubi are only interested in carnal pleasures. The monster would rather not deal with everyone they socialize with thinking that a private session is in order. Additionally, many view succubi as dangerous, believing the monster drains the life and joy from people they associate with. Quite the opposite: a well-fed succubus literally radiates positive energy that grants life rather than takes it. While they thrive on attention, they have no patience for people who treat them like an object rather than a person.



5'6"

MEDIUM



PG.191

HEART'S DESIRE

LIKES

SOCIALIZING

EVENTS

ROMANCE

DISLIKES

ASSUMPTIONS

WEAK ATTENTION

CANCELLATIONS

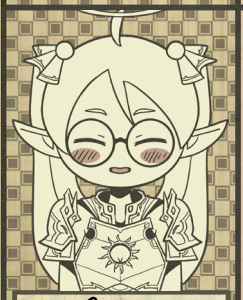
WAYWARD AFFAIR REVIEW

LONG-TERM LOVE? SUCCUBUS!



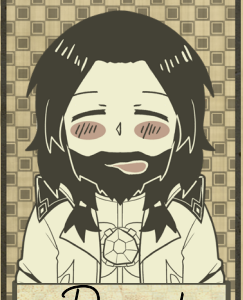
Silver

Every event I've been to this year has had a succubus right in the thick of it, surrounded by a whole entourage. Thought I'd never get a word in until - bam! - one walked right up to me and started chatting like we were already friends. They were constantly getting pulled in a dozen directions, but no matter where they went, they'd always loop back around to engage for a bit. It never felt like more than a fun connection, but tagging along with the social MVP was still thrilling!



Gwen

Parties aren't my thing. Just walking through the busy streets drained me, but succubi? They don't let people slip by unnoticed. The second I hesitated in a crowd, one had already swooped in, all charm and easy conversation. They were drop dead gorgeous not gonna lie, and seemed to know exactly what to say and do in every moment to keep me interested. It was a bit unnerving, being read like one of my own books, but I have to admit... their charisma made it feel natural.



Desmond

Another top-tier party monster! Just standing around with a drink in hand was enough to attract a small swarm of succubi, all chatting me up, trying to drag me to more events. Some just liked my vibe, others wanted something long-term—none were interested in anything short. In the end, it was just a month of solid party company, which, hey—I'll take. Can't fault 'em for knowing what they want.



Wayne

Although the party atmosphere is entirely too much, every succubus I met was hilariously my kind of person—sharp, flirty, knew exactly how to keep a conversation going. But the sheer size of their social circles? Overwhelming. Had one drag me into a dance-off, and another tried roping me into a high-stakes game of truth or dare. All in all? Incredible conversationalists, terrible for my attention span. Love 'em, but I need smaller crowds.

TEMPEST

PURSUE AT OWN RISK

Tempests are cocky and cruel when they choose to be. zapping people who lack the gusto to approach with confidence. They secretly adore partners willing to embrace their storms and tame their wild spirits.

THE WAYWARD'S ADVICE

Lightning Lure. Tempests are known for their unpredictable motives and cocky behavior, acting simply because they can. Outdoors, their personality intensifies, becoming energetically mischievous and ruthless. A direct connection with the sky allows them to conjure lightning strikes at a whim, shocking people they consider disinteresting or shy. Though a tempest would much prefer a person court them outdoors, they don't acknowledge the risks and may still eagerly strike anyone who irks them. While tempests can enter roofed spaces, they despise it, citing lethargy when their horns lack a clear path to the sky. Even if safer, the monster won't be in the mood for entertaining indoor connections.

Storm Bringer. A tempest's presence heralds the arrival of thunderstorms, and interacting with one feels like standing on the edge of a whirlwind. They possess a turbulent temperament capable of swift and sudden mood shifts. One moment the clouds around them might be clear as they laugh playfully; the next, they're consumed by dark stormy emotions. Even the smallest annoyance can send a tempest spiraling into rage, so it's wise to either predict these storms or guard against them. Any attempt to calm the monster must be made with confidence and consistency.

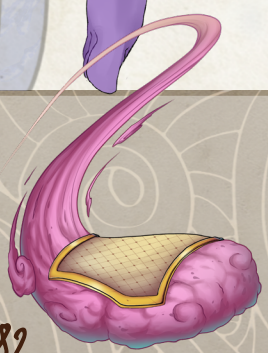
Storm Tamed. Tempests secretly long for someone who can tame the wild winds of their spirit, matching their energy with unwavering resolve. They're drawn to a partner who isn't intimidated by their power, and who knows how to rein them in and keep their bratty attitudes in check. It's a dangerous game; some may not see the appeal in others before resorting to shocking them. However, when charmed by a person's fierce dedication to keep them grounded, a tempest may fluster and stay obedient. Having someone who insists on keeping them out of trouble is a cherished feeling, even if the person lacks the strength to ever truly best them.





5'2"

MEDIUM



PG.182

CLOUD NINE

LIKES

OUTDOORS

AGITATING OTHERS

FORCEFULNESS

DISLIKES

INDOORS

AGITATIONS

GENTLENESS

WAYWARD AFFAIR REVIEW

THUNDERING TEMPER TEMPEST!



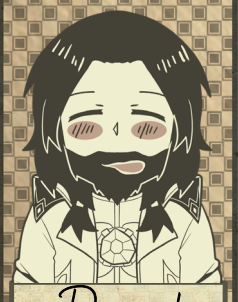
Silver

I must have been great at annoying them, because every time I'd step one foot outside I'd nearly get struck down with bolts of death! I think they found me more fun to torment over love, and I enjoyed toying with them as well. It was a terrifying back and forth stuck at a stalemate so long as I stayed indoors. Actually, I couldn't leave the little mountain hut I was inside for nearly a week just because the tempest swore to "smite that cheeky smile off my face". Kinda funny actually.



Gwen

They'd shoot lightning around constantly just to freak me out, and laughed at how scared I was by taking cover. It felt like they were taunting me to come out, but they never gave me a reason to trust them, so I wasn't about to be shocked just for laughs. I was called a coward by basically every tempest I came across... And maybe I am, okay?!? Not changing that to monsters that want to act like my old school bullies. Go pick on monsters your own strength!



Desmond

This tempest was goading me ALL month, and I took it as a challenge to put them in their place. Wanna shock me with lightning? Go ahead, my body already runs on electricity. What's weird is that the tempest actually enjoyed me proving myself superior over them. It's like they found someone who wasn't scared to be hurt to be super attractive. Guess I'll keep at it!



Blaine

I'd say I'm a pretty upbeat guy, but no amount of kindness can apparently stop a tempest from snapping when they get stressed out and making it your problem. They never wanted to do anything indoors, so that cut out like half the activities I'd ever come up with, and they constantly goaded me into manning up—as if that wasn't just a ploy to strike down my bravado the moment I'd try. Tempests are menaces, and I'll hide in my ship whenever I see one overhead.

Time Keeper

Safe To Pursue

Time keepers occasionally bounce between space and time to witness stunning events in history. A well-traveled time keeper may even take partners along to view all their favorite periods.

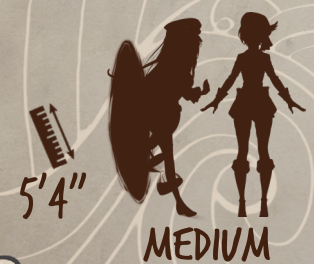
The Wayward's Advice

Instant Travel. Despite frequent portal-stepping, a time keeper's presence in the present remains consistent. To anyone not attending the time hopping, time keepers return from each journey as quickly as they left, though with increasing exhaustion and delirium depending on the duration of their travels. This can be tough on partners left to care for a weary time keeper upon their return, as the monster becomes a burden on others by being unable to perform any tasks on their own for a while.

Looming Fate. It's unwise to persuade a time keeper to view what their relationship with a person will look like in the future. A time keeper who watches their own future, or that of someone they care about, might become overly curious, gradually accumulating knowledge that makes the relationship less thrilling. Although the future isn't set in stone, it's better to encourage time keepers to focus on romantic experiences in the present rather than spectating the hypothetical future through their time viewing powers.

Oddity Observers. Time keepers are constantly on the move, teleporting through space and time to find remarkable people, places, and events in history. As long-lived monsters, the kinds of moments a time keeper will pause their teleport hopping to witness vary greatly. Some lose interest in observing ancient wars or supernovas, instead taking a slower approach to life. These time keepers are often direct about their intentions for relationships, making their wants and needs clear to potential partners.

Traveler's Journey. What tethers a time keeper to a specific point in time is their inability to influence past or future events. When time jumping, both time keepers and any partners brought along are like ghosts observing scenes without the power to interact. For time keepers, finding a partner to witness remarkable moments with is a cherished experience.



5'4"

MEDIUM



PG.203

REVERSED WATCH

Likes

Past & Futures

Travel Buddies

History

Dislikes

History Repeating

Fate

Lethargy

WAYWARD AFFAIR REVIEW

TOUGH TIMES IN THE PRESENT TIME KEEPER!



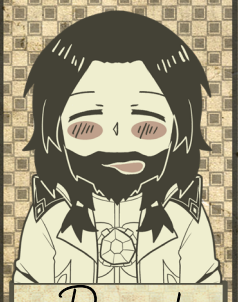
Silver

We went on a long past jumping journey, seeing a ton of awesome parts of history that happened before I was even born! I could tell the time keeper had seen it all before, and was mainly after my reactions, so I stayed lively! After returning we were both exhausted for DAYS. For awhile we just rotted in bed recovering. Can see why this monster might never wanna return to the present - time travel is addicting, and the lethargy afterwards SUCKS!



Gwen

It took us basically no time at all to find some time keepers — they all knew we'd be trying to review them the day after we finished with tempests. I guess the Wayward Affair had some big impact later on in the future if time keepers were taking notice! Being whisked away to the past was such a thrilling experience, but we almost never did anything in the present. When I later insisted, they wound up going on time journeys without me and started to return in a dying exhausted state for weeks...



Desmond

Apparently time traveling takes up a ton of energy, and although I felt fine after we got back to the present, my energy core was nearly drained. Felt bad for the time keeper though, they were out like a light! I took care of them until their energy returned, which they appreciated. It's nice to care for someone who'll get better, though, and their time travel powers are a wild ride for sure.



Synchro

I mastered space magic, so it only made sense to have someone show me around time magic next! The keeper was exactly who I expected—a species in love with exploring the world's greatest periods! Coupled with my powers, we made a dangerous duo. Who would've thought my spells could interfere with the past? The time keeper was terrified of that potential and swore to stay close so my magic wouldn't be abused. You bet I'll enjoy the company!



UNICORN

SAFE TO PURSUE

Unicorns are drawn to acts of compassion and are quick to vanish at any sign of deception. Though elusive, they can become loyal companions if their strict moral code is upheld.

THE WAYWARD'S ADVICE

Easily Startled. You won't find a monster easier to spook than a unicorn. Even a simple sneeze can cause them to bolt and rush off in panic. Although it's mostly sudden stimulants that freak a unicorn out, more terrifying threats won't if the monster is prepared for them. Avoid sudden sensory effects, and always make your presence known. If meeting a unicorn for the first time, it's crucial not to startle them, as the monster is unlikely to return. The more familiar a unicorn is with a person, the more likely they'll be to retreat toward wherever the closest friendly face is.

Elusive Affection. Unicorns are famously reserved, even with their emotions. They may seem distant or aloof, not from lack of interest but due to their reflective nature. The monster needs plenty of time to begin trusting others, and rushing them will only drive the unicorn away. They understand the value their trust holds and plead not to see it misplaced. People who betray a unicorn will scar the monster's heart forever—some develop more severe trust issues, while others may never love again.

Guardians of Innocence. A unicorn values innocence, not in naivety but in pure intentions. They're protectors of the vulnerable and virtuous, despising rude or exploitative behavior. Acts of compassion, loyalty, and selflessness attract them, but any hint of deception or cruelty will cause them to disappear and avoid a person forever. Unicorns often linger near fairies, keeping their mischief in check, and tend to stay deep within forests and far from human settlements. The assumption that every large city has people who would harm others to get ahead keeps them away.

Hero Work. Unicorns dream of traveling and helping others, but the prospect of doing so alone is daunting. They may set this dream aside unless they befriend someone considered to be a true hero. This connection offers an adventurer both a powerful magical companion and a potential partner. Once a heroic partner is found, unicorns will ask them to maintain a strict code of conduct unique to each member of their species. They won't tolerate any breach of this code; even one misstep against their values may cause the monster to quickly depart.



7'3"

LARGE

PG.213



UNICORN HAIR

LIKES

INNOCENCE

GOODNESS

HEROSIM

DISLIKES

BIG CITIES

BEING RUSHED

BETRAYAL

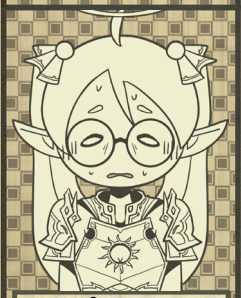
WAYWARD AFFAIR REVIEW

SCARING THE HORSES UNICORN!



Silver

So many unicorns I'd wind up finding would teleport away the SECOND I'd yell out to greet them. I only ever found three, and the first two didn't give me a chance for a SECOND! Took things much slower with the final one, but I think my excitement spooked them off as well. I'm just an energetic person okay?? Surprised that the unicorn would come back a few other times during the month, but would still run off randomly every time. I'm not that scary, please stick around!!



Gwen

I was getting tired walking circles around the forest that I just sat down and waited to spot a unicorn. I love how they're basically wardens of the forest, but it's a tough job watching over the entire place on their own. When one eventually popped up, I got to tag along and kinda play forest ranger for awhile. Felt like we were a duo of crime fighters, or at the very least very enthusiastic hall monitors! Riding on horseback was also pretty fun, but strangely intimate...



Desmond

Didn't wanna spend too much time crawling around the forest, so I teleported around a bunch to scout around faster. I stopped seeing wildlife entirely, only realizing after that the thunder sounds my magic makes probably made everything in a 10 mile radius run for the hills. Rare monsters are so tough to romance, especially ones this evasive!

VAMPIRE

SAFE TO PURSUE

Vampires are self-imposed legendary monsters who live in lavish accommodations. They regularly host parties, and find fascination in mortals who enjoy pieces of culture now considered ancient history.

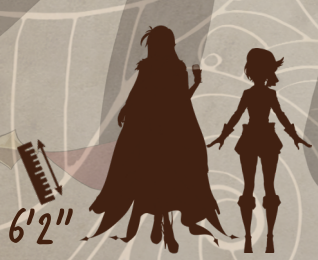
THE WAYWARD'S ADVICE

Aged Heart. Each vampire harbors a passion for old beauty and classic humor. Their dimly lit residences are adorned with centuries-old art, and they appreciate culture from generations past. Vampires have old souls that are slow to change, often scorning modern attitudes and gravitating toward ancient sensibilities. Even if younger, a person with a love for history or a taste for inherited music can swoon a vampire's ancient heart long enough for a short night of fun.

Mortal Fascination. Vampires unknowingly wish to feel alive again, seeking this through the company of mortals to soothe their eternal hearts. To accomplish this, they regularly host events for humans in their homes to fill the halls with life. While a vampire may always present themself as above their guests, they rely on these gatherings to hold onto their humanity and avoid becoming a hateful husk. These parties can be a great way to become acquainted with a vampire, especially if gifts are offered in thanks to the gracious host.

Sanguine Curse. Each vampire has around a dozen uniquely odd curses that seek to end the monster's life. Strange effects like being deathly allergic to certain vegetables or burning in the sunlight threaten them on the daily. Despite these flaws, vampires consider themselves perfect, and any attempt at courting them should be done without acknowledging their hindering curses.

Vampire Transformation. Vampires can transform a recently deceased person into one of their kind by feeding them vampire blood. They rarely offer this chance, as they consider few beings worthy of the transformation. Only if deeply infatuated with someone may a vampire potentially choose to share their blood. They regard the transformation as akin to marriage, expecting eternal devotion from their new vampire partner until the end of days.





LIKES
MORTALS
PARTIES
THE CLASSICS

DISLIKES
UNGRATEFULNESS
POP CULTURE
CHILDREN

WAYWARD AFFAIR REVIEW

NOT LIKE THE FANFICS VAMPIRE!



Silver

The vampire's random decisions to ignore things I'd say got annoying sometimes, but happened less as I'd make it clear I was getting heated over it. They said they loved my wild spirit, and invited me over to their huge manor constantly. I attended so many parties there during the month that I actually had to buy a proper suit! Sometimes I tried to be more civil, but the vampire insisted I go wild and get the energy in the room going - you know I'd never pass up that opportunity!



Gwen

Their parties were fun and all, but I was terrified to go up to the vampire and chat. Kindly, they had a powerful resting bitch face that, although made them look like fierce royalty, also made them seem untouchable. I'd give them small gifts whenever I'd attend, and then wouldn't glance at them again until it was time to leave. To be fair, the vampire was actively trying to chat with me, but I'd be so worried about annoying them that my mind would blank and I'd always excuse myself...



Desmond

I found the vampire's parties to be pretty boring. Not enough wine being poured in glasses, basic samey suits, and a need to add pointless words to every sentence. If this is what I'd need to attend every week to be in a relationship with this monster, I'll kindly pass. They acted like typical noble elves in a way — their self-imposed superiority ruined any chance to get along.



Zahi

Their blood is fascinating! It interacts so strangely with mandrake and silverwort... But beyond that? Vampires are pretty exhausting. Every conversation felt like I'd wandered into a museum that wouldn't let me leave. I appreciate age, but not when it sneers at the present. Our work together was productive—I'll admit that. Just... sterile. Unless you're ready to play house in a mausoleum, bring a distraction to avoid the drag.

Voodoo

Safe To Pursue

Voodoo are made to provide company to lonely witches. Their lives are often in simple service to their creator, and teased with the idea of freedom. Tensions flare when the monster inevitably plans to rebel.

The Wayward's Advice

Companion. Voodoo are created by lonely witches that force them into companionship or romance with them. Due to the isolated lives of these witches, voodoo are forced into an equally secluded existence. Although fed false tales that the world is dangerous, outsiders can teach the monster how things really work, possibly inspiring them to escape.

Design. A voodoo's personality is crafted according to the preferences of the witch who made them. Once given sentience, the personality can't be altered without wiping their memories entirely. If designed to be shy, they'll always be shy, as an example. For anyone attempting to court a voodoo, don't expect changes in most aspects of their character. While they may grow in experience, their core traits remain as essential as the stitches that hold them together.

Escape. At some point, every voodoo will make a serious attempt to escape their witch. Some plan their escape secretly with the help of outsiders, either by being smuggled out or by defeating the witch. As the monster is used to fulfilling the lives of others, they may instinctively offer their servitude to a person as repayment. Refusing this offer can bring a voodoo to tears, as they're unused to the autonomy. Once free, the monster often clings tightly to their savior, eager to freely navigate the world alongside them.

Punishment. If encountering a voodoo who snuck out of their witch's house, implore them to quickly return to avoid the witch's wrath. Many witches have ways to magically track down their voodoos, forcing conflict if the monster is to ever be truly safe. Being caught may have the voodoo punished through permanent alterations to their body, such as losing eyes, limbs, or having their mouth sewn shut. It's less risky for outsiders to visit and flee if there's trouble over a voodoo getting caught escaping and suffering for it.





Likes
- Freedom
- Heroes
- The outdoors

Dislikes
- Punishments
- Forcefulness
- Manipulation

WAYWARD AFFAIR REVIEW

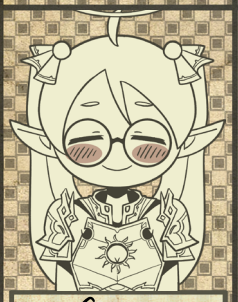
SHACKLED TO WITCHES VOODOO!



Silver

This voodoo was locked in a tower - trapped at the top, forbidden from ever leaving. And their witch? The second they caught me snooping, they started hurling curses like I was a walking dartboard. The voodoo was chill though and found this all way too funny. Didn't know how to feel though when I learned the two were in a relationship. What was I supposed to do at that point? Become a homewrecker?? Loitering around felt weird at that point, and I kinda just dipped.

6



Gwen

I walked straight into a hostage situation. This voodoo had no eyes, and a presence that screamed suffering. What kind of sick freak creates life just to torment it?!? I was so pissed off that I purged the witch's tower after saving the voodoo. Felt so bad about their eyesight, but their spirit? Still so bright. The voodoo was thrilled to finally be free from that nightmare, and every day as I held their hand, I felt privileged to see that beautiful smile—an expression I'd never seen them show before.

10



Desmond

If witches weren't so damn possessive, maybe every voodoo love story wouldn't end so tragically. But mine? This voodoo ran the show. Tough, confident—had their witch wrapped around their finger. That made things way easier when we teamed up to end that loveless mess and bust them out. And after all that isolation? They were shockingly lively. No complaints here—just a hell of a rescue.

10

WOLF

SAFE TO PURSUE

The never-ending struggle of a wolf is passed down to their partner and children. They refuse to slow down in their race for survival, advocating for self-sufficiency every step of the way.

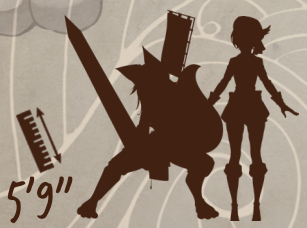
THE WAYWARD'S ADVICE

Born to Survive. Wolves are creatures of self-sufficiency. Born into a world that quickly forces them to fend for themselves, they've acclimated to the stress by finding solace in the struggle. Wolves are cutthroat about expectations for themselves and others, requiring diligent effort to show that a person takes life as seriously as they do.

Melting Heart. Rarely are wolves complimented, and kind words are enough to soften their grip on life and turn them into loving pups. Expect their tails to wag when happy, which should happen immediately if they've caught feelings for someone. It's surprisingly easy to start a relationship with a wolf through compliments—only challenging to maintain it.

Silent Type. Don't expect an extensive vocabulary from a wolf; their focus on productivity and self-improvement has bred a calm and quiet demeanor. The monster rarely banters and mainly speaks only when something useful needs to be said. Wolves also believe actions speak louder than words by the very meaning of the phrase. For example, if asked for a good place to eat, a wolf might wordlessly walk toward their favorite restaurant, expecting others to follow along for the answer.

Work Ethic. The ability to provide is one of a wolf's main requirements in a partner. If either person in a wolf relationship ever needs to provide for the other, the monster will quickly cut things off. Even wolves with their own needs comfortably met still refuse to provide for others, believing dependents lack survival instincts and create an unbalanced power dynamic. A wolf with a partner who has a child is bound for a breakup if the child isn't thrown into the world once they reach maturity. Wolves won't allow themselves or their partner to waste resources developing someone who can fend for themselves, and always demand severing ties regardless of closeness.



5'9"

MEDIUM



PG.204

ROUGH COLLAR

LIKES

SELF CARE

PRODUCTIVITY

COMPLIMENTS

DISLIKES

DEPENDENCIES

SLOWING DOWN

BANTER

WAYWARD AFFAIR REVIEW

LONELY WITH LONERS WOLF!



Silver

Wasn't getting much out of this wolf. They'd never say a word during dinner, and would bail to go do stuff constantly without telling me. Hey! What if I wanted to join?!? Didn't seem like they valued my company, or rather, didn't want to ask for it. The wolf DID had a stable gig going, was hella toned, and always punctual. They had their life together, and I could see a lot of people who'd accept the monster's loner style just to partner with their looks and status. Not me though.



Gwen

I wish they vocalized more so it was easier to understand what the heck was happening sometimes, but things still held together. They'd come back from work and take me out to everything I mentioned wanting to visit. A bit annoying that it would always be a surprise, but I tried to never object. The main issue is they'd always split the bill on dates THEY set up and dropped onto me. One time I didn't have the funds to cover a steak at the restaurant we went to, and had to order a single lonely salad...



Desmond

The wolf almost never took time off to do anything, so I'm surprised they even agreed to a month with me. They worked two jobs and would come home a tired wreck. We also could never go out drinking because they couldn't afford a hangover the next day. If some wolves want romance, they need to let go of their love for the grind. Some of us actually want to see our partners!

YUKI-ONNA

SAFE TO PURSUE

Engaging with a yuki-onna is a delicate act between kind warmth and bitter frost. They judge choices harshly based on their hidden preferences and won't offer forgiveness to people who force their will upon them.

THE WAYWARD'S ADVICE

Contempt for Children. Yuki-onna have an intense aversion to young hearts, perceiving their youthful energy as a disruption to the quiet solitude of their snowy realms. The sound of laughter or the sight of whimsy grates against the calm, cold beauty of winter. To a yuki-onna, youth is a reminder of life's warmth and vitality, which stands in contrast to the monster's own isolated childhood.

Fierce Independence. Yuki-onna value their autonomy above all else and resist any attempt to be controlled or influenced. Earning their affection demands deep respect for their personal space and independence. Any form of expectation, pressure, or manipulation will drive them away—these monsters will vanish into a snowstorm and leave a person behind without a word.

Uncertain Desires. Interacting with a yuki-onna is a test of patience and perception. They present choices to others, but their reactions vary based on secret preferences. For example, if they ask for tea, offering it hot, cold, or lukewarm can provoke very different responses. Depending on what they wanted at that moment, they may be indifferent, deeply affectionate, or silently upset. Early interactions often frustrate yuki-onna until their partner learns to anticipate their needs. This can be daunting, as yuki-onna rarely vocalize their struggles, requiring partners to read closely into the subtle changes in their mannerisms.

Winter's Wanderer. Yuki-onna are snow spirits embodying the bitter chill of winter. Their presence brings cold winds and frost creeping across the landscape. While not all yuki-onna are female, their feminine appearance has coined their entire species the translated name of "snow woman". These monsters wander frozen landscapes and become more socially active days before temperatures drop or snowstorms hit.





LIKES
- FREEDOM
- MIND READERS
- WINTER

DISLIKES
- WRONG CHOICES
- FORCEFULNESS
- YOUTHFULNESS

WAYWARD AFFAIR REVIEW

A SNOWED IN VISIT YUKI-ONNA!



Silver

Not used to monsters being as independent as this yuki-onna was. They'd be late or flake out on any dates they weren't 100% invested in... We'd only hang out whenever the yuki-onna remembered they had a free day, and only if they hadn't already filled it with activities that didn't include me. Then one day when I asked to see them more often, they burst into snow and never returned... This felt more like a snow-flakey friendship than a short-term romance.



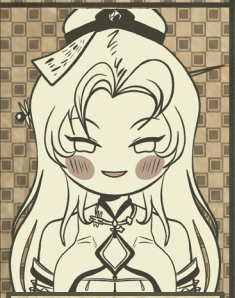
Gwen

I'm a bit of a people pleaser, so it's actual torture when people don't tell me that I'm upsetting them. Only halfway through the month did I realize how many niche preferences the yuki-onna had that I was tripping all over. The tea incident in our Wayward's Advice this month was entirely my finding. How was I supposed to know you hate hot tea if you don't tell me?!? Our time together was always short, but I couldn't help overthink each second to figure out at what points was I doing something wrong.



Desmond

Love myself a monster with sharp opinions and a mouth to speak their mind! Yuki-onna have the first, but keep their feelings to themselves. I kept inviting them to a village's local watering hole every night, realizing that I'd only spent about a day with them over the whole month. One time I finally jokingly scolded them for never coming with, which had them take offense and leave without a word.



Li Li

The yuki-onna I met was an elegant soul. Our interactions were cold at first—we both maintained a cordial politeness, though over time, they began to warm up and show personality. We both knew how to cast ice magic and had plenty of fun crafting sculptures of each other as we gossiped. Being undead also meant I was barely bothered by the temps, but the cold shoulder of the yuki-onna disliking how I'd portray them in my sculptures sometimes chilled.

SILVER'S MGM


GIFTS!

AMBER LINEN

*A **limited** gift from a mummy*

Special segments of linen are always found wrapping a newly awoken mummy's husk of a body. Calligraphy on the fabric is written with a glowing ink, and amber acts as the bonding agent. When hardened around a person's limb, the wearer gets whatever minor magical boon was inscribed on the fabric. Common enchantments are a boost to speed, sight, and memory, but other boons also exist. A mummy's outer layer of wrappings will begin to dull and sag through prolonged exposure under the sun. The hardened amber is also surprisingly tough, being slashing resistant and impossible to remove without heat. As the monster would rather wear fresh linen over magical ones, they're always willing to donate the discarded layers to anyone who seems interested. The linen's removal process is an unsightly and sticky mess that mummies hate dealing with. Someone offering to help is seen as romantic to the monster, as the process of peeling the linen off feels pleasurable and intimate. Offering this assistance will also improve the odds that the mummy will offer their helper the linen afterward.





ASTRAL BLESSING

*A **common** gift from a manticore*

Manticores have the ability to imbue others with traits tied to their astral connections. When under a clear, starry sky during days associated with the monster, they can channel energy into others. This blessing results in dramatic physical changes for the receiver, such as growing horns, a tail, or weaponized features like a scorpion's stinger or a crab's claw. Along with these physical changes, recipients experience shifts in their mindset, adopting behaviors that reflect the traits of the animal features they've gained. Manticores find great joy in witnessing these changes, and encourage people who undergo them to embrace the transformation. Typically, the alterations last only as long as the manticore's astral periods. However, a person who regularly receives these blessings may find the changes becoming permanent. Many manticores secretly yearn for a partner who shares their bestial traits, finding solace in the shared experience of navigating the highs and lows of these cyclical personality shifts.

Bead Bone Necklace

*A **common** gift from a crocodile*



This necklace is adorned with crocodile teeth attached to a sturdy string of vegetable matter. As crocodile fangs naturally fall out and regrow, it makes crafting bone jewelry a common pastime for the species, and a gift for others. While worn, a person will feel agitated and gain an increasingly severe migraine. Lashing out at things can reduce the pain, pairing dangerously well with the necklace's magical properties. Upon a whiff of blood, the wearer goes into an empowering frenzy that clouds their morality and hones their survival instinct. Their reflexes heighten, pain tolerance increases, and strength doubles until no new blood is scented for a while. Once the necklace's frenzy effects have influenced a person enough times, it begins to activate as soon as migraines start building up. They'll also begin to grow scales and sharp teeth, mimicking that of crocodiles. Actual crocodiles are immune to the nature of their necklaces and advise others to only wear them in emergencies. A rampaging, necklace-wearing maniac gives their species a bad name and is often the cause for breakups.

Beast Buddy



*A **trustworthy** privilege from a goblin*

Goblins are able to survive in any environment they're placed in. With a knack for making use out of every resource around, it's no wonder animals in the region gravitate towards their talent. Most wild animals instinctively know that they'd be better off lending their skills to a goblin for the betterment of both species. Bears may push heavy items, crows may scout for food, and wolves may defend territory. All of them donate their free time to the success of goblins in the hope that the monsters will eventually build a civilization that caters to them all. Goblins are able to communicate with these animals through simple gestures and vocal tones, allowing them to direct wildlife. If a goblin trusts someone enough to properly care for an animal, they may ask one of their beasts to offer its companionship to a person. This usually only goes as far as having a cute animal friend, but some goblins may also teach the gestures and tones they use to direct them. This privilege is reserved for people who have an unbreakable bond with a goblin, though!

Blue Talisman

*An **inevitable** gift from a jiangshi*



As a gift from clerics to jiangshi, these talismans cannot be traded when attached to the monsters. Blue talismans dangle above the face of a jiangshi to grant them partial life and cannot be removed without permanently severing that connection. The talisman does, however, come printed with the gifting cleric's name and the organization they're connected to. Jiangshi know where they can find this cleric and may seek them out to revive other dead companions. Since a jiangshi is created to allow a corpse the chance to return home, the monster is usually far from the clerics capable of making these items. Many jiangshi in this situation will re-embark on another journey to find the cleric and beg for an additional talisman. A dilemma arises with this, as partners may feel guilty putting the stress and danger of a journey like that on the jiangshi. Others may simply not wish to be brought back from the dead. The monster will always go through with it, though, being permanently bound to revisit the most important people and places they have history with.



Bottled Anger

*A **common** gift from flumf*

Flumfs are incapable of expressing anger... or really any negative emotion. They keep it pent up inside, which changes their skin color red and causes the air around them to fog up. Holding onto these emotions can cause the monster stress and various other permanent health issues, leading them to evolve a dependency in releasing their frustrations into special bottles. The top can be spun, causing a vacuuming effect that pulls negativity out of the air. Flumfs fill these bottles, which are able to hold multiple overwhelmed flumfs-worth of feelings within their pressurized interior at any time. If filled to maximum capacity, the bottle must be discarded. Breaking the bottle when filled to the max will cause an ear shattering screech, proving to be a niche weapon in an adventurer's arsenal. Most flumfs will gift these empty specialty bottles to people they believe have anger issues, or who get upset often. Otherwise, a flumf may embarrassingly offer their filled bottles to people they believe could make use of this volatile, decibel-peaking power.

Bottled Flame

*A **smuggled** gift from a salamander*

Salamanders are given flame bottles when joining the ranks as forge workers. Bottles come wrapped in metals of copper, silver, and gold based on a ranking system of skill and seniority, with previous bottles expected to be returned after being promoted to a higher tier. Some salamanders choose not to return their bottles, instead offering them as gifts to others. When the bottled flame is released and added to the mundane fires of a blacksmith's forge, it enchants the flame. Weapons forged near the flame permanently radiate heat and sear the flesh of creatures they strike. The flame can only benefit one forge before needing a salamander to refill the bottle with their own body's flame, making the monster one of the only ways to maintain the magical heat. Salamanders are usually terrified of misbehaving at their work, yet many who begin to pocket these bottles have begun to take a laid back approach to their worries and performance. Their jobs could certainly be on the line, but resentment for harsh working conditions can eventually cause them to pocket a bottle or two.







Checkered Coin

*A **common** gift from a gambler*

A custom coin that gamblers use to keep a constant stream of small surprises going. The monster tosses these out as gifts to people they think may spiral into deeper trenches of fate-play. Usually, this has gamblers scouring for casino-goers who enter the buildings seeking thrill but who are careful with their wagers. Once the gambler offers this curio away, a flick of it from a person offers them a minor magical thrill that can be repeated as often as they'd like. As the coin lands on its happy face, they'll feel energized and gain a small boost to their speed for an hour. If the coin shows its winking face, however, they'll be hit by an obnoxious slowing, hangover-like feeling for the same hour. A flip on the happy side can negate the hangovers caused by the other, and vice versa. Outcomes on the coin can also compound, with multiple flips on the same side making a person super energized or cripplingly nauseous. Gamblers hope that people who play with the coin become desensitized to the small outcomes and return to them seeking greater thrills.

Chitin Sheddings

*A **common** gift from an ankheg*



Every month ankheg shed the outermost layer of their chitinous exoskeletons to allow a repaired, stronger armor to form. The sheddings are usually discarded, but many ankheg are aware that their chitin is a prized resource in forging armor for other species. Ankheg don't realize that the act of giving sheddings to others can be off putting to typical people, but adventurers and armorsmiths have always been known to jump at the opportunity. It usually takes three times the chitin to make a typical set of armor, and requires a special heating and stretching procedure to work the oddly sized pieces into a smaller scale. Ankheg won't make any of this obvious when the gift is given though, and will just assume that humans are all equally aware of the chitin's usages. It's an odd gift for sure, and if declined, the monster will usually be confused and avoid offering any future gifts at all. Ankheg often generalize things, and need to be explicitly told that a certain opinion isn't held by every member of a species. This comes up most often with their chitin gifts, and can be great to hash out when it happens.

Cloud Nine

*A **very rare** gift from a tempest*



Tempests float high into the sky, riding various rainclouds as they drizzle down to earth. In a way, these clouds are like ridable mounts each with varying factors like speed and comfort to consider. Tempests rank the clouds they ride on a scale of one through nine, with bigger numbers equating to a better overall riding experience. Cloud nines are supreme in their function for a tempest, being able to move twice the speed of a sprinting horse, and with a comfort akin to laying on a bed of feathers. Although tempests are the only species capable of sitting directly inside of a cloud without falling through, others can use saddles made of tempest hair to achieve the same effect. As a cloud is ridden, its numbered quality decreases before evaporating away entirely. Tempests flaunt their superior clouds in front of others, usually keeping cloud nines for themselves and offering hand-me-downs to anyone else. Receiving a cloud nine in a nearly unused condition is akin to a romantic confession, but expect the monster to rile others up before handing it off.

Comedy Gold

*An **occasional** gift from a jester*

A mandatory item in the arsenal of a jester. Comedy gold books are a cataloged collection of an entire jester's family line of jokes, gags, and pranks. Once every three years, jester families come together for a private joke expo, showing off all of their newest bits in the hopes that other family members find their material good enough to add to their routines. Just holding an empty page of the book out while an act is going on will copy the memories, allowing readers to perfectly recall a gag to master in their own time. It's considered an honor to be in the pages of many family member books, with jesters practicing their original material tirelessly before the event. Although a jester will never give away their physical book, they'll gladly flip through its pages with someone to laugh at jokes and reminisce to older times. You won't find better material anywhere else, and browsing through a jester's personal book can give a good idea of the things they find funny. Expect a chance to take a peek whenever the next family expo rolls around, as parents are keen on parading the jokes they've saved of their kids.



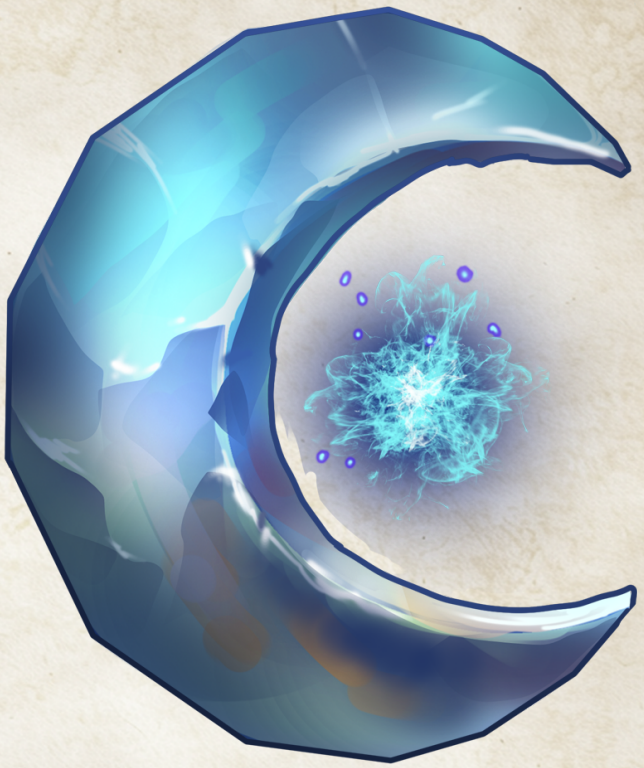


Companion Whistle

*A **common** gift from a dullahan*

Dullahans and their steeds are inseparable, with a companion whistle acting as the bond that keeps them together. The design blends nicely alongside the apparel of their armor, and allows the monster to open a portal that warps their mount to their side. A separate beaded necklace is worn by their mount and is what allows the wearer to be teleported once the item is blown. Dullahan only ever personally own one companion whistle, seeing it as exclusive to the bond with their steed. They can easily acquire more though by allowing a blacksmith to forge another using the flames from their neck. Being given a companion whistle doesn't mean that the dullahan thinks of someone as their mount. Rather, it signifies they'd be fine being called to a person's side at any moment, as the dullahan always wears the necklace linked to the gift. Dullahans believe that everyone should have a companion whistle, as not being able to call a trusted partner immediately by your side is assumed by the monster to be a lonely feeling.

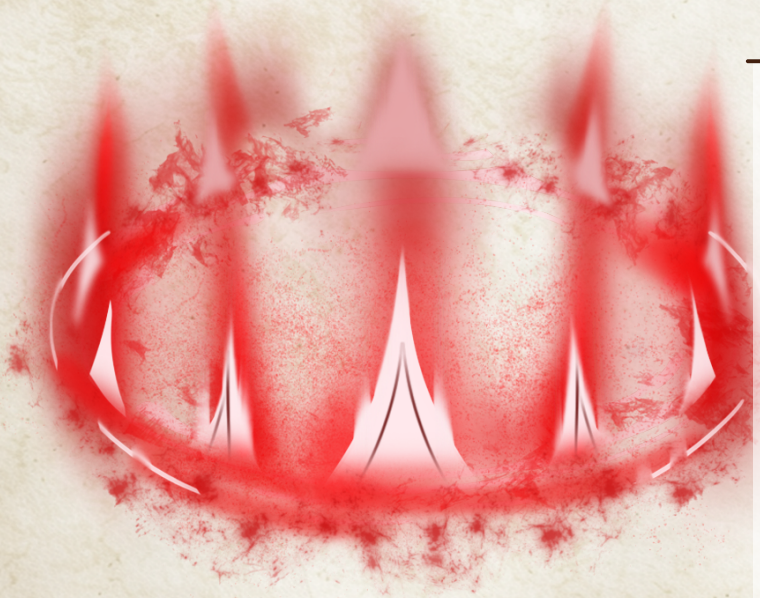
Crescent Stone



*A **thankful** gift from a lunar*

This pale blue stone is carved into a waning crescent moon. The rock is roughly cut and dangerously sharp near its pointed edges. If a lunar remembers where the meteor they were inside is located, they can magically mold the stone to create one of these gifts. Touching the flickering aura that lingers between the stone's points drains a creature of energy and drags them into an exhaustive slumber. Apart from functioning as a sleep aid when used in moderation, a moon stone grafted to a pole can become a spear with a tip for instant incapacitation. Lunar rarely turn their moon fragments into crescent stones, feeling like the rock might have a niche use for returning them to space. Correctly guessed, powerful mages can open portals to the moon if given a sample of the rock, making this a reasonable hesitation. Lunar who choose to stay on their crash landed planet, however, loosen up to the idea of the rock being used to make these items. Whoever stood by the lunar's side the longest is guaranteed the first crescent stone they mold, with others slowly being gifted stones after.

Crimson Halo



*A **legendary** gift from a guardian angel*

Cast in the shape of a crimson disk, this halo emits a spiky red light that illuminates negative energy. Spinning the halo above a person's head causes it to lock into place, linking it to the wearer's soul. Fused with radiance and scorching flames, crimson halos provide warmth to stay comfortable in freezing climates, and an aura that singes away necromancy. When it comes to undead monsters, the halo burns directly into the animating magic, threatening to dispel and destroy them. The intense searing pain causes most weak undead monsters to turn to ash, while stronger undead flee in disgust. A crimson halo is offered by guardian angels who work for solar deities and are given to those and their bloodline who've proven themselves worthy followers under their religion. Wearing a crimson halo also keeps a closer eye kept on them by guardian angels, who provide extra aid when needed. Infatuated angels take the opportunity to only watch over their favorite person and use them now having a crimson halo as an excuse to do so.

DEMON ICHOR

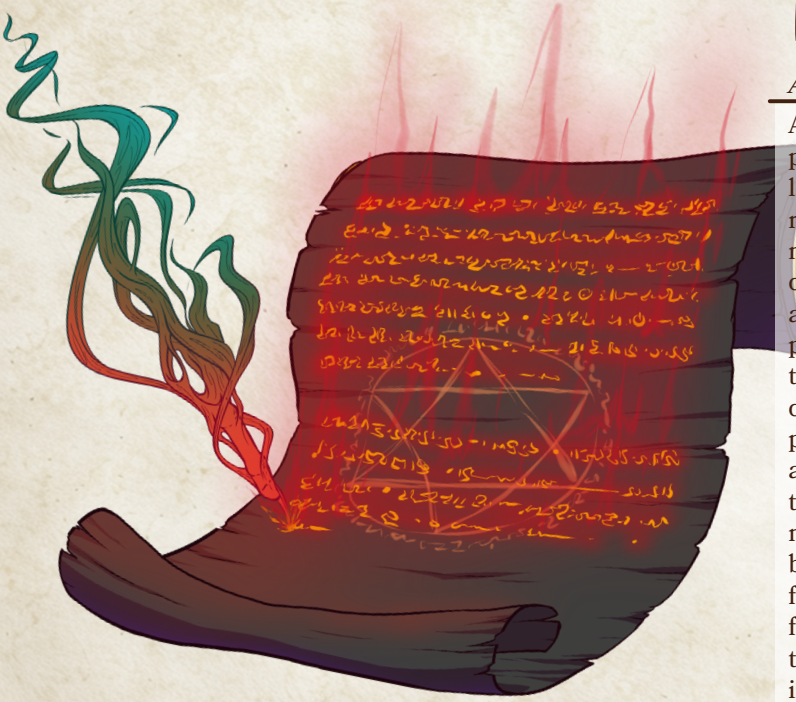
*A **devious** gift from a demon*



Creatures from the underworld are formed by this black ichor. It bubbles without heat and regularly forms the basic structures of wicked faces before popping back down. Whenever the gorger monster species sends food to the underworld, ichor forms, feeds, and eventually composes into a native underworld monster. Although all monsters from this plane are made of this substance, only demons are able to excrete it. Their bodies produce the sludge through salivation, acting as a corrosive agent to help them break down food and maintain their physical forms. Issues arise when other monsters come into contact with the ichor. Prolonged exposure will mutate a person's body in unexpected ways, such as through additional limbs or becoming allergic to random things. Results heavily vary, and demons enjoy sharing their ichor to haphazardly see what happens. Many go for wet kisses in an act of devious forwardness, making the offer tempting to anyone unfamiliar. Be quick to shut down these sly early advances and keep demons at bay until they begin to care more for your well-being.

DREAM FORM

*A **rare** gift from a devil dealer*



As the giftee's name is signed, their blood-soaked pen wisps away to seal their fate. Although a wicked looking form, the paperwork is an enjoyable experience used to raise money by devils. The parchment outlines that the signer will be visited by the devil dealer during the night to have their dreams altered. Whatever story the signer writes onto the parchment will occur during the dream, allowing them to experience any situation or stimulation they desire until waking up. Usually devil dealers are too preoccupied to distribute dream forms to people, and enlist in the help of the succubus species to get the job done. So although dream forms as a commodity are as common as coin, one given directly by a devil dealer is a luxury. Usually these special forms come with extra clauses that make the dream far more vivid, with additional devil magic keeping the dreamer from abruptly waking up and disrupting things. Devil dealers read what others write down on these forms, however, so avoid jotting anything that might upset or disgust them.

EDIBLE MINION

*A **common** gift from gingerbread*



Gingerbreads hate damaging their fragile cookie bodies doing manual labor around their homes. To solve this, they take to baking legions of cookies to do tasks for them. These edible minions don't care about their own mortality and simply exist to get jobs done. They're ruthless against pests, tireless in handiwork, and given cute frosting outfits for a bit of character. Most of these edible minions are baked with artificial souls, giving them all similar starting personalities. Most of the time the grueling work these cookies get put through has them crumble before they can grow from the experience. If a gingerbread wants someone to have more free time to hang out, they'll bake a small legion of cookies to help clear their schedule. They're mainly purposed for grunt work, and start off useless with any jobs requiring a higher level of thinking. A minion that's given an easier life may begin to take on unique mannerisms. With their bodies turning stale and unmoving after a week, however, don't get too attached. The gingerbread will unflinchingly toss out the old batch and bake a fresh new workforce!



EMOTION ARROWS

*A **common** gift from a cupid*

These arrows hold as much of a cupid's emotions as they do magical power. Each colored arrow is infused with a different emotion, and being shot with one causes the arrow to dissolve those feelings into them. While a cupid can generate a limitless amount of these arrows, each takes a compounding toll on their emotional state to make. Conjuring a batch will hinder a cupid's feelings and make them emotionally dull for a while. Don't take a gloomy cupid as always being down in the dumps; they may have needed a ton of arrows to save a recent romantic encounter! Cupids prefer to shoot as many arrows as they comfortably can before the end of a week, and always find themselves preoccupied with the task longer than they'd like. Offering to help will always have a friendly cupid eager to share their arrows to more quickly clear their self-imposed quota. They'll thank anyone who genuinely assists by spending that extra time hanging out with them, or through other gestures that they now have the free time for.

ENERGY CORE



*A **rare** gift from a patron*

These glowing purple crystals are about the size of a human heart. They emit a small, shocking spark to organic matter that gets in the way of their shiny crystal faces. Energy cores are offered to new members who join a patron's group. The crystal grafts itself below the wearer's upper chest and can't be safely removed without the patron's help. It links directly to the monster's energy reserves, providing a slew of supernatural abilities ranging from immortality to lightning-fast reflexes. These powers are limited at first and require members to perform tasks for the patron in exchange for more energy. The core also allows the owner to commune with their patron, and enables their patron's voice to emanate from the crystal in return. Be mindful of every core's hidden drawback, however: the crystal passively siphons life out of organic plants and animals around it. For plant monsters, they can feel their life being drained directly. Humans don't feel anything but will have their lifespans shortened by a day for every week they stay near. The owner of a core is, thankfully, immune to this effect.



EVENT MASK

*A **very rare** gift from a vampire*

Vampires come together once a year to take part in a grand masquerade. A different vampire is chosen to host the event every year, dangling the host's social status on a thin cord based on how well things go. To be allowed entry, guests must be wearing a signature mask commissioned by the hosting vampire. These masks are sent out in batches of five to each vampire who agreed to arrive. Non-vampires will need to be given a spare mask in order to attend, usually requiring the good graces of an attending monster. Event masks come in a new style every year, being imbued with a minor enchantment fitting the masquerade's theme. Some have wings that occasionally flap on their own, while others cause the wearer's eyes to glow. Although anyone can arrive while wearing an event mask, non-vampires are closely watched for their mannerisms. The masquerades are very prestigious, and a vampire's reputation can be tarnished if a guest they provided a mask for isn't behaving. Practice good mannerisms and make a good impression!

FAIRY DUST

*A **common, yet rare** gift from a fairy*



Fairies expel more magical energy than they'll ever use. As a fairy flies, it releases this excess magic in the form of glittery dust onto the forest ground, enchanting the world to help progress it into the next season. Humans can also make use of the dust by sprinkling a handful onto loose objects; this causes things to turn weightless and float into the air. When brewed into potions, the dust also provides a charm that causes a burst of energy and erratic behavior. The forceful nature of alchemists who hunt fairies to obtain this dust has caused the species to loathe giving it away. Although it isn't rare, fairies are more cautious to avoid anyone who asks. Happiness and freedom are also parallel to a fairy's ability to create dust, with scared and miserable fairies being less capable of producing it. Being gifted dust by a fairy shows a high level of trust, and receiving an actual satin pouch of fairy dust is the greatest gift they could offer. What's more common is being unexpectedly splashed by a handful of dust and forcefully drifting off into the sky—a prank that the species will regularly pull.



FALSE OOZE

*A **trained** gift from a mimic*

Mimics have plenty of ooze to share, which gets onto everything and briefly stains surfaces a strong purple. Thankfully, the ooze eventually crawls out on its own, but changes to have new characteristics. The purple goo now reshapes and re-colors itself to mimic the object it once stained, finding purpose in becoming an imperfect replica. It's easy to tell if a mimic is in regular contact with an object based on how many fake duplicates are lying around the area. Deforming the ooze in its mimicked form will cause it to melt, spreading and staining any other nearby objects to repeat the process. Thankfully, mimics rarely wander far from their hiding spots, making it easy to control the spread of their ooze if re-homing them is necessary. The copying of objects is a powerful tool that mimics use to ambush their prey. After training a mimic to avoid hunting friendly faces, their ooze can be collected without fear of being assaulted. Don't let the ooze get far, though! Random fake objects appearing all over town is the last thing anyone needs.

Fiendish Fork

*A **common** gift from a gorger*



Gorgers live exclusively to share their food with others. Fascinated by the utility of forks, the monster evolved to replicate their pronged nature. To do this, gorgers mainly corrupt human forks, causing them to grow duplicate, fleshy prongs. These sentient prongs stab into nearby food and transport it to the underworld to feed its starving denizens. Gorgers spread these corrupted forks through small villages, frightening citizens with the threat of an underworld invasion if the forks aren't used for eating. Although gorgers rarely possess underworld backup, the threat is enough to compel villagers to collect food for them. Fiendish forks stab and teleport an equal amount of food that's eaten, effectively halving the portions of any meal consumed with them. While this is a detriment to anyone except the gorger, it helps calm the monster's violent hunger by keeping the underworld passively fed. Gorgers always gift their friends fiendish forks and feel most supported when witnessing others eat with them. Help out the monster—and maybe lose a bit of weight on the side!



Flame Buddy

*A **common** gift from a fire elemental*

A small ball of endlessly burning stone, flame buddies are the hearts of fire elementals, gifted in a moment of passion. The item floats around its owner constantly, providing an infinite source of warmth and light. A fire elemental may temporarily offer their heart as a gift if they're overwhelmed with emotions, pulling it from their body to safely share their feelings and calm themselves down. Fire elementals won't die from missing their hearts and immediately mellow out after removing them. However, as the flame buddy cools, the fire elemental loses empathy at a similar rate. Once the flame buddy's heat dims, it's important to return the heart so the monster can regain their emotions and warmth. Refusing to accept a flame buddy when offered can prove disastrous. Fire elementals become overbearing when left to harbor their own overheated cores and are prone to severely injuring others in their need to show affection. Elementals who've gone too long without their core may also refuse its return, becoming harsh and unyielding forever.

Fledgling Bonsai

*A **trusting** gift from a bonsai dryad*



Bonsai dryads are bound to small bonsai trees through the careful farming practices of druids. As these dryads mature, they take up the practice as well, sculpting beautiful clay pots and trimming leaves to raise a perfect tree. Not every fledgling bonsai is used to house the spirit of these monsters. As long as a dryad doesn't open the tree's gateway to accept a spirit, it remains a simple plant. Bonsai dryads only tend to a handful of trees at a time, caring for them as if they were their children. Being gifted a tree signifies that the dryad believes a person is responsible enough to provide the same level of care. One can typically expect an actual confession of love before receiving a bonsai tree. As long as it remains healthy, living beings around the bonsai are naturally calmed. It's nearly impossible to feel anything but completely zen in the tree's presence, making it the perfect plant for meditation or against anger issues. Just remember: under no circumstance should you allow the tree to wither. Dryads will never forgive someone who lets their precious bonsais die, losing trust forever.

Fox Mask

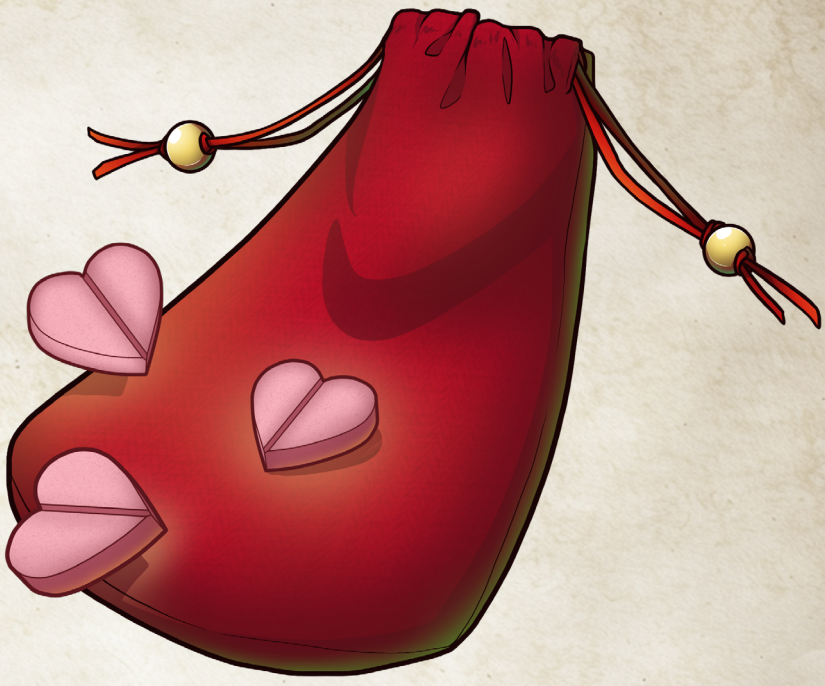
*A **common** gift from a kitsune*



These elegant masks are handmade by kitsune and combined with a tuft of their hair. The result is a mask that, when worn, allows the wearer to completely transform into a multi-tailed fox. The mask merges with their body, and everything else they're wearing falls to the ground. As kitsune can already transform into foxes, they hand out these masks to disguise others and get up to mischief as a pair. The day one is handed out, expect to be thrown into a world of shenanigans as the monster tests how devious a person can be; this is where most of the bonding between a kitsune and a potential romantic partner stems from. It's important to come up with tasteful ways to toy around with others, and keep up with the kitsune and their equally devious plans. Being given this itemis also a kitsune committing themselves to someone, as their magic can only extend to one mask, and will ask for them back if things aren't working out. So long as a person is in possession of the mask, they shouldn't have to worry about the monster seeing other partners.

HEART'S DESIRE

*A **progressively rarer** gift from a succubus*



Succubi carry small pouches of chalky candies which they offer to people who catch their interest. Once consumed, these treats release a magical drug that calms nerves and instills a potent sense of courage; the effect is akin to alcohol but without any of the inebriation. Even better, these heart candies can instantly sober a drunk person, allowing them to continue partying without fear of blacking out or suffering a hangover the next day. During large gatherings, succubi roam the crowd and offer these candies to anyone they notice are on the verge of drunken exhaustion. After curing someone, succubi always curiously strike up conversation, making this an oddly effective setup to chat with one of these monsters. If a succubus offers a heart candy to a person who isn't drunk, it signifies a romantic interest. Going on dates with a succubus and receiving a heart candy at the end also indicates that they especially enjoyed the time together. However, be warned: the candies become rarer the more a succubus gives them to a single person, turning each successive date into a challenge to outdo the last.



HOME IMPROVEMENT

*A **common** gift from a marionette*

Marionettes who've moved in with someone waste no time in redesigning the living space to be as stylish as possible. Given a budget, they'll work with what they have to maximize the aesthetics. The monster lovingly varies from offering simple alterations for existing room layouts, to building entire new living spaces. Marionettes adore being given the chance to design a space in these ways, and derive even more enjoyment out of working with a partner who'll share ideas for the project. In the end, the monster hopes to be challenged to design a room that their commissioner is impressed with, that others helped influence. To better assist the design process, marionettes prefer knowing the personal style and interests of their commanders, finding far more creative drive to design in their image. Others may be put off by the selfless nature of the monster, when they should instead see it as their way of showing affection. If the job involves any bit of creativity, expect a marionette eager and willing to get involved and do the heavy lifting!

ICED DRAGON BRANCH

*A **worthy** gift from a frost giant*

When white-scaled dragons unleash their frigid breath across the landscape, everything in its path is flash-frozen. Trees are no exception, preserved and hardened with a layer of ice as durable as steel. Frost giants enjoy provoking these dragons into attacking them in the taiga. The resulting frozen trees are later weaponized by the giants, with large branches broken off and wielded like spiked clubs. These icy weapons leave freezing shrapnel embedded in anything struck, causing a severe risk of frostbite. While average-sized people lack the strength to swing these massive weapons, frost giants often gift dragon branches as a sign of respect for someone's combat prowess and determination. A full-sized dragon branch is always given as a first gift, with smaller ones following over time. Though frost giants disdain the use of smaller weapons, they begrudgingly offer lighter branches until an appropriately sized one is given. Expect plenty of teasing from frost giants about that progress, as they'll regularly ask if a person is finally able to wield one of the larger branches they've gifted.



KANABŌ

*A **fated** gift from a folklore oni*

Oni are born into the world carrying their weapons, which are a staple in every story about these monsters. Understanding these stories can provide insight into whether an oni might ever allow someone to handle a kanabō they possess. Some oni must first fulfill their grand legacy, while others are written to never part with their belongings. Many oni kanabō are simply larger versions of the traditional weapon, and some are unique, such as from the vicious Red Oni who wields a spiked variant. The more unique an oni's kanabō, the more likely their story revolves around its use. This could involve anything from vanquishing evil to causing destruction, and such weapons are often permanently bound to their oni until death. When oni fight each other, the loser's kanabō is typically taken and gifted to someone else. Occasionally, oni will offer these trophies to unskilled individuals as a form of disrespect toward the defeated oni. If the giftee know's they're not combat smart, they can impress the oni by asking for kanabō fighting tips!

LAVENDER TORCH

*An **eventful** gift from a moth*



Lavender torches are carved and lit exclusively in protected moth habitats. The slow-burning wood contains properties that chemically alter the flame's color to a brilliant lavender hue. Torches crafted from this wood aren't just functional but also works of art, with intricate carvings adorning their specially crafted handles. During events, moths craft these torches with care and trade them with others, creating a breathtaking scene of purple wisps weaving through the forest when lit. The torches are often compared to bouquets of flowers, with each one reflecting the thoughtfulness of its creator. While non-moths are prohibited from harvesting the wood, they're welcome to purchase pre-carved torches from local artisans to participate in the festivities. To light these torches, every moth community maintains a large central flame in the marketplace, ignited only during events. Lighting fires anywhere else in the forest is strictly forbidden, requiring all participants to gather at the marketplace. Be prepared to hold your lit torch high to avoid burning others in the crowd!

LOST & FOUND



*A **common** gift from a mouse*

Some of the most valuable items are the ones people lose. Mice possess a remarkable knack for locating things where they don't belong, and delight in forming collections from the best of those oddities. Being small in size and limited in crafting abilities, mice take pride in selecting treasures from their collections to give as gifts. Rings and coins are commonly found among their piles, but some items carry significance beyond their material value—like notes left at thieves' guild dead drops or a misplaced set of keys. Mice also have an extraordinary ability to perfectly recall the exact spot where they found each item. For some, knowing where an item was lost can be just as important as recovering it. Though they cherish their collections, mice prefer sharing with anyone who needs their stuff more, which helps free space to collect new things. Returning lost items to their original owners is their ideal outcome, and mice often entrust their most important items to adventurers in the hopes that they'll succeed where they couldn't.

LOST MEMORIAM

*A **rare** gift from a ghost*

Ghosts maintain deep connections to items they cherished in life. A memoriam is one such item, serving as a tether to the ghost's mortal past. Memoriams can take many forms—some as family heirlooms, others as simple as a rose given on a recent date. It's crucial to never disturb a ghost's memoriam. It should remain exactly where it is until the ghost explicitly grants permission to move or take it. Tampering with a memoriam can unbalance a ghost, turning them violent and prone to haunting the living for a time. A lost memoriam, however, holds a different significance. When someone recovers an item of importance that a ghost had lost, the monster expresses endless gratitude and admiration toward them. If a ghost offers one of their memoriams as a gift, it signifies that they've fully processed their emotions tied to the item and are ready to embrace the future. The ghost often roleplays the moment of how they originally came into possession of the item with the giftee, offering it to them in the same way; it's a touching way to learn the history of their prized possessions.





MAN-EATER

*A **common** gift from a snaptrap*

Well-fed snaptraps grow flowers which gives way to seeds. Unless a partner is involved, these seeds always produce man-eaters, a unique variant of snaptrap. Man-eaters have the intelligence of a slug, growing and being able to reposition themselves using their vines. The plant merely exists to survive, and can be a fun task for snaptraps and their partners to look after. Man-eaters are around three times as large as normal Venus flytraps and possess a near-instant bite-down speed. They sense movement and lunge toward small animals and large bugs, making them great to keep around the house as a pest deterrent. Snaptraps are fine allowing familiar faces to look after their man-eaters, and appreciate a partner who proves capable of taking care of one. An issue arises with the man-eater's ability to outgrow its containers. Avoid overfeeding, as the plant could quickly reach monstrous sizes and hunt its own owner. Sure, snaptraps appreciate a good caretaker, but controlling an overgrown man-eater usually isn't worth the risk.

MEAL VOUCHER

*A **common** gift from a holstein*

Holstein are incredibly passionate about their favorite food spots, having unique go-to locations for breakfast, lunch, dinner, and desserts. They obsess over limited-time menu options and fondly reminisce about their favorite dishes. To a holstein, these places are cornerstones of their lives, making them devoted fans who stay on top of what's new. Food places that notice this often seek out these monsters, offering them meal vouchers to distribute to the public and trusting that the holstein will naturally promote the business using them. In exchange, the holstein occasionally gets meals for free and is sometimes rewarded with a signature dish named in their honor! Representing the store is a dream come true for the monster, who enthusiastically mentions it in any conversation that fits. They'd happily advertise for free, making holstein genuine fans eager to share their true feelings about places with discounts to boot. If a person's looking to date a holstein, the best plan is to approach around meal time and invite them to try the spot they've been fanning these discount slips about.





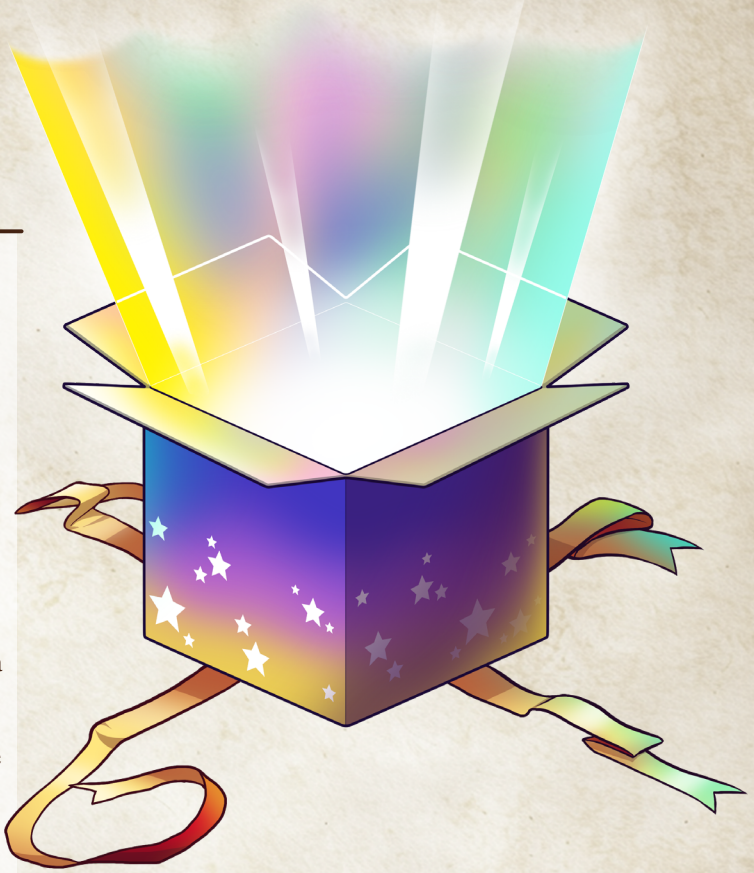
MIND PULP

*A **typically limited** gift from a psychovore*

Packed into a futuristically simple container, mind pulp is the name for a disturbingly sweet, chunky beverage. The brains of various creatures are blended together with glowing alien sweet worms to create a mixture offensive to humanity. Most traveling psychovores land on other planets with rations of mind pulp harvested from other worlds. Thankfully, if psychovores haven't colonized a world yet, it means mind pulp *probably* won't include the brains of its inhabitants. After getting past the whole "brain slushy" thing, the only other hurdles would be the drink's intense thickness and bitter-sweet aftertaste. Psychovores are hesitant to share these drinks due to limited rations on journeys. Although most sentient beings might object to the drink, the monster offering a glass at all should at least be seen as a selfless act. When consumed, the pulp has no immediate effects until sleep occurs, where visions of memories from the brains play out in a person's mind—a mesmerizing experience that feels like an unconscious high.

Mystery Box

*A **riskily common** gift from a delideer*



Tear it open and prepare to be blown away! Mystery boxes are absurd gifts crafted by delideer years in advance, being reserved for any consenting daredevils seeking a thrill. By that logic, expect to be given plenty of them whenever asked for, as the monster always has a few in their sack. Delideer always forget what's inside, wrapping each box identically so that the only way to distinguish them is by opening them up. Each serves as a container to a separate demiplane, allowing objects far larger than the box itself to fit inside and burst back out. The thrill of a mystery box lies in the suspense—what might appear when the ribbons are undone? Will a swarm of bees burst forth in a frenzy, or will a cascade of gold coins rain down? Delideer have no qualms about what they place inside, from deadly traps to literal blessings. They take a guilty pleasure in witnessing mystery boxes being opened, delighting in the thrilling risk others are willing to take, and how they react. Thankfully, the chance of bane or boon is always the odds of a coin toss, the only consistent thing about these gifts.



Nightmare Fuel

*A **common** gift from a fobia*

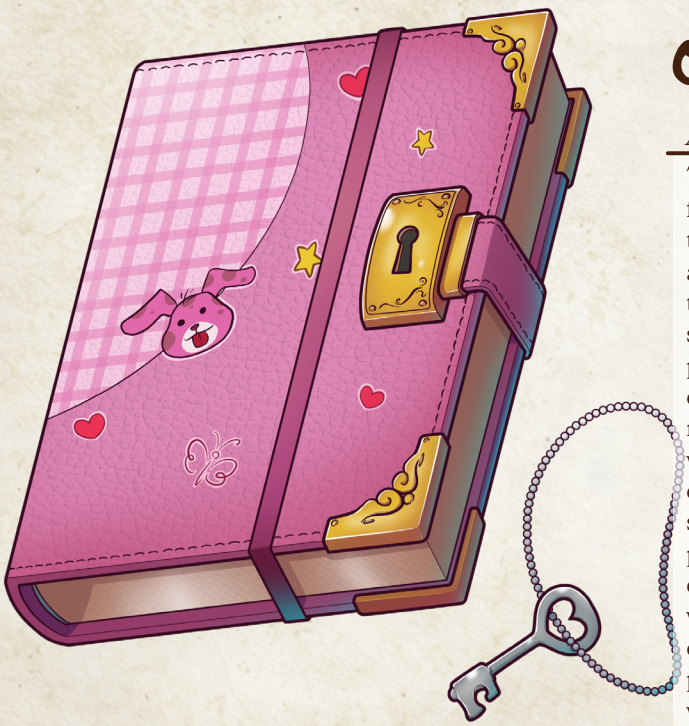
Nightmare fuel is a purple-black crystal chunk spawned in regions where fear riddles the populace. Wailing spirits seem trapped inside, striking against the crystal's uneven form and shocking anything in contact as they do. The main use of nightmare fuel is as a multipurpose energy source that can power magical spells and devices. A single marble-sized piece has enough energy to power casting a simple spell or running a simple invention for 10 minutes. Afterwards, the crystal shatters and becomes useless. Many populations believe that the fobia species is attracted to areas prone to nightmare fuel, but rather it's the fact that an area is so ripe with terror from uncertainties like war or famine that does. Fobias join in, meddling in people's nightmares and causing the fuel to flourish. The monster consumes nightmare fuel as food, and the crystal's usefulness is common knowledge among magical species. If there's none around the area, fear typically bring some to share with others, granted a person can make use of it.

Oasis Spot

*An **eventual** gift from a frog*



Frogs are protective of their favorite resting spots, often gatekeeping locations and warding off strangers. The best of these are oases—bountiful havens hidden within inhospitable deserts. Knowing the locations of these oases and the paths between them can make a trek through the desert significantly more tolerable. Frogs take pleasure in exclusivity, sharing this knowledge only with a tightly knit group to prevent others from overcrowding the scene. Issues can arise when frogs enter relationships and eagerly bring their partners to these cherished spots. These newcomers might seamlessly integrate into the group or, just as often, remain misfits who never quite mesh. When cohesion feels strained, it's best to politely thank the frog for their invitations and stop attending, preserving the group's harmony—invites are symbolic gestures of affection even if the offer is dropped. The oasis remains a comforting place to gather, no matter the company. Its magical waters heal wounds and sores, staying perpetually fresh, while lemons and limes grow year-round.



Obscure Idea Book

*A **trustworthy** gift from a page-bound onryō*

The ideas contained on these locked pages were first conceived by an onryō during their time trapped between books. Once freed, the monster always gathers pages and ink to spill their pent up thoughts onto paper. Sometimes decades of ideas swirl through their minds, requiring thousands of pages and years of writing to immortalize every concept. Many of these ideas are absurd or downright risqué. Because of this, onryō prefer books with locks or wards to protect themselves from the embarrassment of prying eyes. Matching the monster's obsession can encourage them to share a few pages, but being allowed to flip through unmoderated requires months of trust. The worlds and stories written by an onryō can also be visited through their obscure idea books. Onryō can magically transport people into the written pages, allowing them to adventure through a demiplane shaped by the text. Be warned, however, that anyone within the demiplane cannot escape without the onryō's help—or until every story beat in the book has played out.

Obsidian Crown

*A **rare** gift from an aboleth*



A rough object made of obsidian, carved by cultists into the shape of a crown. Aboleths often commission their followers to craft this crown when their group grows too large to manage alone, offering the gift to someone they trust to lead. Upon donning the crown, the spikes around its rim begin to twist and expand, adjusting their size to latch securely onto the wearer. Once fitted, the crown grants the wearer a magical ability to control humanoid minds. These powers range from clouding a creature's thoughts into indecision, to the complete domination of their actions. Aboleths who gift these crowns view the recipient as an equal, treating them with respect and refraining from malicious plots against them. Members of the cult likewise begin praising the wearer in a manner akin to how they revere the aboleth, eager to garner favor. However, the crown comes with a gruesome drawback: its twisting spikes grow longer with each use of its powers, eventually curling inward to skewer the wearer. If the crown is left completely unused for a full week, the spikes recede and revert to their original shape.



Ooze Juice

*An **uncommon** gift from a slime*

Whenever slimes consume alcohol, it gets broken down into various enzymes. Most of the drink is absorbed, while a small portion is excreted as a lighter-colored sweat that drips from their bodies. Though useless to the slime, this sweat—often called "ooze juice"—can be collected and utilized in various health-related ways. It's a non-acidic liquid with the consistency of syrup and a bitter aftertaste reminiscent of aloe vera gel. While not a pleasant drink, ooze juice is incredibly calorie-dense. A single cup can sustain a person for a day, even helping to counteract alcohol-induced migraines. Additionally, the juice can be applied to burns, relieving pain and accelerating the skin's healing process. Most slimes are unaware how useful their ooze juice can be. Even when the benefits are explained, many find the process absurdly awkward—some might even view it as strangely intimate. It can help to make the slime aware of ooze juice's potential while allowing space for them to become comfortable with the idea of ever gifting a bottle to someone.

PASSING PIPE

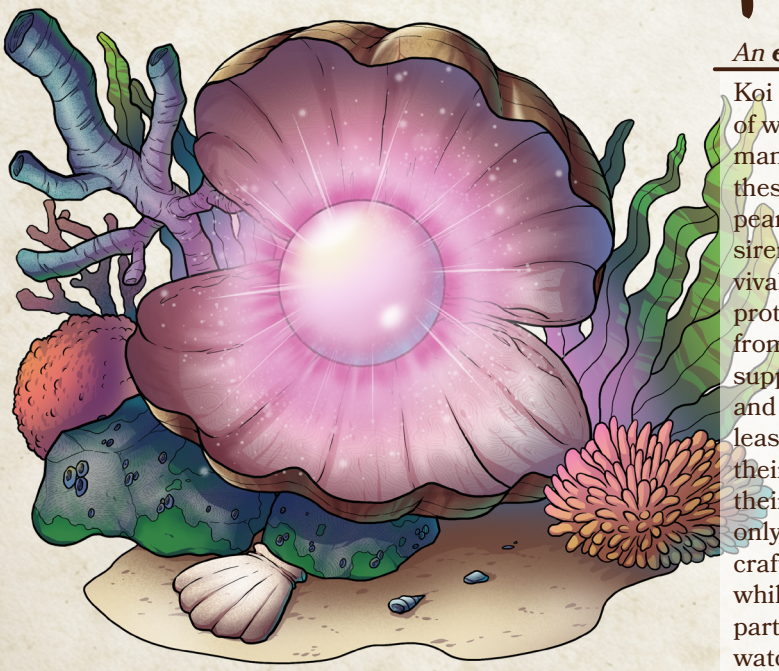
*A **common** gift from a panda*



There's no better way to pass the time than with a panda's signature smoking tool. These bamboo-carved pipes are perfect for packing and smoking various herbs. The bamboo is homegrown by pandas who enrich their soil with the compost of smoking plants, giving the wood its distinctive, high-inducing properties. Smoke drawn from the chamber becomes infused with the bamboo's potency and offers a unique high that seems to accelerate the passage of time. Hours can feel like minutes as the smoker's mind is propelled forward, almost as if flung into the future. To onlookers, however, these smokers appear lethargic and incapable of conversation, seemingly trapped in the moment they took their first hit. This effect can be ideal for anyone just looking to pass time, especially if the only other option is extreme boredom. For pandas, the effects are significantly dulled, making it difficult for them to overindulge. Because of this, they can easily trick others into smoking along, downplaying the strength of the drug to newcomers as a (mostly) harmless form of initiation.

PINK PEARL

*An **expensively rare** gift from a koi siren*



Koi sirens are known for living near large bodies of water, and blessed with an innate luck that often manifests around their homes. The most notable of these miracles flows from the consistency of pink pearls. Clams have evolved to seek shelter near koi sirens, benefiting from the improved odds of survival their proximity provides. In return, koi sirens protect the clams and sustainably harvest pearls from them. This harmony results in a remarkable supply of pink pearls, born from the siren's luck and the clam's care. Nearly every koi siren owns at least one pink pearl, being a treasured symbol of their kind. These pearls are rarely traded outside their species, making them precious items gifted only during life-changing occasions. Some are crafted into rings and exchanged during weddings, while wealthier koi sirens delight in adorning their partners with as many pearls as they can gather. Be watchful with these gems, however! Koi sirens are known to endlessly tease anyone unlucky enough to misplace them.

Prized Critter

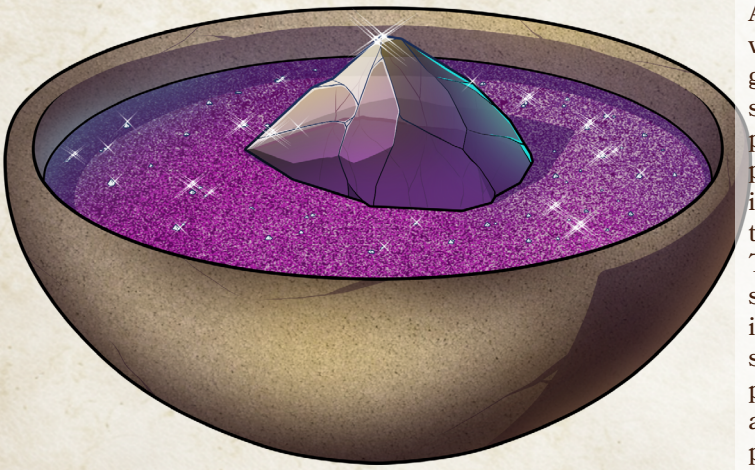
*A **daily** gift from a cat*



Cats tend to have a lot of free time on their hands, coupled with sporadic sleep schedules that leave them up at odd hours. Often, they're wide awake and bored while others are asleep, causing the monster's instincts to kick in as they rush outside to hunt the strangest things they can find before sunrise. When a cat's partner awakens, they'll often be surprised to find a large dead bug or a small animal by their bedside, with the cat patiently waiting for praise. Golden-shelled bugs are considered a premium catch, along with pink-furred rabbits and their lucky feet. Many critters like these are prioritized by cats for being harder to catch. If needed, cats are also skilled at keeping their prey alive, treating it as a bonus challenge so long as they're rewarded with extra affection. A single hunt may result in dozens of critters being caught before a cat selects the best one to bring back, often leaving a messy trail of corpses. However, if asked, they'll dutifully retrieve everything they've caught, helping to clean up while maximizing the value of each hunt. If elusive reagents are needed, cats will provide!

Purple Sand

*A **plentiful** gift from a purple worm*



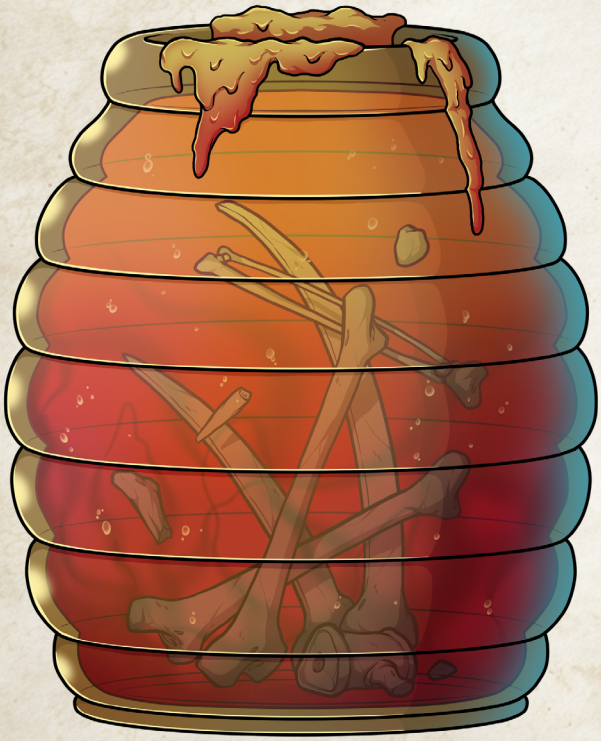
As a purple worm's ravenous second mouth salivates, drool seeps into the sand and discolors the ground beneath it. Over time, this transformation spreads, turning vast desert regions into sprawling purple landscapes that help the worm blend in. The purple sand reflects light and remains cool, providing relief from the sun and attracting other creatures to dwell within the worm's hunting grounds. The sand also serves as a natural replacement for salt, and can be compressed into crystals for use in magical machinery. While harvesting the sand seems simple in theory, any disturbance to the purple ground risks drawing the worm's attention for a sudden attack. The real gift isn't the sand, but the privilege of dwelling in a purple worm's cooled territory without being hunted. Many towns encourage adventurers to befriend these colossal monsters, paying well in the hopes of securing a steady supply of sand. Such schemes backfire, as the worms grow bitter upon realizing that their friendships were only a means to exploit their territory.

PUZZLE PYRAMID

*A **common** gift from a sphinx*

Puzzle pyramids are common trinkets found within the nesting rooms of sphinxes. These artifacts serve as both a test of wit and intellect for the recipient, and a means for sphinxes to assess mental sharpness. Each pyramid has spiraling holes of energy, emitting sounds and projecting images that present riddles and mind-bending puzzles. A sphinx offers this gift with no instructions or indication of how many challenges are held within, and expects to be given it back within a week. Upon the pyramid's return, the sphinx will examine the its exterior to gauge progress. The more symbols that appear across the item's surface, the closer the puzzle was to being fully solved. Puzzle pyramids also play a role in a sphinx's romantic traditions. Being offered one is a way to test for mental chemistry, serving as the first step in a relationship. For those already bonded, solving the pyramid unlocks its glowing tip, revealing a hidden compartment often containing romantic items. A pyramid filled with chocolate may be easier to solve, but one containing a wedding ring could take years.





RAID HONEY

*A **common** gift from an eldtree bee*

Eldtree bees harvest blood from creatures they hunt, blending it with bones and nectar to create a unique honey. This vigorous food sustains travelers on long journeys, never spoils when kept dry, and is densely nutritious. Raid honey also carries the magical properties of healing elixirs, mending minor wounds and halting blood loss. While eldtree bees aren't opposed to using human blood, they prefer harvesting from prey that won't fight back as hard. The bones of drained creatures are stored within their respective honey batch, helping to identify flavor profiles and avoid accidental cannibalism for any non-bees receiving a jar as a gift. A creature's diet also greatly influences the quality of its blood—and the taste of the honey. Average-quality honey is a staple for eldtree bees, while the finest batches are reserved for gifts and special occasions. Since eldtree bees don't raise their own animals, the species appreciates gifts of healthy livestock. Whenever a donation is made, expect a sizable serving of raid honey to be offered back as thanks.

RAVE BOX

*An **uncommon** gift from a crab*

A treasured item among underwater kingdoms, rave boxes are known for their ability to summon revelry with a single tune. When opened, a crab claw stretches out and snaps to the beat of a melody composed entirely of ocean and sea-faring sounds. This fantastical song enchants those who hear it, interrupting their movements as an irresistible urge to dance takes hold. Crabs are especially susceptible to rave box melodies, losing control in a frenzied, joyous dance. After a minute, the music fades, and the box locks shut until rewound. While commonly crafted and used underwater, the enchantment's effects are far stronger on land. Because of this, many crabs bring rave boxes to the surface to use at parties for spreading an infectious rhythm. Rave boxes are relatively inexpensive in underwater markets, but sell at absurd markups elsewhere. Knowing this, crabs frequently travel between land and sea, often bringing rave boxes as souvenirs. If someone has a specific melody in mind, they can even commission a custom-made rave box—only slightly more expensive than standard ones.





RAZOR LEAVES

*An **uncommon** gift from an awakened shrub*

The awakening spell that grants awakened shrubs sentience also mutates parts of their foliage, causing some leaves to absorb light and convert the energy into magic. These special leaves take on a deeper color, reveal veins of energy coursing through them, and develop razor-sharp edges. Anything that brushes against them is left with scratch marks, irritating the shrub while they remain attached. Once plucked or shed naturally, razor leaves retain their sharpness and magic for up to a week before withering. Awakened shrubs keep a few for self defense, and offer spares to others. When thrown, the leaves trigger a whirling storm, pulling foliage from nearby plants and briefly slashing everything within a small area around the razor leaf. Awakened shrubs follow one rule: razor leaves should never be thrown near friendly plant monsters, as the storm will indiscriminately rip leaves from their bodies to fuel its fury. Plant monsters would rather avoid their clothing foliage being tarnished, convicting the shrub who lent the gift.

RESPAWN FEATHER

*A **rare** gift from a phoenix*



This bright red feather flicks embers from its endlessly burning outline. A phoenix feather carries a fraction of immortality, allowing a person who dies while in contact with it to burst into a fireball, resurrecting with full vitality but as a different species. A single feather offers only a sliver of the phoenix's power and cannot grant true rebirth. Instead, the resurrected person is given a handful of extra days alive before inevitably withering to ash. Phoenix feathers are gifted by the monster in the hopes that a person can have extra time to say their goodbyes. While it brings closure, it also carries a dangerous side effect—desperation. Some plead and bargain for more time, refusing to permanently die and greedily demanding additional feathers. The true risk lies in the gift's scarcity: they don't regenerate, even after a phoenix's resurrection. If too many are plucked, the phoenix will weaken, sicken, and eventually perish permanently. Because of this, the monster mainly entrusts their feathers to people who can enjoy their remaining few days, and put their feelings for survival to rest.



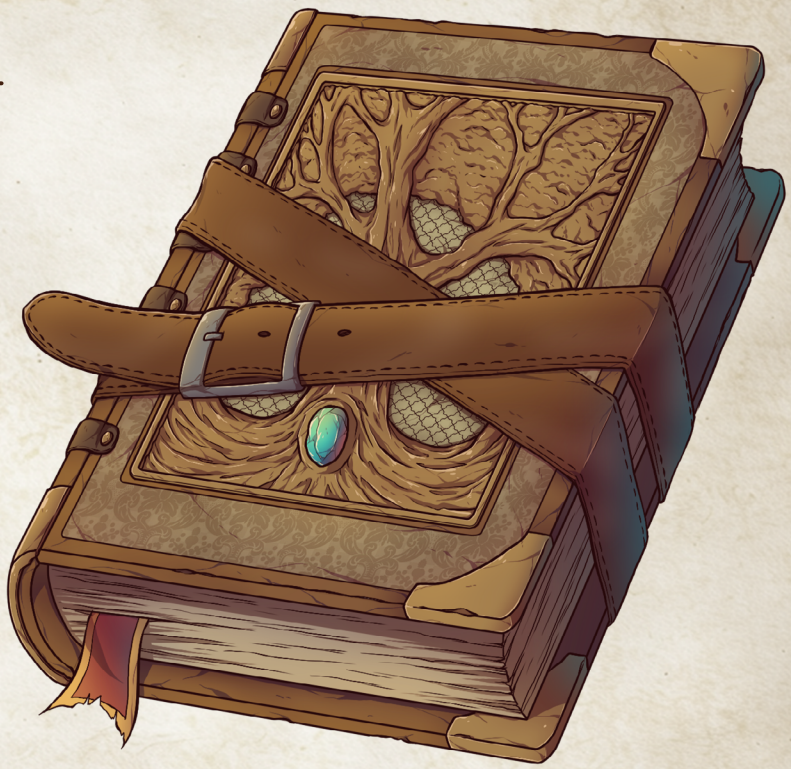
REVERSED WATCH

*A **common** gift from a time keeper*

Tock, tick. Tock, tick. The hands of this pocket watch spin backward! Although only time keepers can use it as a tool to enhance their own time magic, others can still toy with the item's natural time-altering aura. Any ordinary watch touched by a time keeper can be transformed into this unique variant, making the gift surprisingly common despite its powers. Holding the watch slows the passage of time for the user, effectively adding an extra year to their lifespan for every year they remain in contact with it. However, this comes at a cost—lethargy. The longer one holds the watch, the more sluggish they become, their productivity halved for each additional year they gain. Most time keepers refuse to offer reversed watches to troublemakers and always issue a dire warning: never cast hastening magic while holding this trinket. Doing so accelerates the watch's effect, dragging the carrier backward in time—potentially by years or even decades. A reckless slip could erase an entire lifetime of history and cause some serious time-based shenanigans.

Ritual Tome

*A **priceless** gift from a lich*



An ancient magical tome brimming with dark secrets, rituals, and notes—ritual tomes are considered the key for any necromancer seeking immortality. Liches only gift their tome to people they've grown dependent on, unable to endure their immortal existence without them. Through reading the tome and performing its rituals, mortals can ascend into lichdom as well. The process varies in scope depending on the diligent note-taking and type of research performed by the lich. Some range from simply learning and performing a long forgotten melody, to something as extreme as sacrificing an angel. Once the ritual begins, a potent undead aura spreads across hundreds of acres, alerting any divinely connected beings to the event. Many paladins and clerics despise liches, using this disturbance as a beacon to track them down and destroy both the monster and their tome. However, a lich who's helping someone else perform the ritual will have their hands free to deal with the threat—ensuring that by the time the dust settles, there'll be a new lich to rule beside.



Rough Collar

*A **common** gift from a wolf*

Wolves discovered that metal spikes attract fierceness and rage into people who wear them. With sharp points on all sides and a roughed-up leather band, these collars are as uncomfortable as they are powerful. Once fastened around the neck, a circuit of energy taps into the wearer's mind, triggering a surge in testosterone. For a short time, users experience heightened precision, strength, pain tolerance, and stamina. Wolves rely on these collars to compensate for their lack of support when traveling alone, gifting them to friends they believe would otherwise perish on their own. For short-term use, rough collars are invaluable. However, prolonged wear brings severe side effects—migraines, uncontrollable anger, and muscle atrophy. To safely train in controlling the collar's effects, many wolves head to the Skull-Toss Rage Rooms, where specialized lighting negates its drawbacks. This not only allows users to push their limits without consequences but also makes for record-breaking high scores—and a guilt-free way to unleash strength.

Royal Symbol

*A **rare** gift from a royal piece*



These crystal chess pieces always resemble the king or queen of a set. When light passes through, a unique rainbow hue shimmers across their surface, serving as a key indicator of authenticity. The royal piece species prioritizes crafting these symbols whenever needed, offering them to couriers and adventurers as proof of their connection to royalty. Though the chess piece itself has no innate magical properties, its status as a symbol of power and immunity is widely recognized across kingdoms. Harming a bearer of this symbol is considered as grave an offense as attacking a member of a royal family, with a royal piece demanding the perpetrators be extradited to face severe punishment. Royal pieces can create these symbols from carved stone, transforming them into crystal with a mere wave of their hand. Members of a royal piece's council, those they marry, and heroes who selflessly protect their subjects are all honored with these tokens. Heroes are offered royal symbols especially quick as the monster admires their bravery and eagerly follow their exploits.



Ruins

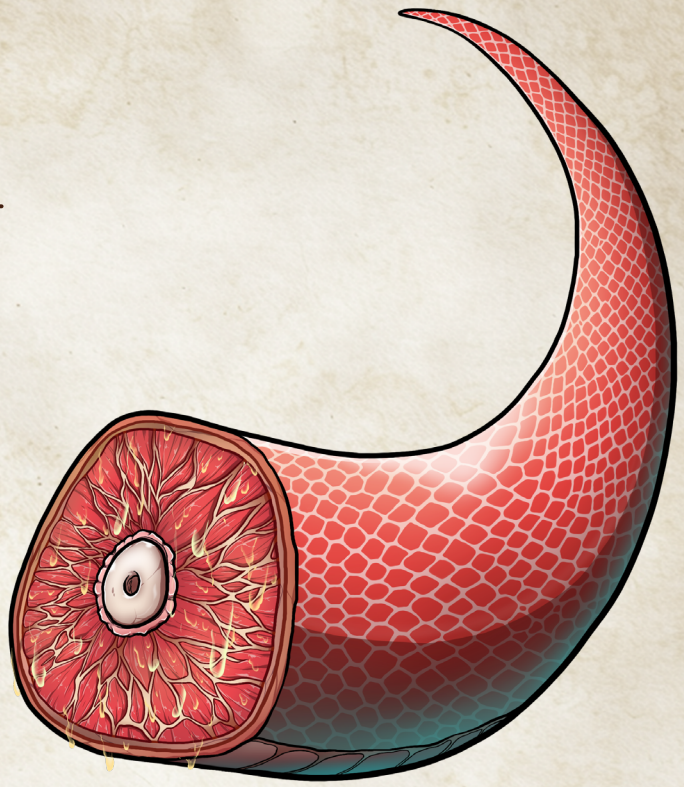
*A **priceless** gift from a hydra*

No monster offers a better desecrated plot of land than a hydra—their instinctual desire to ravage an area is unmatched. Hydras consider large swaths of vacant space to be gift-worthy, allowing a person the chance to rebuild an area how they see fit. When tempered, a hydra can be a powerful force in clearing forests to use for construction. Other times, a hydra's power can be used as a weapon against enemy territories, clearing them out all the same. The monster's regeneration, strength, and bravado make a task like this nothing more than child's play. The extent of their gift is limited to the size of the area that'll be cleared, and if combat is needed. Hydras almost always inevitably succeed, and it's more about whether they're interested in doing the destruction rather than the risk. An infatuated hydra will gladly and tirelessly destroy in the name of their crush, but caution should be given to avoid muddying anyone's names. Some people don't take kindly to their homes being destroyed, and may take revenge out on the hydra's partner.

Severed Tail

*A **worryingly common** gift from a lamia*

The last three feet of a lamia's tail can be cut off without any worry to the monster. The exposed end of the monster's remaining tail immediately heals, while the muscles in the severed end continue to convulse. Once the meat calms down, the tail can be used in all sorts of useful ways. The meat is incredibly juicy and stays soft and tender even when cooked past well-done. Lamia scales are also lightweight and breathable, making for scale mail great for extended traveling through summer temperatures. Lamia are strangely insistent on cooking using their tails; as the species is carnivorous, they consider the act of having parts of them eaten to be a sign of closeness. Although a lamia will play up their sorrow toward a person's denial of their food, they enjoy finding new ways to coax out a taste. A lamia's entire lower half could technically be severed and used for food due to it being able to regenerate. However, this would leave the lamia immobile. Even so, they'd be more than willing to offer extra tail if asked—a testament to the monster's devotion to those they care about.





Shambling Armor

*An **uncommon** gift from a shambler*

Shambling Armor is a fully organic set of protective layers composed of thick bark, bushes, and vines all held together by strong slithering roots. The lightweight nature of the pieces coupled with its durable vegetation makes for a compelling armor which favors practicality over style. During the spring season, Shambling mounds deposit the materials composing this armor within dark recesses of jungles and forests for reproductive purposes. If struck by lightning, the materials burst to life and take the form of a shambling mound. Until then, the materials dwell in a non-sentient state and can be clung to a creature's body for protection. Shambling mounds give little care to the fate of their deposits and will offer them to anyone willing to save them the trip of planting them somewhere. The plant matter deposits have a mindless chaotic nature, and in an evolutionary attempt at escaping danger, will constrict whenever inconvenienced. This causes a brief pain to the wearer or the inability to use certain limbs whenever the plants are struck.

SNAKE EYES

*A **common** gift from a gorgon*

Whenever a gorgon's hair snake comes loose, the monster takes the opportunity to catch and consume them. No part of the snake is wasted as the meat is cooked, bones are made into art, and eyes are collected into jars of sugar and vinegar. Snake eyes are special as they can be eaten like candy to magically curse the consumer with atrociously bad luck. Gorgons enjoy keeping shelves lined with jars of snake eyes, watching as the balls of vision continue to track the movements of people. It's an alluring effect that also helps others avoid eye contact with a gorgon in the same room. Regardless, a gorgon hates wasting eyes and sometimes runs out of space in their home for more. If friends are nearby, they try to convince them to take a few jars off their hands. A single eye bursts with sweet and sour juice when bitten, and curses a target with a minute of misfortune. All chance based odds become skewed, but if that's not an issue, snacking on these candies can be a treat! Don't let a gorgon's snakes see you munching, though, or they'll pull their gorgon's head to turn the snacker to stone.





SNOWSTORM COMPASS

*An **uncommon** gift from a yuki-onna*

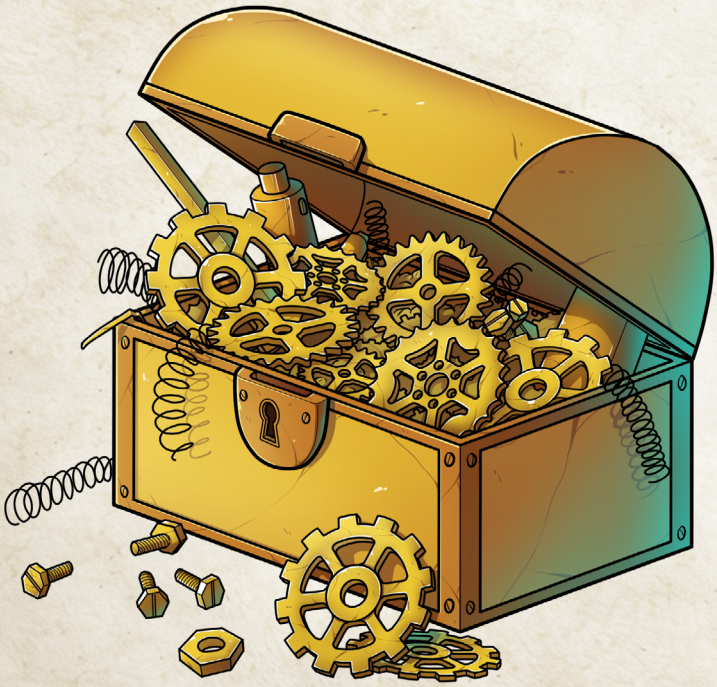
Yuki-onna are easily swooned and slighted monsters who give these porcelain compasses to anyone familiar to them. They mention how the gift can be used to navigate through snowstorms, but keep silent on the full truth of the statement. In reality, only people who catch a yuki-onna's liking are gifted a working compass: one that always points away or outside from any snowstorm. Anyone who's annoyed the monster will instead expect to be given a faulty compass meant to guide them deeper into deadly storms. Don't allude to knowing anything about yuki-onna compasses, or question which type they gave you; they despise being considered malicious. Even if given a working compass, expect the gift to melt away into a puddle of water if the yuki-onna becomes slighted towards the giftee. Faulty compasses are usually discovered on the bodies of frozen victims buried deep in snow, playing into yuki-onna stereotypes as wicked snow witches. Being aware of different compasses can help understand the monster's veiled feelings.

Soul Lantern

*A **common** gift from a death*



This obsidian lantern is used as a hunting tool for deaths, wailing louder as it's carried in the direction of its quarry. The trapped soul inside can be fed a fragment of a person's DNA, which realigns it to wail with a new target in mind. Raising the lantern above a person's head also causes a smog to flow from the spirit, revealing invisible creatures, shapeshifters, and illusions. Deaths will trap their own souls into personal lanterns, protecting them from pain and keeping them focused on reaping. For others, a death will gladly trap and bind souls to lanterns whenever asked. Being in a relationship with a death all but requires both souls to be caged, as the monster adores companions who help them in reap while using them. While a soul is inside a lantern, the owner loses their sense of touch, taste, and smell. It's a steep price that a death commends for anyone who pays it. The cage itself at least protects the soul from passing on once its owner dies, making it easier to resurrect them. Deaths are always giddy to make new soul lanterns, as the process is a painful rite of passage.



Spare Parts

*A **rare** but **risky** gift from an android*

Gears and springs are common enough, but it takes more than ordinary mechanisms to bring an android to life. Many of the parts making up these monsters have sentience of their own, with rationalities that keep the machine they're in functioning. A box of spare parts is an android's lifeline, as ordinary pieces rarely cut it. Replacement parts can be ordered in case of an emergency, but asking for spares without having issues will have a bill sent by the manufacturer. An android's employer will pay for it all and won't think much of it if the job they perform is usually tough. Androids who notice their crushes' tech-savviness may request spare parts, only to gift them out instead. If an employer becomes suspicious of the request, they may ask for proof there's actually an issue. Regardless, spare android parts are highly versatile and can be used to make things other than the monster. Even a few of these golden parts can take control to understand a device's purpose and operate it as if a human's input was being given.

Spirit Hound Stick

*A **common** gift from a cerberus*



Cerberus grow attached to the last stick used to play fetch with them. Gnawing on the item and scorching it with their body's flames causes the stick to augment with a similar ghastly glow. Anyone proficient in magic can pull energy from the stick, conjuring spirit hounds based off the personalities of the cerberus. The hounds don't have memories, but retain their feelings towards the same people that the cerberus currently does—if the monster hates a certain person, every hound that's conjured will hate them as well. The only person immune to the negative feelings of these hounds are whoever wields the stick they're summoned from. The hounds will also gladly follow any instructions from the stick wielder, throwing themselves into any situation for the owner's sake. Don't worry too much if the hounds get hurt—they don't feel pain and can be easily resummoned with more magical power. Cerberus gladly offer their sticks to people who promise to throw them, but won't mind if different ones are used instead, allowing spirit hound sticks to be swapped out for personal use!



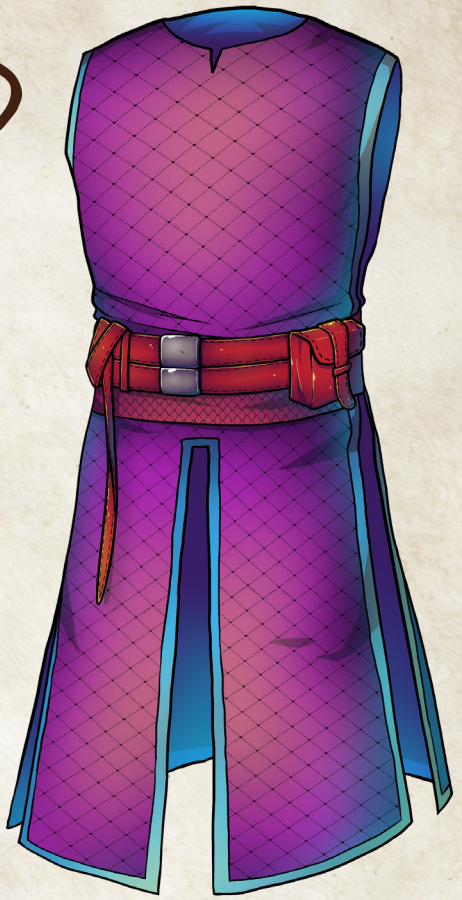
Stone Rose

*A **challenging** gift from a cockatrice*

Frozen in time by the cockatrice's magic, this rose is preserved until the monster finds an adequate suitor. While it might appear durable, the rose is merely cast in a thin layer of stone and remains as tender as the day it was plucked. If a cockatrice is bested by their self-imposed courtship challenges, they'll bet their suitor for a final duel. The cockatrice will hand them the rose and order them to protect it while they tussle. Should the rose remain intact by the end, the cockatrice allows them to hold onto it as proof of their strength and tenderness. When a petal is plucked, the stony skin encapsulating it will vanish into a gentle cloud of green smoke that invades the plucker's eyes. This augments their sight with the cockatrice's paralyzing gaze powers for a day. With these magical eyes, a person can stun any non-cockatrice they focus on. The power is finite, and a single petal plucked can only keep the paralyzing magic ongoing for a minute. Cockatrice loathe offering more roses, and only do so alongside additional challenges during special occasions.

SUPERWOOL TABARD

*An **expensively uncommon** gift from a bighorn sheep*



Sought after among travelers is superwool, with heroes valuing tabards made of the material. It layers over other garments and is often worn while traveling regions where bighorn sheep roam. The outer layers are thick and absorb energy from freezing temps, storing the cold into the wool and trapping it for warmer days. Oppositely, while the sun is scorching, the superwool releases its accumulated cold to chill the wearer. Each garment is made from the wool of fluffy animal sheep cared for by the bighorns, who lack any wool themselves. The monster then nurtures, crafts, and sells garments made of superwool across their extended journeys through the mountains. The items are highly sought after, so being gifted anything made of the wool is either a love confession or an attempt to save a person's life. Bighorns also don't normally take custom orders, but will gladly add personality to the designs of garbs made for special people. This furthers the rarity of the clothing and stands as a sign to other bighorn sheep that a person is being romantically pursued by one of their species.



TAINTED BLOOD

*A **common** trade with a stirge*

Stirges are constantly getting into scraps due to being an antagonistic species that drinks blood to survive. Stirge blood is violent, and if it happens to enter a different species' bloodstream, it will attack white blood cells and nearly kill the host's immune system. That, coupled with any diseases a stirge's blood could also transmit, is a recipe for death. A syringe's worth of stirge blood is all that's needed to render any size monster vulnerable, being extra deadly when paired with blow darts. Stirges are fine having their blood safely taken so long as they get something in return. If someone else's blood is traded, they'll gladly accept it 1-1. If killing targets is the intent with stirge blood, the monster is also fine drinking from the victims as repayment. Stirges don't get the concept of a gift and always feel like a barter of some sort, at minimum, has to occur. As more selfless acts are done for the monster, they'll begin to soften and offer selfless gifts in return. This can be their blood, or other oddities the monster collects while reminiscing about others.

Tear Vial

*A **rare** gift from a cyclops*

Tear vials are small glass containers that hold a light pink cleansing liquid. Although cyclops tears can be collected through the monster's sadness, the tears are in their purest form when shed for joy. The tears fall as fist-sized, semi-viscous droplets and can later be scooped into this special container for preservation. If left out for more than an hour, the liquid loses its magical energy and pinkish properties, turning toxic and harmful for its original use. A single cyclops tear can fully fill the vial and be used for ten drops. When a drop is placed into both of a creature's eyes, they gain the ability to see in the dark, coupled with enhanced clarity and depth of vision. The effect lasts for an hour on average and can only be used safely once per day. Continued use during the same day or using stale tears can lead to temporary blindness, swelling, bleeding, and phantom pains. Cyclops tears are well known to be magically effective, and humans sell these vials for their collection. Many cyclopes offer the suggestion of buying a vial as a gift, consenting to allow collecting their tears if any ever fall.





Territory

*A **trustworthy** privilege from an owlbeast*

Owlbeasts obsess over their territory, furiously prowling through and tearing into everything that doesn't get the memo. Bones of victims and prey, slash marks on trees, and paw prints in mud mark the perimeter well, making a fool out of anything that dares dwell deeper. An owlbeast will only ever permit someone to walk through if they're incredibly good friends, as otherwise the monster's instincts override and aggressively seek to attack. The territory is always free from other carnivorous forest dwelling monsters, as owlbeasts are apex predators. Not even a swarm of raiding eldtree bees dare trespass, as the beast becomes stronger through stings and will relentlessly track down and demolish their entire hive. Consider the perimeter of an owlbeast's territory a sort of trigger. If they catch someone intruding, they're permanently marked in the monster's memory as a threat. An owlbeast's cave is an even more protected spot, allowing only mates and friends to enter on special occasions.

Treasure Map



*A **trustworthy** privilege from a kraken*

Pirates plunder treasure from merchant ships and sunken ruins. As arriving back to port with a platoon of precious goods would be suspicious, the crew works to bury their winnings on islands and confide the location to a friendly kraken. The monster loves learning secrets, enjoying the shared trust, importance, and superiority in knowing something that others don't. Although these pirates don't give the kraken a physical map, they do impart knowledge on where the treasure can be found. The info is internalized by the monster and never forgotten, becoming a location for them to periodically check on. Watching a kraken's patterns can gleam an island that may have valuables, but spying will just get them angry. By being a good friend to the people who entrusted the spot to the kraken, permission might be given to learn where the treasure is buried. The monster will excitedly lead to the location and even help with digging the loot out! Expect them to try acting cool while giddily inspecting every piece of treasure, curious as to what they've been guarding this whole time.



Treated Scale

*A **rare** gift from a dragon*

The scales of dragons regularly fall off and regrow, and are known for their elemental resistances. Although great for the monster's own ability to nest in harsh climates, it comes at an isolating loss. As dragons make friends while outside their territories, they grow a longing to show off their lair. To help outsiders combat the deadly environment, the monster will begin to collect a pile of their own loose scales and offer them to be made into armor. The unique color of the scale provides one of a handful of special immunities, such as from fire, cold, or acid. When touching bare skin, these treated scales redirect harmful elements back into the environment, providing adequate protection even if the wearer's entire body isn't covered. Giving out scales is an oddity for a dragon, as their natural desire to hoard clashes with their need to show off their marvelous lairs. Dragons have time to come around to it though, as they'll need to collect falling scales over a full year to even have enough for a single suit of armor.

Trippy Flesh

*A **common** gift from a mushroom*



Trippy flesh is composed of a small chunk of a mushroom monster's head. The pain in pinching off a piece is negligible so long as bits aren't pulled too frequently, or too close to their scalp. Caps of the mushroom steadily regrow and heal over a day or two, making the reagent common among groups eager to make use of its mind-warping properties. Trippy flesh has two uses: in cooking recipes where skilled chefs can neutralize the mind-warping chemicals to make earthy meals, and through its usage as a narcotic. Consuming freshly picked raw mushroom cap causes intense confusion and disorientation lasting for a few hours. Although the most common way to trip out by the fungus is through the consumption of raw chunks, a full head can be squeezed into a liquid form to mask its origin and be mixed into potions. Mushroom monsters enjoy snacking on small pieces from their head to wind down at the end of a productive day. Acquaintances will be expected to hang out with the mushroom whenever sharing their cap, but good friends can expect the monster to offer some to take home!



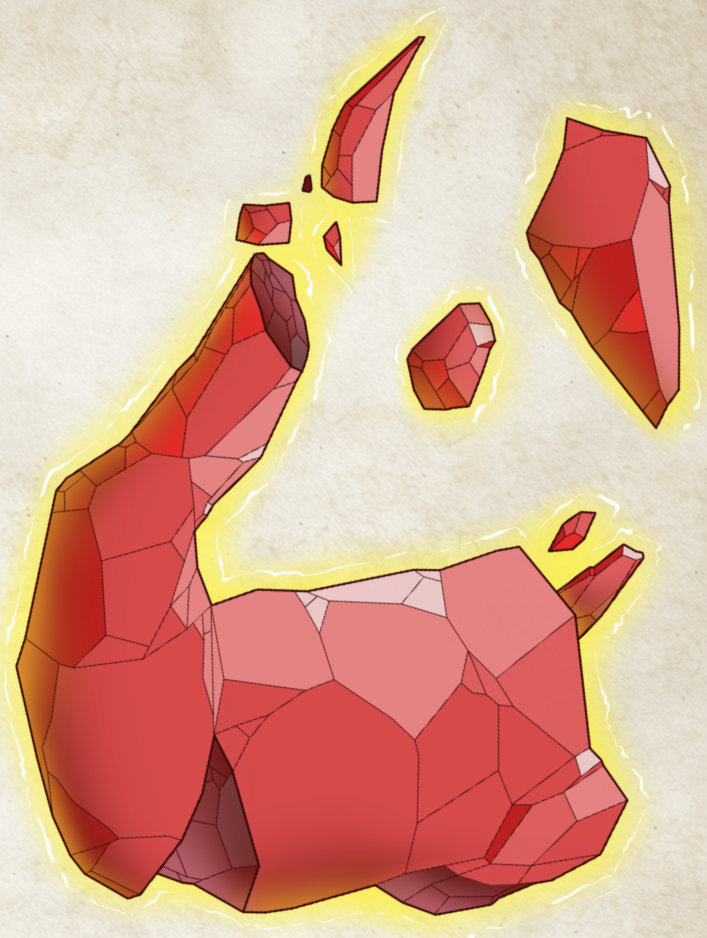
Unicorn Hair

*A **rare** gift from a unicorn*

As lengthy as half their body, strands of unicorn hair are silky smooth and supernaturally soft to the touch. In contrast, they're also remarkably sturdy and resist nearly all forms of damage and tampering. When braided together, unicorn hair makes for a perfect padded first layer in armor sets. Moreover, volatile magic tends to curve around the hair's polarizing energy, allowing capes and cowls sewn with the hair to become useful for evading dangerous magic. Thanks to this supernatural strength, the material is often used to contain (or defend against) powerful supernatural creatures. Underworld and angelic monsters are prevented from passing through magic fields outlined with unicorn hair for thirty days after its creation, regardless of the strength of the creature. Through regular brushing and washing, unicorn hair sheds as commonly as a human's. The scarcity of the gift comes both from the rarity of unicorns themselves, and a the monster's own consideration of their fallen hairs as anything less than fit for a gift.

UNSTABLE RUBBLE

*A **vulnerable** gift from a gargoyle*



Gargoyles are absolutely terrified that parts of the stone making up their body will crack and chip off. In the unfortunate event that any do, the monster falls into a panicked delusion of disbelief. As realization sets in, so does grief, as the broken fragments of rubble resonate with the emotion. The result is a powerful glowing red rock packed with a gargoyle's response to the trauma. Unstable rubble can be felt permanently quivering and resonating with an uncomfortable heat. If the part that broke was a limb, it becomes completely nonfunctional. Because of this, simply using adhesive to restore the damage is an uncomfortable and usually pointless effort. Yet gargoyles will still seek out this as a solution, coping with the loss of the fragments. It's only when the monster makes it through the stages of grief that they'll be willing to part with these unstable pieces. In a way, gifting them to a person they care deeply about is a moment of both vulnerability and strength. Be sure to comfort the gargoyle in this delicate moment, and then make cubes of the rubble to plop into a cup of now permanently warm tea!



VILE SPINE

*An **uncommon** gift from a cactus*

Cacti who let anger consume them will grow long red needles from their body. These spines vary between a few feet in length, each ending in a razor-sharp point coated in an oozing green liquid. The secretion acts like a wax, coating the needle to stay durable. Cacti in this state should be avoided without preparation, as in this visibly violent state the plant becomes unreasonable and lashes out to assault anyone who merely glances at them. Only a cactus that's calmed down will have these painful needles break from their body, becoming the unfortunate apology gift to a strong-willed hero who was once threatened by the tips of them. A person struck by a needle has hundreds of miniature barbs hook into their body, inflicting pain akin to a searing flame. Even worse, the barbs keep the assaulted person stuck to the cactus, paving the way for more needles to stick through the assault of the plant. Vile spines are commonly used in pitfall traps or as alternatives for blowgun ammunition, continuing their violent usage.

Voice Box

*An **uncommon** gift from a harpy*

Although the music box itself isn't from a harpy, the monster's voice magic can warp the item to serve a completely new purpose. If you ask a harpy to bless a music box brought to them, they can perform a lyrical spell to transfer a person's voice to the box. The duo sing together for a short moment before a fraction of the giftee's voice is pulled from their throat. Afterwards, the rotating notes change and shift on the box, mimicking the giftee's most common sounds and phrases. Harpies sometimes copy their own voices into music boxes and gift them out to people who are insistent on hearing them speak, but don't do so lovingly. Because of that, a person who asks the harpy to copy their own voice may be seen in a better light, so long as they haven't been annoying about hearing them sing at any other time. Rarely, a harpy might personally ask for a voice box with the vocals of someone they care about to be made, so that they can listen to it while apart. This can help them fall for the person more and become far less tolerant of the mindless fans who chase after their affection.





Volatile Vial

*A **common** gift from a muck*

The purple ooze of a muck is highly corrosive. It can't be stored using most containers, demanding to be kept in glass or stone to stay put. As muck dwell within the trash heaps of humanity, they dissolve organic matter and leave behind purple waste sludge. The sludge then eats through basically everything else, disintegrating whatever it touches. If a muck stays in a location long enough, the whole area will eventually just become a purple pool of the stuff. Muck don't really care if some of their volatile sludge gets taken. They do, however, casually warn others about how hazardous it can be. If glass is used to keep some, the container must be thick, as the ooze will slowly eat through a centimeter of the container every month. Depending on the glass's thickness, timed traps could be set up to dissolve through at certain times. Stone is guaranteed to hold the ooze, making sewer systems common places to find a muck wallowing in some. Just don't forget that muck are also made out of this sludge, being just as corrosive to touch!

Voodoo Toy

*A **common** gift from a voodoo*

Voodoos love making tiny dolls out of wool, cloth, and straw, treating it as a therapeutic hobby. Their rooms quickly fill with these creations, leading them to either sobbingly disassemble earlier work, or offer some to others. Yet, no matter how many are given away, they always craft more, their skill improving over time. Some voodoos can make miniature replicas of people, their detail eerily precise. Voodoos can also infuse people's DNA into their dolls. Any harm done to the doll would affect the person whose DNA was used in the same way. These monsters despises destruction, refusing to gift their dolls to anyone who might harm them. When one of their dolls is damaged, they feel a faint, tingling sensation through their body, an intuitive sense of what occurred. Seeing their cherished work mistreated is deeply upsetting, making them highly selective about who receives their gifts. If uncertain, a voodoo may insist on linking a person's soul to the toy, ensuring a reason to protect it from harm. It's a risky pact to prove trustworthiness, but a surefire way to grow closer with a voodoo.





Waltz Outfit

*A **priceless** gift from a bat*

Endlessly discussed and worn only on full moons, waltz outfits are the ultimate expression of all bat heritage. Each member of their extended families gives input on the design, with parents bestowing a new outfit to their children every year. Outfits are tailor-made so no two will look alike, encompassing the personality each member believes the recipient to have. Bat families who marry outside of their species will make a waltz outfit for the outsider to wear during the wedding, and to keep afterwards for other celebrations. When wearing a waltz outfit, the wearer gains the ability to fly without the need for having or flapping wings. Keeping a waltz outfit pristine and wearing it only for bat-specific get-togethers is requested to avoid upsetting the entire species. Once given one of these outfits, there's also the responsibility of chiming in with suggestions for outfits being made for others. It's of untold importance to jump into the bat fashion scene to understand what makes each outfit special, and to offer useful outfit recommendations.

WEAPON ARM

*A **priceless** gift from an iron abductor*

All newly upgraded iron abductors come with a detachable weaponized upper arm that connects to a balled pivot point. The monster's strength and accuracy allow them to use impractical weapons, such as balls and chains with longer lengths, to great effect. Although weapons were the newest upgrade for iron abductors, their last modification was as long ago as the last major war. It's often the case that iron abductors are reawakened during eras of peace, leading many to grow disdainful toward their violent features. Since an abductor's arm can be detached, it's common for them to remove the weapon and offer it as a sentimental gift to someone who helped them acclimate to the new world. Although the prosthetic can be held and used as a typical weapon, a grizzlier method involves attaching it to an elbow socket. As iron abductors derive energy through killing, a human would find their body naturally repairing itself through the violent attachment and usage of the weapon. Flashbacks of violent situations also occasionally flicker in the wearer's mind, worsening with increased usage.





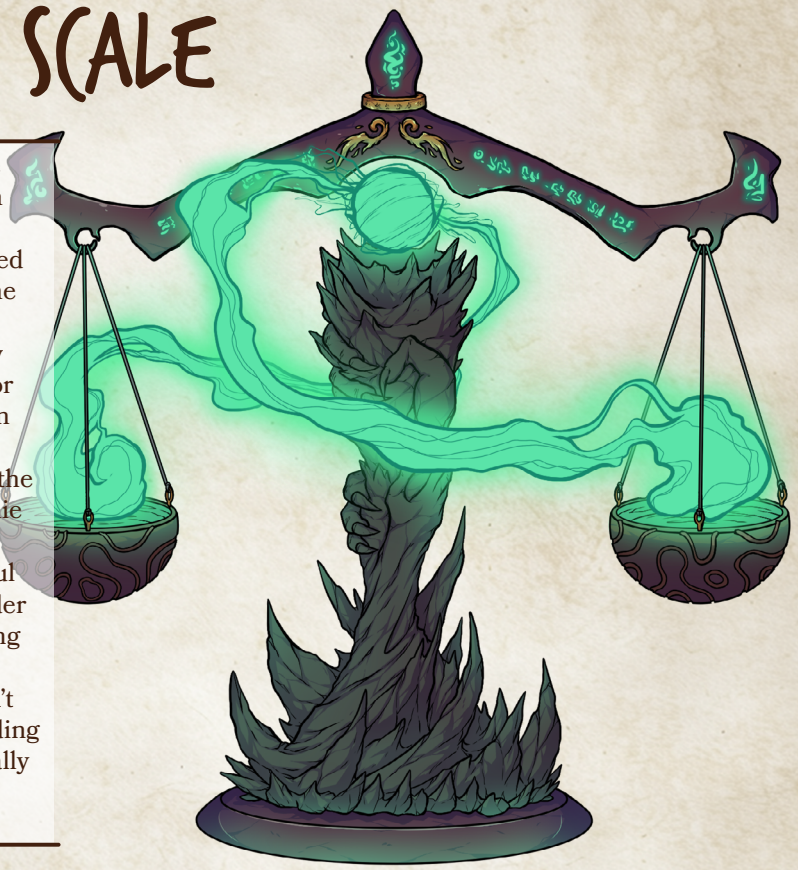
WEBBED NET

*A **common** gift from an arachne*

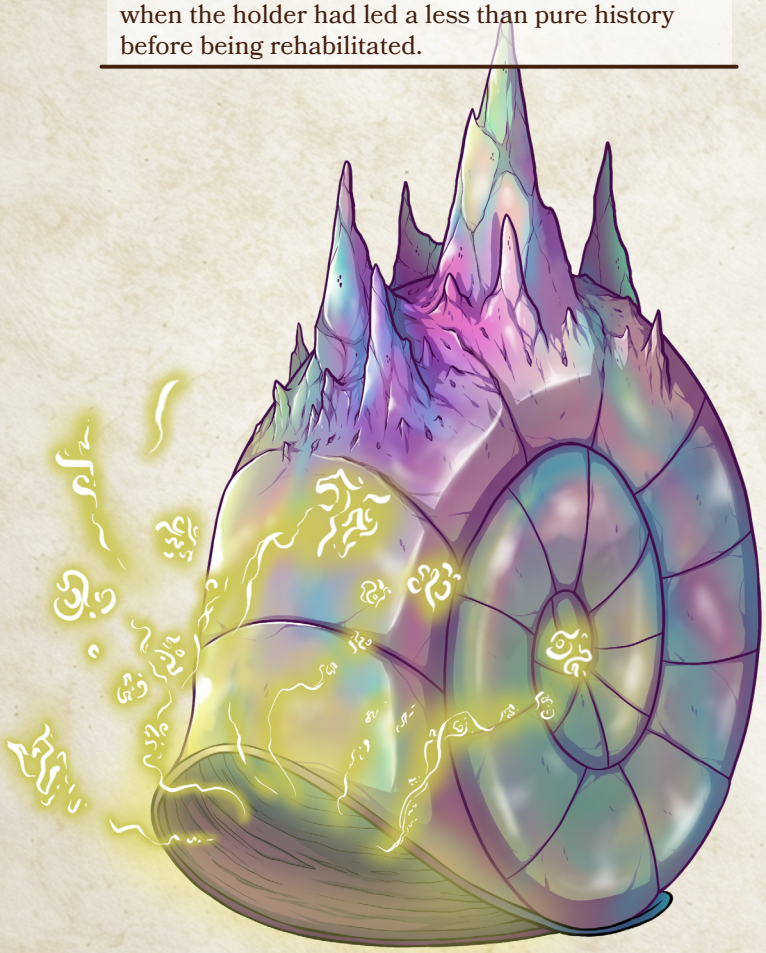
Webbed nets are handcrafted hunting tools used to ensnare prey. Arachne usually make simple nets for themselves, but put more effort into the designs for any designed as gifts. When an arachne applies their saliva to the web, it makes the strings stick to everything except itself and the monster. The stickiness of the net also temporarily gives way when water is spilled onto it, making them easy to clean and store. The thickness of each string makes them resistant to tearing, and the saliva also has a flame-retardant effect. Arachne put a lot of time and effort into making these nets and lovingly listen to any stories about how they get used. The web can also just be hung without its sticky properties as a decoration, and although the monster laments one of their creations not being weaponized, they'll always secretly adore getting chances to design more. Although arachne adore hearing their webs be praised, they also want to make useful ones. Being gentle with constructive criticism can help sharpen their talent to design impeccable ensnaring tools.

WEIGHTED SOUL SCALE

*A **very rare** gift from an anubis*



A small set of handcrafted model scales. Its base and weighing plates have been carved from palm tree wood, with the whole trinket being small enough to carry in one hand. Even those untrained in magic can feel a living energy emitting from the object, originating from the multitude of magical wards etched into the surface. Anubis very rarely carve up and offer scales, saving them as a gift for people who've graduated from their rehabilitation schools with flying colors. It's not an item they bestow lightly, and anubis place great effort into the carving process. An outcome for creatures that die is for their spirits to be taken to an anubis's underworld layer for final judgment. Normally a soul would be weighed upon their scales, but the holder of soul scales can present them to be the weighing tool instead, altering the reading and offering a more lenient judgment. Although the scales aren't infallible, they do provide a powerful buffer in aiding the target in entering a peaceful afterlife, especially when the holder had led a less than pure history before being rehabilitated.



WISDOM SHELL

*A **trustworthy** privilege from a snail*

Although grim, dead snails leave behind their shells. The magic coating absorbs the soul of the snail and converts it into an object of imparting wisdom. Questions can be asked into the shell, which will cause the hollow interior to bounce back answers based on what the snail used to know. The voice of the shell is a mimicry of the snail that carried it, making the preservation of shells akin to the comforting of lingering spirits. Snails who don't have their shells returned to their families are instead traded between other species, acting as traveling wisdom and a way to trade life lessons between outsiders. Asking questions to graveyard shells to receive wisdom is permitted, as it's the best archive of character—allowing influential dead snails to always be questioned directly. It's considered a gift in its own right for a species other than a snail to be allowed into these graveyards, requiring permission from a family member with a dead relative laid to rest there. Many snail graveyards exist, with varying levels of influence and achievement.

WISHING LAMP

*An **immediate** privilege from a genie*



Contrary to name, wishing lamps don't provide wishes. Rather, the genie dwelling inside is the provider, while the lamp itself is a gateway to their lavish home plane. If tipped, the lamp spews a smoky flame that eventually forms into a portal, briefly allowing people to walk through and be transported to an expansive home designed entirely to a genie's desires. Whatever the monster imagines within their lamp's world becomes a semi-real reality, allowing them to essentially live in their own private afterlife. Genies can't imagine up something as complex as a person, and can't leave their lamp until it's tipped, leading them to wait for outsiders to intervene. Be careful about accepting the monster's invitation before ensuring someone on the outside can tip the lamp again, as there's no telling how long it'll take. Regardless, genies are always recruiting more people to join their imaginary world, so expect to dive right into a never-ending party right after entering. If the offer is taken, be ready to struggle in ever willingly choosing to return home again.



X-RAY SPYGLASS

*An **eventual** gift from a spectator*

Leave it to a spectator to have a trinket perfect for spying on others. Taking a peek through the front lens allows you to see things clearly from twice the average distance. A small dial on the side enables different magical visual settings as well. A single twist allows you to see through 10 inches of any solid object. Another twist reveals invisible targets, a third reveals the original forms of shapeshifters, and the last scandalously peeks through a layer of clothing. The front lens of the spyglass changes color based on the dial's setting, making it obvious to anyone familiar with the trinket which mode it's on. Although the spectator species can view people from an alternate plane, they can't teleport—making an x-ray spyglass great for peering into areas they shouldn't be. In a way, this can become unhealthy, as the monster doesn't feel the need to ask permission to watch. A spectator that offers their spyglass has sworn off spying, choosing to ask permission and hang out directly with the people they want to watch. Just try not to pick up the same bad habit.

SILVER'S MGM

DATE SPOTS!

Amir's Bazaar District

Walking through the streets of this maze-like bazaar is considered a day-long pleasure. Winding through the alleyways filled to the brim with knickknacks and traders will constantly cause pause by street performers, lively chats, and cups of mint tea!

Preparations

Luggage. Be ready to resist the temptation to start spending right out of the gate! As many of the district's shops are close together and only accessible on foot, lugging around bags of goods should be saved until everyone's done exploring and ready to leave.

Social Battery. Amir's bazaar happily demands socializing at every turn. Stall owners gleefully ask to learn everything about their patrons, and visitors around lounging areas will prod for the same while offering tea and passing hookahs around. An extensive social battery is needed from both partners if they plan to linger anywhere for long.

Haggling. Don't be afraid to offer friendly negotiations on prices. Haggling is an integral part of the buying process that shopkeepers and customers view as a skillful art form. Being a likable character who's willing to bargain can sometimes slash prices by up to half! Just be sure to avoid putting down the quality of items as a way to encourage lower prices—positivity and good banter go much further than slander.

Bazaar Encounters

D6	Encounter
1	A pair of monsters from a rare species approach in a busy alleyway. One approaches to chat with the daters, while the other sneaks up behind them to snag something.
2	A vendor announces a huge sale! Everyone in the area rushes to the stall, forcing jostling and fights in and around the crowd.
3	Down one street is a stall selling tons of handcrafted fragile pieces of pottery. Walking down this way with a hazardous monster species could be disastrously expensive.
4	A religious event begins to take place, calling everyone in the bazaar to join a short prayer or a massive community feast.
5	A loving couple earnestly tries to get the daters' attention. Through conversation, drink, and smoking, this pair alone seem fine taking up a whole afternoon.
6	The daters catch the district observing a community-wide period of fasting. Food vendors drastically limit their operations, lasting until the sun sets. A nudge can be felt by the locals to avoid food and drink until then.



Caleo II



Mummy Collector

Caleo II passed away from an airborne illness. Although already incapable of breathing, she now keeps her mouth and nose wrapped with cloth to prevent another mishap. The cloth's amber adhesive keeps her mouth glued shut, allowing only mumbles to be heard at a muffled tone. To counteract this, Caleo took up sign language as a way to communicate, and made a pact with a patron for a magic crystal that lets her briefly communicate telepathically.

Conversation Starters

Bling Buyer. After awakening from within her tomb, Caleo II was surrounded by coffers of gold while wearing an immaculate bejeweled outfit. Believing the gems to have caused her revival, she now spends her tomb's gold to buy more to rejuvenate herself.

Social Hype. Once Caleo II's telepathy gemstone dies out for the day, she's left to hope that others around her also speak sign language. She loves communicating with others and will gladly spend hours attempting to do so. People she finds who know sign language are akin to a fated encounter.



Naomi

Delideer Tourist

Naomi is a starry-eyed visitor to the bazaar district. Before arriving, she spent the last month researching the area's culture to stay respectful, and to make a checklist of snacks to try. The religious scene around the bazaar is also a draw, as Naomi hopes to practice foreign prayer styles and humble herself through the community's month of fasting. Expect her to be invited to a different dinner table by locals every night!

Conversation Starters

Religious Travel. Naomi has visited to two other far cultures in her time, spending time learning about the divine forces behind each of them. The bazaar has been her favorite so far, encouraging charitable actions and being humble for the less fortunate.

Re-gifting. Naomi intends to stay near the district until festivities end. By then she'll have purchased enough gifts from the bazaar to share with every friendly face she met by the end. If anyone had met her and left on good terms, they should expect to see her again with a present custom-picked for them!

Crow's Canopy

Wooden bridges suspended high in the air provide pathways to walk beneath the crowns of these massive trees. The Crow's Canopy is funded through donations and was designed to help educate city folk on forest ecosystems.

Preparations

Education. Signs in prominent areas of the Crow's Canopy explain information about the region and its inhabitants. Sharing additional forest facts throughout the trip can highlight a person's unique fascination for nature, impressing dates and keeping the long trip filled with lively conversation.

Winding Trail. Nobody wants to be the one to call off a trip due to exhaustion. Having strength to finish the day-long trek will make sure daters can focus more on each other and less on exertion. The forethought to time around leaving before sunset is also crucial to prevent the trek from winding into the night. The trail isn't lit after sunset, so bring lights if that's the plan!

Fears. The height of the bridge, swaying of tree tops, and occasional bee or spider encounter can all cause a quick cancellation from phobia ridden daters. Continuing on even while frightened may directly hinder the enjoyment of the trip for everyone involved.

Canopy Encounters

D6	Encounter
1	A swarm of tiny biting insects appears and assaults the daters. They ignore plant-based species, and any with thick fur. Hairless fleshy creatures are fair game!
2	Clouds begin to roll in that foreshadow an eventual rainstorm. Daters should end their trip early if they notice, or find some way to continue enjoying the date despite the coming rain.
3	The sudden perching of a monster causes a sizable branch to break and begin to fall on a dater.
4	A group of inconsiderate children come running down the narrow bridge. None are watching where they're going and are on a collision course towards the daters.
5	A **bonsai dryad** is arguing with an **owlbeast** who's defacing the bark of a tree with their claws. The conflict audibly disturbs a large radius of the forest.
6	A large thick and sticky spiderweb stretches through the bridge's path forward, threatening to trap daters trying to pass through.



MISS BRIARLYNNE



Awakened Shrub Bridge Sweeper

Briarlynne marvels at the wonders of the world with fresh eyes. Every leaf, creature, and change in the wind captures her attention enough to the point of distraction. She enjoys her walks down the Crow's Canopy, sweeping fallen leaves off the path and cleaning up after visitors or natural disasters. Her extended experience in the canopy often calms newcomers who've come to rely on the shrub for early warnings of wild animals and fierce weather.

CONVERSATION STARTERS

Bouquets. Briarlynne occasionally gifts returning solo hikers with small bouquets of wildflowers gathered along the canopy. This, coupled with her lively smile, are often encouragement enough to turn newbies into full time hikers in the region.

Singer. When she suspects that nobody's around, Briarlynne enjoys singing tunes that resonate with the whispers of the wind. Making Briarlynne aware of having heard one of her tunes is the fastest way to shift the shrub's leaves red in embarrassment.



ASTRID

Owlbeast Troublemaker

Astrid lost her parents through an encounter between a scared group of hunters. The girl's loss would fester as malice towards outsiders, with her pain being felt by the hikers and volunteer workers around the Crow's Canopy for years to come. Alone, Astrid purposefully intimidates newcomers, defaces the hiking trail, and threatens wildlife as a coping mechanism. Many community members aren't equipped to help the owlbeast, and visitors are encouraged not to provoke Astrid for fear of even more needless aggression. A slow and sympathetic hand could be all that's needed to tame the beast's spirit.

CONVERSATION STARTERS

Sweet Fang. Although Astrid is more than capable of sustaining herself through hunting, she's been caught pilfering supplies of travelers in search of tasty treats. Astrid would never be caught dead directly accepting snacks from others, but could be coaxed into collecting them from obvious dead drops.

Gang Destruction. Although regulars at the Crow's Canopy would advise against it, Astrid respects others who possess similar destructive mannerisms. Although it's a surefire way to relate with the girl, it shouldn't remain the only way to bond with her.

Fey Lake Campgrounds

Put your wilderness survival skills to the test! Fey Lake hosts a slew of camping spots that can be rented on arrival. The well-kept trails, fresh water wells, and beautiful lakeside access make Fey Lake more popular than roughing it out elsewhere. Follow the rules and stay safe!

Preparations

Park Rules. Visiting ahead of time to grab a rule pamphlet is crucial to avoid breaking any and being kicked out. Major rules include purchasing firewood at the entrance gate, keeping someone near open flames, and not damaging the local foliage.

Fey Tent. Mischievous fairies like to pull pranks on people during the night. Bringing a tent lined with unicorn hair naturally repels fairies out of their respect for the unicorn. Unicorns also commonly frequent Fey Lake, making for a natural defense, or a chance to ask for some hair.

Mushrooms. The mushrooms that grow around Fey Lake all have strange properties that should be understood before getting too close. Some of the most well-known are ones that explode, puff sleeping powder, and emit noxious odors when damaged. Other mushrooms are helpful, such as light-emitting mushrooms that help navigate through darkness, to mushrooms that secrete a fluid great for warding off insects.

Fey Lake Encounters

D6	Encounter
1	Three **fairies** fly in to pepper the daters and their camping gear in levitating fairy dust.
2	A **fobia** stalks the perimeter of the lake in search for people to terrify. They begin by creating a fake dead human, and spreading illusionary blood across the lakeside. Solving this is crucial to sleeping easy tonight.
3	A wildfire breaks out nearby! It's small for now, but may quickly spread. Choosing to help may endanger daters, and the time to pack up personal gear.
4	A dryad charms a dater with a spell that causes them to desire the dryad over anyone else.
5	A **shambler** stumbles upon the daters' campsite and refuses to budge, rummaging through belongings and displacing everything in their path.
6	A family set up around a nearby part of the campground is inviting others visitors over for a big cookout! If anyone brings extra food, even more people can be invited over



THALIANA



Mushroom Scout Leader

As the leader of the Bello Scouts, Thaliana takes her group out to Fey Lake every week for training. She focuses on teaching about the different types of plants and monsters that dwell in the area, as snaptraps, ankhegs, and owlbears requiring delicate knowledge to deal with appropriately. Thaliana was quickly scouted out by the Wayward Affair due to her expertise on monster safety, and hopes more people learn to respect monsters rather than fear them.

CONVERSATION STARTERS

Lore Trader. Thaliana is well rooted in the encironment around Fey Lake, but craves firsthand knowledge on monsters from other regions. She'll gladly share her own research in exchange for information on the behaviors of monsters she's yet to encounter.

Scout Family. The Bello Scouts are very talented survivalist experts through training from Thaliana. They consider her a part of the family, with the mushroom knowing each of them personally. Anyone interested in Thaliana would also have to be ready to mentally 'adopt' her entire scout team.



MAEVE

Shambling Mound Menace

Maeve lingers around Fey Lake in an effort to mooch off other people visiting the area. She regularly invades campsites to steal leftover food and caught wildlife, and won't hesitate to knock people around who get in her way. Maeve clashes with the Bello Scouts due to her purposefully troublesome behavior—a stark contrast to the work of the scouts. She revels in the infamy her chaos causes.

CONVERSATION STARTERS

Deterrents. Forest rangers have green lit Thaliana to use her mushrooms to incapacitate the mound. Maeve has caught wind of this, and the thought alone has made her significantly more wary of campground food that's too good to be true.

Trailblazer. Maeve is accidentally responsible for every hiking trail around Fey Lake. As she eats plants around her while moving through the forest, it created pathways others could walk. Maeve uses this to excuse her entitled behavior, believing the campground still owes her more than she forcibly takes.

HotHot Springs

Is it hot in here, or is it just the giant volcano erupting next to us? The spring's magma pools are constantly resupplied with fresh lava from the mountain, and kept eternally viscous through the body heat of fire elementals.

Preparations

Overwhelmed. Many of the fire elementals that soak in HotHot Springs have no sense for personal boundaries. Their love language is through touch, and will take any opportunity to get handsy with people they believe are alone. Stick with partners and show physical intimacy with them to avoid elementals thinking they can approach.

Overheated. The temperatures at HotHot Springs demand affinity for the heat, and a body immune to being vaporized if the plan is on entering any pools. A magma-based cream which fully protects against the heat and opens lungs to breathe using toxic gases is sold by check-in desks, but requires that guests survive the scorching mountain path trek to the resort first.

Add-ons. If in eruption season, rent an elevated hotel room facing the direction of the volcano. The fortified ceilings protect from rock debris and provide the best viewing angle of the eruption. Be prepared for the cost of the room and the heat of the area to double around this time.

HotHot Springs Encounters

D6	Encounter
1	A volcanologist returns and notifies the Hothot Springs hotel that the volcano is erupting tonight. Guests scramble to secure premium rooms as prices suddenly soar.
2	A Meteorball tournament is underway between two large magma pools. Players lob chunks of magma at each other while attempting to avoid being hit with their upper bodies.
3	A clueless fire elemental approaches to seduce one of the daters, causing misunderstandings based on timing and the daters' disposition.
4	An outfit party has begun, with salamander monsters arriving in spades to show off the hottest new metal armor trends.
5	The volcano is finally calm enough for visitors to bathe directly inside of it. The heat of the pool and abundance of fire elementals makes it the best hot spring for bathing and forging legendary gear.
6	A temporary lack of visitors has caused some magma pools to solidify. Now guests are packed into one of the few that remain.



CINDY

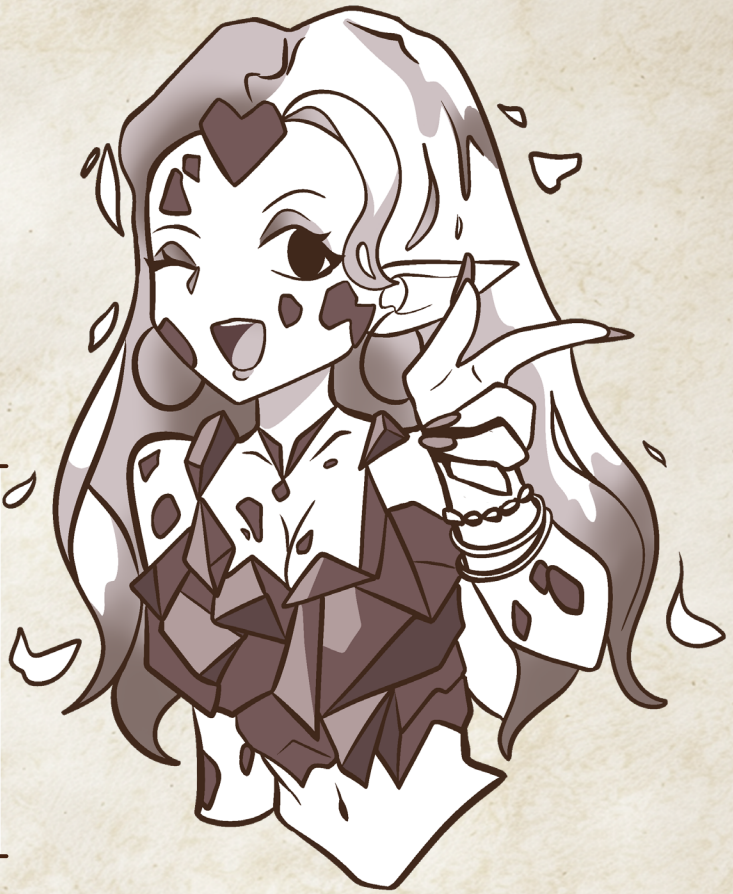
Fire Elemental Romantic

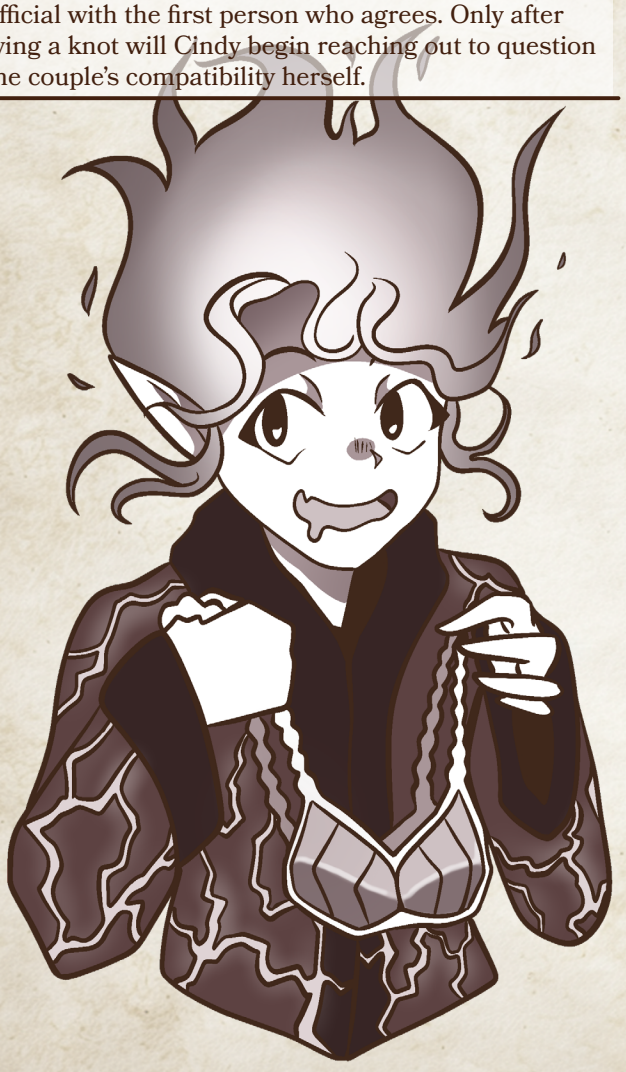
Cindy frequents Hothot springs every week to hang out with her fire elemental friends, and hit up any single travelers to the region. Being the only elemental in her group who's not partnered makes Cindy feel desperate, ignoring compatibility just to feel some kind of love. The result is a social butterfly who's not shy to flirt with anyone who looks her way, and who'll most likely drag an innocent lover's emotions through the wringer.

CONVERSATION STARTERS

Party Girl. Cindy commands every group she's in with an infectious presence. Having the most free time means she's the go-to friend for their short notice fun, but struggles to gather a group for her own plans.

Perfect. Cindy will gladly list off every trait she desires out of a partner, giving a brief chance to check for compatibility. Regardless, she intends to go official with the first person who agrees. Only after tying a knot will Cindy begin reaching out to question the couple's compatibility herself.





KARMILIA

Salamander Fashion Designer

Karmilia is praised around Hothot springs for the trendy sets of fashion armor she brings to events. Each piece is handmade by her, and designed to be more stylish than practical. The armor's defensive capabilities are practically nonexistent, exposing vital organs for the sake of visual beauty. Fans of usable armors may scoff and find the suits unattractive, but residents around Hothot springs beg to differ.

CONVERSATION STARTERS

Normal Armor. Contrary to belief, Karmilia appreciates normal armor just as much as chainmail lingerie. Like many salamanders, her first gig was making practical gear for soldiers to wear. Karmilia cites that time as having fueled her creative desire to break every armor norm.

Magma Paradise. Karmilia hopes to find people who'd be willing to wear her armor to attract buyers. Although normal customers might be repelled, Karmilia adores the fashion designer and modeler duo.

KAT'S CAFÉ

The aroma of freshly brewed coffee, sweet pastries, and buttered fish cakes wafts through the air as kitchen staff purr with welcoming smiles. Taking a seat in the pristinely tidy shop, a menu filled with delicious treats is provided to satisfy any bestial craving.

PREPARATIONS

Drink Order. Daters to the Kat's Café often allude to their feelings based on their orders. Knowing the hidden meanings behind different menu items is a good way to key regulars into intents. Anyone grabbing coffee is often interested in an action packed afternoon, while milkshakes are a compliment to another person's looks!

Lazy Staff. The often lethargic all-cat staff cause service to slow to a crawl. Regularly call out to servers to keep tabs on the progress of larger meals, and consider buying a treat bag to share with the workers in exchange for expedited service. Timid daters may find the Kat's Café difficult to dine in as the staff occasionally forget they exist.

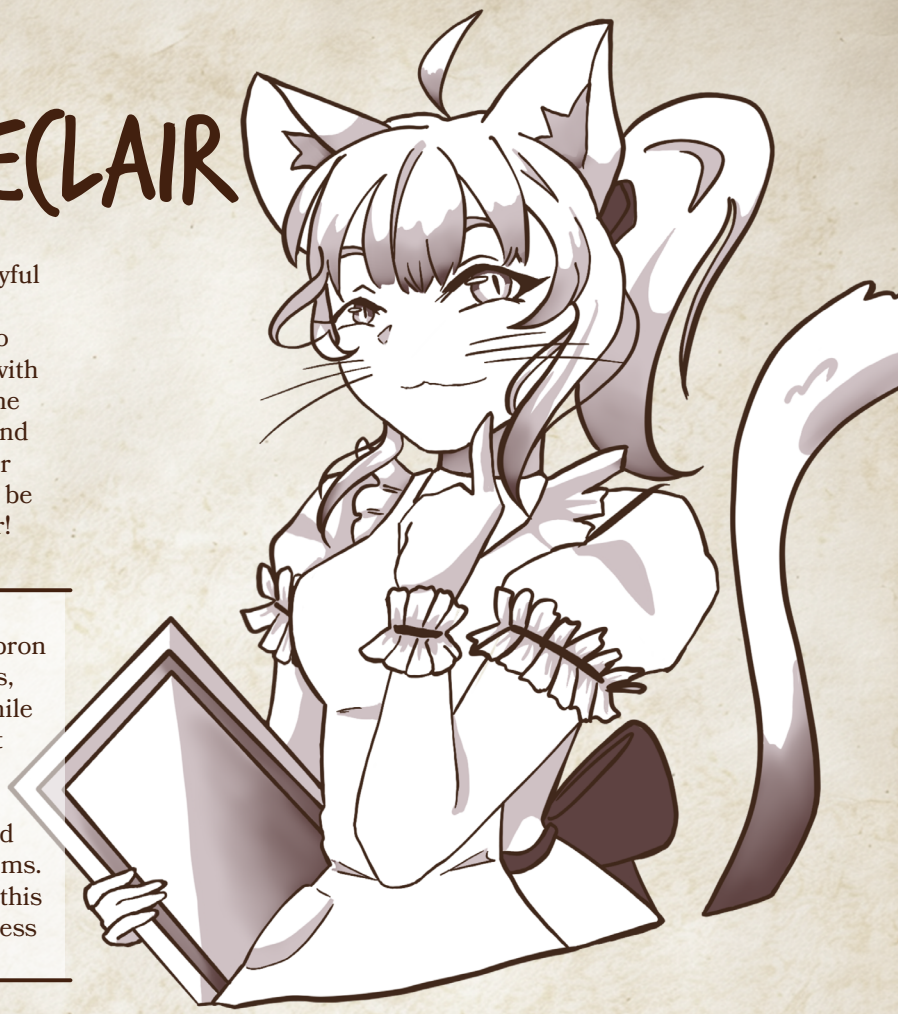
Snacks. Cat guests frequently hang out in vacant booths, distracting paying customers with whimpers for snacks and cakes. If the café is crowded with these solicitors, daters may find themselves as centers of attention coiffing coins for everyone's meals. Staff members seem to allow this behavior, and even get in on the requests themselves.

CAFÉ ENCOUNTERS

D6	Encounter
1	A staff member serves an order opposite to what a dater requested, leading those in the know of the café's 'menu item meanings' to make false assumptions.
2	An unusually large crowd of cats enter the establishment, eager to paw at patrons for free food. Offering them a meal or coin can prevent them from interrupting further.
3	Due to a staff member falling asleep in the back room, orders are taking longer than they should to be completed. Daters may wait for hours unless someone takes it upon themselves to wake the staffer up.
4	A normal mouse makes its way into the cafe and draws the full attention of the staff, forcing daters to compete for attention if they'd still like to receive service.
5	A wild dog begins barking outside, scaring the cats in the café half to death. Until the barking stops, service halts to a standstill, and feline café guests leave the area.
6	As a gift, the servers whip up a large dessert for the daters. They're grateful if it's consumed, and become disappointed if its not finished by the time the daters leave.



JINXABELLE LECLAIR



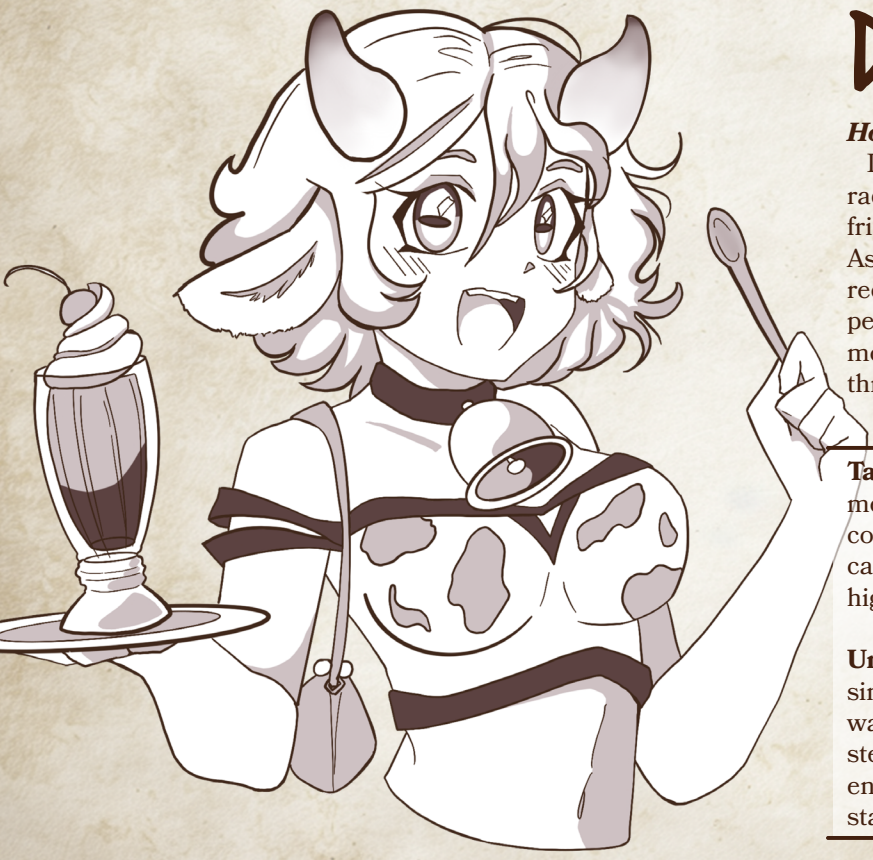
Cat Waitress

Jinxabelle (or Jinx, as her friends call her) is playful and curious, often pulling harmless pranks on customers or employees. She considers herself to be air headed and loves engaging in silly banter with café patrons. Many regulars consider Jinx to be the face of the establishment due to her lively spirit and willingness to engage with customers. Settling for her service may come with a cost, however. Don't be surprised if milkshakes arrive stirred with pepper!

POSSESSIONS

Sparkle Pouch. Jinx keeps a small velvet pouch filled with colorful glittering dust hidden in her apron pocket. Though the dust holds no magical powers, Jinx occasionally sprinkles a pinch into the air while serving an order, creating a sparkling display that never fails to delight patrons.

Secret Menu. A board filled with all sorts of weird and wacky variations of the café's iconic menu items. Only the most devoted customers are aware that this secret menu exists, with Jinx being the only waitress willing to let others order from it.



DAISY MCBO

Holstein Traveler

Daisy is bubbly, energetic, and full of joy. She radiates positivity and is always eager to make new friends to drag them out for snacks at various cafés. As the Kat Cafés unofficial spokesmonster, Daisy receives a referral bonus for every new patron she persuades to catch a meal there. To no surprise, the money is always funneled back into the business through her slew of milkshake orders.

POSSESSIONS

Taste Tester. Daisy keeps a leather back notebook to meticulously record new milkshake combos. Each is coupled with sketches and rankings between various café chains. The Kat's Café currently ranks with the highest marks.

Unique Tastes. Daisy's journey leads her down a similar quest to the Wayward Affair, learning all the wacky milkshake types favored by people and monsters of various species. If they don't have a preference, she's always quick to recommend a few great starters!

QUEEN'S CASINO

Bouncers make quick work judging the coin and character of guests eager to enter. Inside the massive establishment, lights glint off golden accents and betting machines buzz by every corner. Servers refill shots and hover by patrons who shine a rich presence. Fortune favors the bold!

PREPARATIONS

Dress Code. The intricate designs of the slot machines and betting tables are rivaled only by the extravagant outfits of the clientele. Countless visitors are denied entry by fashion sense alone, so dress to impress before rolling up. VIPs of the casino regularly break this tradition and waltz in how they please, their status commanding entry.

Pay-to-Play. The enthralling interior of the casino is unrivaled in its ability to promote spending coin. It's important to have a purse large enough for a night of high stakes, and to match the spending of partners to avoid running out of funds to continue playing together.

Entertained. Guests who only believe the casino is a place for high stakes bets will burn up in a flash. It's important to be aware of the countless other forms of cheaper pleasures, such as live performances by the cash-out desk, a museum's worth of historical statues and murals, and the bounty of snacks offered by servers.

CASINO ENCOUNTERS

D6	Encounter
1	Whatever game the daters were neck-deep in is soured by a fight that breaks out. As someone gets thrown through the air, there's a moment to react before bets are off the table.
2	The manager of the Queen's Casino makes a rare appearance. They're akin to a celebrity in the establishment, and their presence alone is enough to pull daters apart in pursuit of catching their attention.
3	One of the daters wins a jackpot, but the staff claim foul play. As an investigation is underway, daters may become off-put by each other's questions and suspicions.
4	A **delideer** arrives with plenty of mystery boxes! Prizes and misfortunes inside range from minor to life-changing, with guests being offered their first free of charge.
5	An opponent is playing by one-upping a dater's bets at every turn. They seem keen on throwing others off their game and flaunting their wealth (or the dater's lack thereof).
6	Drinks are on the house! The alcohol is designed to keep people awake and kick their risk-taking mindsets into high gear!



MARIA GORO

Gambler Manager

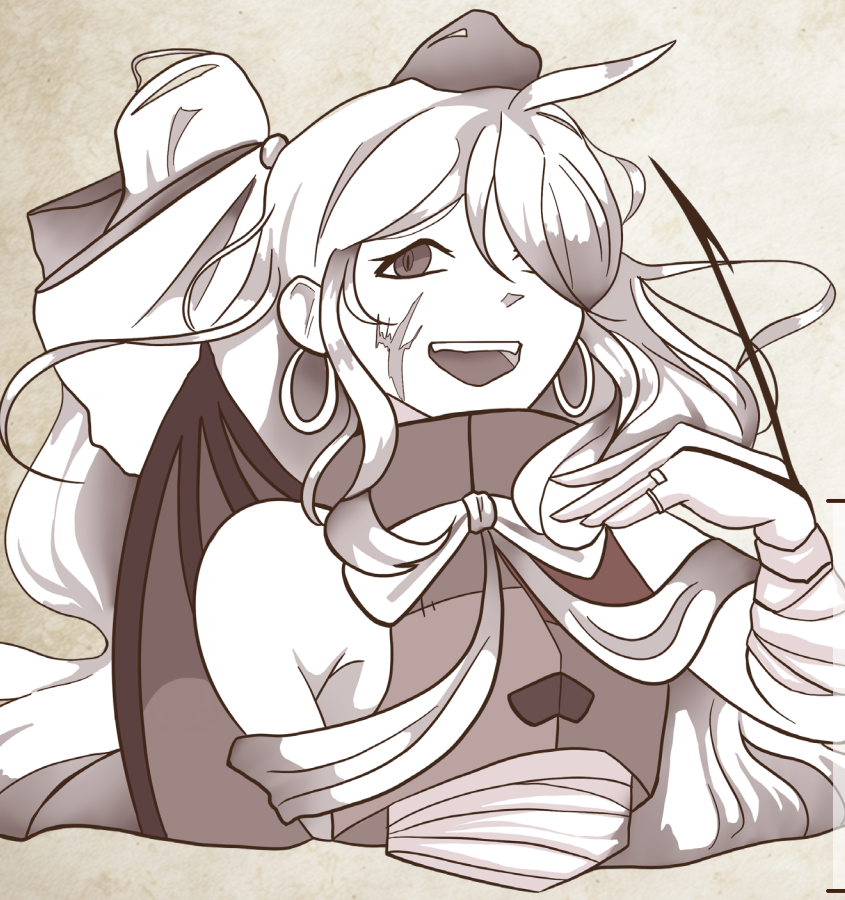
Maria appears as a beacon of whimsical chaos to everyone in her presence. To a bystander, her character seems like an endlessly rehearsed comedic act performed tirelessly throughout the night. Even as the manager, Maria makes an exceptional effort to interact with the building's capacity's worth of patrons before returning to her office. She lingers around newcomers and VIPs most frequently, ensuring old and new visitors feel welcomed to start betting.



CONVERSATION STARTERS

Final Wagers. Patrons on a winning streak are met with the allured gaze of Maria, who giddily offers a final game. Risking their prize pool, victory would only mean getting a date with the manager. Unsurprisingly, nobody has ever taken up the offer.

Special Event. Maria's a master at planning massive events for her friends' and patrons' enjoyment. Elaborate games and wild prizes are always on the table as Maria works with her staff to create once-in-a-lifetime experiences. It's a passion she funds entirely through the casino and gives straight back to the community.



RAGS

Stirge Gambling Addict

Rags is an endlessly optimistic monster with an insatiable desire to hit it big by any means necessary. Sadly, any attempt at doing so falls short as her inability to plan long-term leads her back into the casino to splurge on get-rich-quick schemes. The girl is at her highest point of adrenaline while risking it all, and crowds gather around to watch the underdog fail again at claiming one of the house's jackpots.

CONVERSATION STARTERS

Cunning Plans. No amount of failure can keep Rags down. As soon as the stirge gets paid from a month's assortment of dubious work, she immediately returns to the gambling hall with another ill-conceived gameplan to win it big.

VIP Style. Rags sews together obtrusive outfits made from discarded fabrics in an effort to fit in with the ingenious costumes of casino VIPs. Although anywhere else would note the style as homeless-core, bouncers at the Queen's Casino believe it to be high fashion, and Rags a monster of high status.

RAZORTOP SKI RESORT

Mt. Razor is known for its steep incline and constant avalanches. During the few weeks that the ski resort is safe to operate, travelers from across the continent huddle in line near the icy lifts for their turn to blaze down the freezing mountainside!

PREPARATIONS

Gear Up. The harsh winter landscape should be respected with backpacks filled with essentials. Bundle up, pack an emergency kit, and keep some currency on hand to pay for hot meals and rental gear. Nobody wants to be caught lacking essential supplies if a blizzard happens to strike unexpectedly, or if a ride down the mountain leaves daters freezing cold.

Limits. Razortop is home to the deadliest sport known to any species. Unless daters are skiing masters, it's important to take things slow and practice on increasingly steeper slopes. It's every skier's dream to eventually start from the tip of Mt. Razor, but doing so requires plenty of prep.

Staying Cozy. Layering is important, but having more ways to stay warm is crucial for enjoying time at the resort. Knowing elementary fire magic, how to rub two sticks together, or simply how to navigate back to the ski lodge in a timely manner will keep daters nice and defrosted.

MOUNTAIN ENCOUNTERS

D6	Encounter
1	A blizzard begins to roll in, forcing everyone nearest the resort building to clamor inside, and stranding any brave souls venturing to the top of Mt. Razor.
2	The device responsible for keeping the ski lifts up and running jams, trapping those inside and halting any further sporting until resolved.
3	Anyone attempting the more difficult slopes of Mt. Razor finds themselves in the midst of outpacing a small-scale avalanche.
4	A group of frost giants surrounds the resort and demands a competition to ski down the peak of Mt. Razor. They plan to raid the resort if they win or if nobody faces them.
5	A group of skiers returns to the resort exhausted. They wheeze out that one of their friends is trapped in a crevice midway up the mountainside. Haste should be given before the chilling temps of nightfall!
6	A white dragon arrives to expediently fly skiers up the mountain. Only when at the top will the dragon demand payment for the service.



AURORA

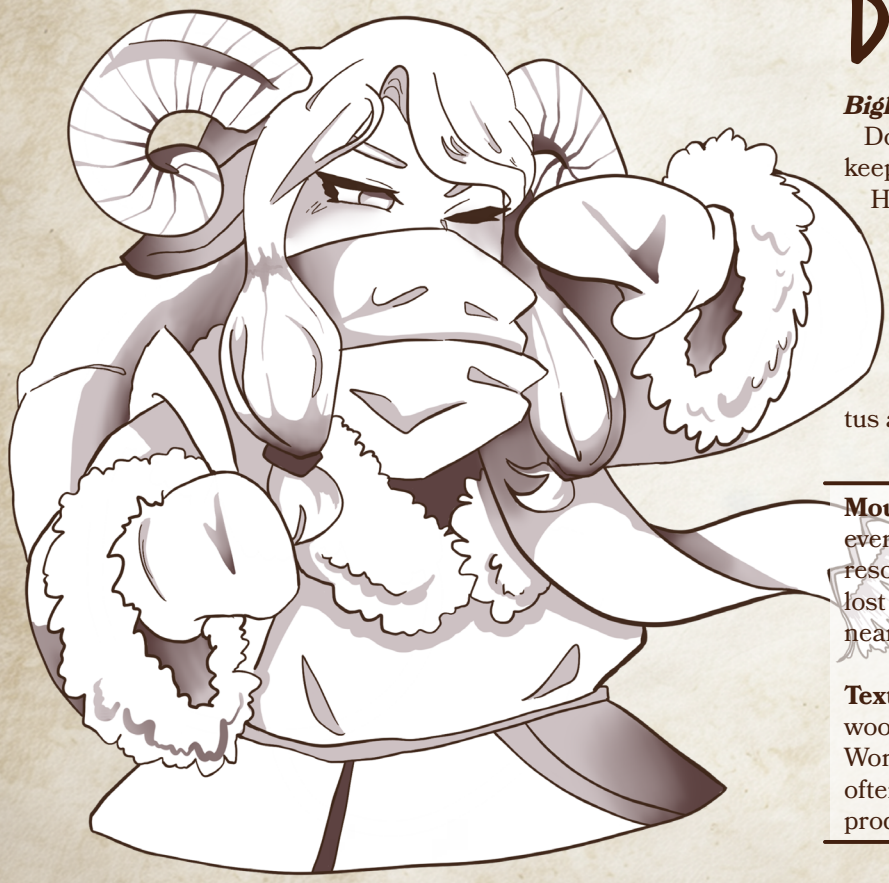
Chromatic (white) Dragon Entrepreneur

Aurora may be the only grifter anyone will find chilling out on Mt. Razor. She often uses people's willingness to accept help as a gateway to demand ludicrous compensation, usually in the form of crates worth of food. This almost never works out, as the assisted party usually can't afford to repay the debt, or simply didn't think they'd have to. Aurora seemingly never has a plan for when payments fall through, but will never waste a chance to play the victim card.

CONVERSATION STARTERS

Ice Cave. By providing services around Mt. Razor, Aurora found it much easier to survive the barren landscape. This gave her plenty of time to perform her favorite activity of ice sculpting. Many of her finest pieces decorate a cave near the top of the mountain, with some being gifts as repayment for aid.

Frozen Over. Aurora goes out of her way to breathe her frost breath over unstable snow on the mountain in an attempt to prevent avalanches. Unbeknown to her, the extra weight of the ice causes collapses to occur far more frequently.



DOLLY COTTON

Bighorn Sheep Merchant

Dolly is a soft-spoken craftswoman whose trade keeps her well-traveled across the snowy region. Her route takes her through settlements around the mountain range, with her final stop being at Mt. Razor. The popularity of her wares often overshadows the ski resort on the day of her arrival, as customers vie to clear her stock. Al though the energy of her clientele often over whelms Dolly, she appreciates the celebrity status and festive welcomes.

CONVERSATION STARTERS

Mountain Guide. Dolly has traveled up and around every mountain in Razor's range. Every village and resort along the way celebrates her arrival, and many lost travelers fortunate enough to bump into her are nearly assured to find their way home.

Textile Specialty. Dolly's wares mainly involve sheep wool garments sewn with cute patterns and designs. Workers at Mt. Razor praise Dolly's quality garments, often layering themselves from head to toe with her products.

Skull-Toss Rage Rooms

Sunlight ceases to be seen as the entranceway's stone doors shut within this thick, impenetrable structure. Objects in disarray sprawl the scene, and eerie green flames flicker within hanging lanterns. With weapons leaning by every corner, continuing the destruction seems like a no-brainer.

Preparations

Destructive Limits. Skull-Toss is a rage room business that lets guests go wild in rooms meant to be destroyed. They come in three levels, each with increasingly harder-to-destroy objects inside. Know the daters' capabilities before wasting an hour clanging weapons against adamantine armors! Similarly, strong guests should avoid easier rooms, lest they obliterate everything too quickly before getting their money's worth.

Raging Lights. Magical lanterns in each room can be adjusted by the front desk staff to heighten people's innate levels of brutality. Know to avoid cranking the magic too high and turning a typically violent monster species into a lethal killer.

Safety First. With waivers signed and sharp debris flying everywhere, protecting against bodily injury is a must-have for the easily maimed. Armor is always available inside each room, but donning and doffing heavier sets will eat into the hour that's given to destroy things.

Rage Room Encounters

D6	Encounter
1	An object placed in a room turns out to be a valuable antique. The rules state that it must stay an object to be destroyed, however.
2	An oni couple challenges the daters to see who's room gets left in more disarray by the hour's end. They consider themselves significantly more destructive and tackle a room twice the difficulty of their opponent's.
3	Someone whiffs a violent blow that bounces half-haphazardly toward their partner. Gauge the most dangerous thing each partner could do in the moment to afflict the other with.
4	An employee maxes out the raging lantern's light strength in the daters' room by mistake, potentially making the pair unstable and dangerously aggressive.
5	A sale is taking place for guests to try out the building's new gauntlet room, riddled with dangerous objects designed to fight back towards being destroyed. A magical weapon is even being offered to the first group that finishes wrecking it!
6	A mimic has infiltrated a low-level rage room and plans to ambush the next couple that enters.



BRIDGET O'SULLIVAN

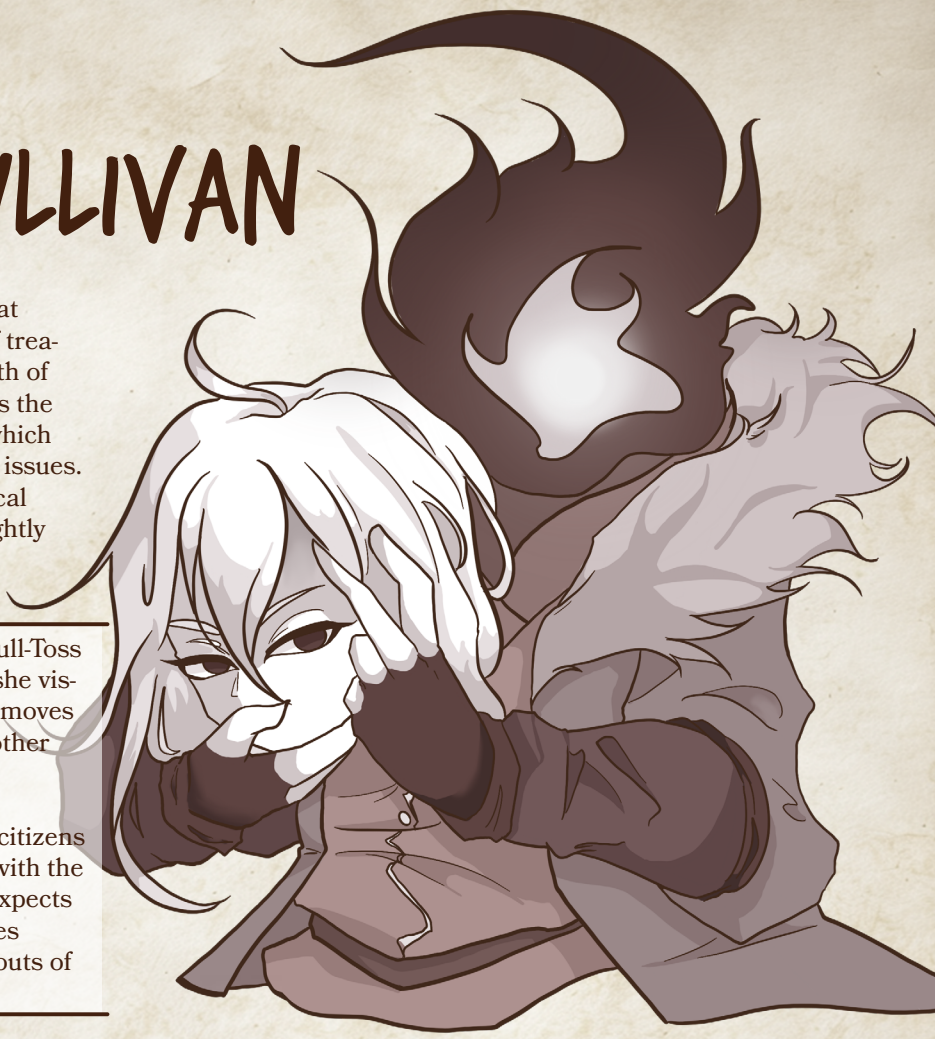
Dullahan Bounty Hunter

Bridget and her fierce horse Tara arrive late at Skull-Toss weekly, dropping bounties worth of treasure onto the front desk to pay for a day's worth of destruction. Management notes that she keeps the rage-inducing lights in her room maxed out, which for regular folks could cause long-term health issues. Bridget attempts to embrace her species' typical bouts of violence through full nights locked tightly inside the rage rooms.

CONVERSATION STARTERS

Skull Hunter. Bridget pays for her time at Skull-Toss through completing bounties posted in cities she visits. Once running out of jobs to complete, she moves to another city in hopes of more work and another Skull-Toss location to visit.

Stereotyped. Bridget loathes the judgmental citizens who live around Skull-Toss. Many unfamiliar with the building revere its clientele as barbaric. She expects all manner of insults and fears, and appreciates anyone who notices her efforts to hold back bouts of anger against the populace.





YORIKO ASAHI

Folklore Oni Brawler

Yoriko attends some of the most dangerous fighting tournaments in every city she visits. Improvisation and a burning desire to win is key to her survival, making rage rooms great practice. Finding a partner willing to fight nearly to the death in one of these rooms would be a godsend for the oni, as breaking stuff on her own only gets her so far. Watch out while she wields her kanabō!

CONVERSATION STARTERS

Champion Trophies. Yoriko has a humble assortment of various athletic trophies, but discards any awards below 1st place. The oni considers any time she's spent on a sport that she never mastered to have been a dishonorable waste of time.

Demon Mode. The amount of time Yoriko has spent in the hardest rage room has given her a masterful insight into destruction. She's acutely aware of many weapon striking powers, their material, and the force needed to break through things. If there's something to smash, she'll show everyone how it's done!

The Fantasy Fair

The Fantasy Fair is a yearly event that allows common folk to live the legends of heroes! Guests take roles as knights and are given quests to complete. From unstable minecart coasters to royal jousts for glory, real heroes were inspired here.

Preparations

Legends. Many of the attractions at the Fantasy Fair include references to real heroes. The fair has gone to great lengths to preserve this history in an interactive way. Being recognized as an actual hero can cause crowds to form, making it hard to enjoy the fair without celebrity status slowing the fun down.

Limits. Guests are assigned to a faction and given different quest scrolls based on personal comfort. Each offers a scaling intensity for attractions, from slower coasters, the cushioning joust lances, to the severity of irritating traps in the wicked tower. Expect victory oriented partners to demand all of their quests get done, and monsters who like a challenge to always prefer the hardest quests.

Red Winners. At the end of every three day fair event, the completed quests from each faction are tallied separately. A red dragon monster then soars through the sky alongside fireworks spelling the winning faction's name. Don't forget to stick around after dark to see it!

Fantasy Fair Encounters

D6	Encounter
1	A prize catches a dater's eye, but the game to win it is absurdly difficult! It'd be cheaper to buy it directly with coin, but who doesn't want to show off their skill?
2	A dater loses an item on one of the faster-paced attractions. Finding it without wasting too much time would be heroic.
3	A group of actors playing as bandits block the path of the daters. They demand the couple wear paper hats that make fun of themselves to cross. Brandishing a wooden prop weapon from a gift shop will scare the bandits to let the daters through!
4	The minecart coaster ride malfunctions just as the daters make it to the front of the line.
5	A real fight breaks out between fairgoers, requiring someone to either deescalate or subdue an offender before somebody gets hurt.
6	A jester riles up the daters to shoot a few arrows at a bullseye in an effort to plunge the monster into water. Some daters may take it a bit too personal!



Moxie

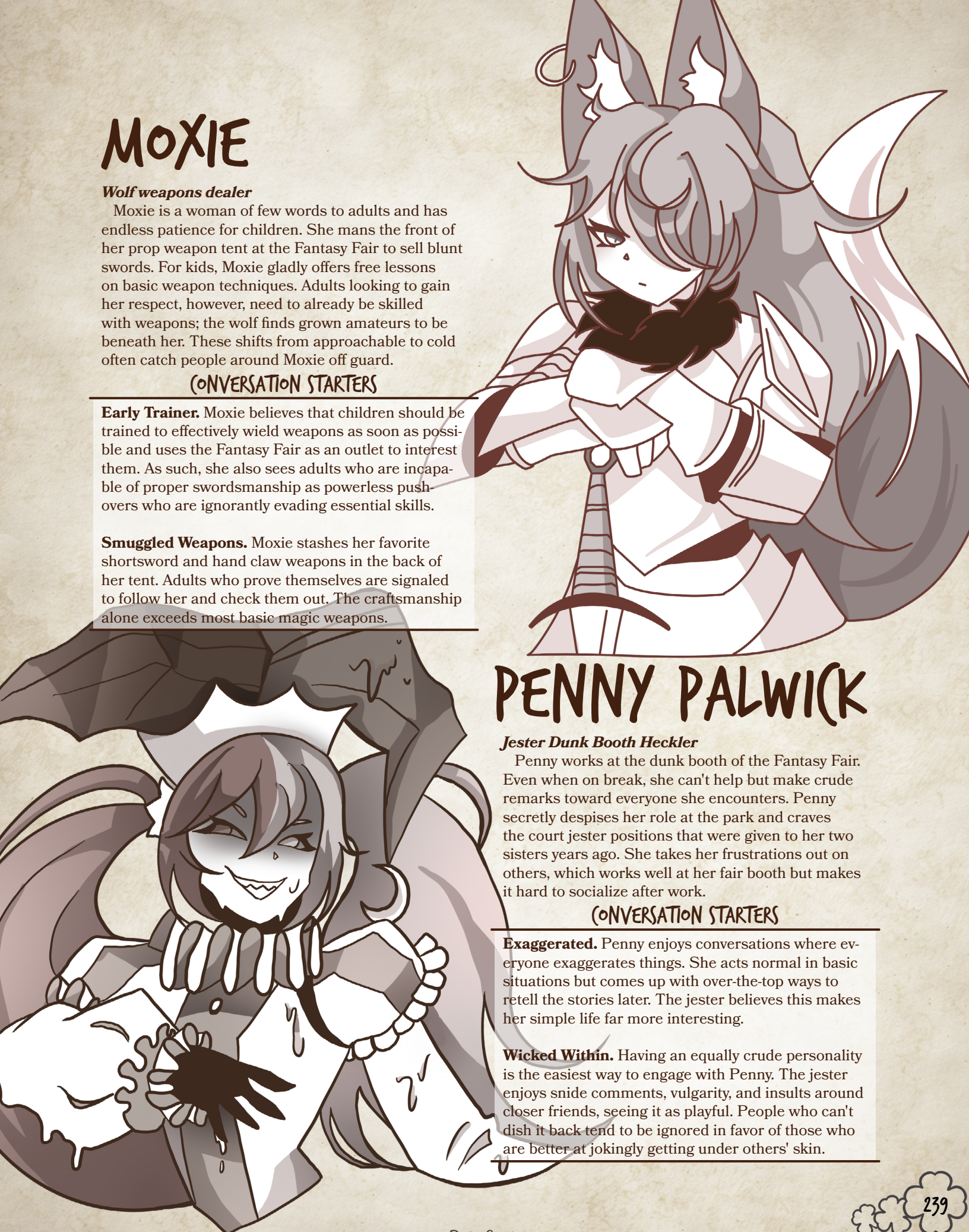
Wolf weapons dealer

Moxie is a woman of few words to adults and has endless patience for children. She mans the front of her prop weapon tent at the Fantasy Fair to sell blunt swords. For kids, Moxie gladly offers free lessons on basic weapon techniques. Adults looking to gain her respect, however, need to already be skilled with weapons; the wolf finds grown amateurs to be beneath her. These shifts from approachable to cold often catch people around Moxie off guard.

Conversation Starters

Early Trainer. Moxie believes that children should be trained to effectively wield weapons as soon as possible and uses the Fantasy Fair as an outlet to interest them. As such, she also sees adults who are incapable of proper swordsmanship as powerless push-overs who are ignorantly evading essential skills.

Smuggled Weapons. Moxie stashes her favorite shortsword and hand claw weapons in the back of her tent. Adults who prove themselves are signaled to follow her and check them out. The craftsmanship alone exceeds most basic magic weapons.



Penny Palwick

Jester Dunk Booth Heckler

Penny works at the dunk booth of the Fantasy Fair. Even when on break, she can't help but make crude remarks toward everyone she encounters. Penny secretly despises her role at the park and craves the court jester positions that were given to her two sisters years ago. She takes her frustrations out on others, which works well at her fair booth but makes it hard to socialize after work.

Conversation Starters

Exaggerated. Penny enjoys conversations where everyone exaggerates things. She acts normal in basic situations but comes up with over-the-top ways to retell the stories later. The jester believes this makes her simple life far more interesting.

Wicked Within. Having an equally crude personality is the easiest way to engage with Penny. The jester enjoys snide comments, vulgarity, and insults around closer friends, seeing it as playful. People who can't dish it back tend to be ignored in favor of those who are better at jokingly getting under others' skin.

THE MARIANA

Enjoy the ocean breeze and indulge in exquisite dining as this luxury vessel sails to a collection of tropical destinations. Whether on a day trip or multi-week voyage, guests can take part in plenty of activities ranging from mythical sea fishing to dining on locally caught cuisine!

PREPARATIONS

Activities. Cruise activities are ever-present, with even the shortest voyages featuring at least one major event. The captain thrives on surprises, keeping the itinerary under wraps and requiring guests to embrace spontaneity. Most activities revolve around the ocean or sky, however, helping guests speculate if they'd be comfortable ahead of time.

Add-ons. The Mariana frequently attracts influential guests eager to network. Expect to be approached by plenty of passengers curious about everyone's professions, and prepare to feel an obligated pressure to stand out as an interesting person.

Voyage Specialty. The Mariana offers voyages for various special events throughout the year. Some try to follow certain fish migrations, while others purposefully chase deadly storms. Do plenty of research into the types of available cruises, as prices, events, and levels of relaxation will vary drastically based on the intent of the voyage.

THE MARIANA ENCOUNTERS

D6	Encounter
1	A HUGE storm causes the next few hours to be a sea sickness nightmare. Everything on The Mariana also starts to get thrown around, including guests.
2	A school of the **koi siren** species jump from the water to greet travelers. Their presence indicates luck and love, and magically influences the rest of the cruise.
3	A mouse monster species stole a few small items from the daters' room, pawning them off to other passengers for food from the dining hall.
4	Childish dishes are served alongside higher-class options for dinner. They're way more filling and fun to eat, but will draw the judgment of higher-class guests who witness adults enjoying them.
5	A fishing contest begins, with prizes being awarded for the largest, most colorful catch. Dates are put into pairs, with one reeling the fish in and the other wielding a net!
6	The voyage was mistakenly advertised as a quiet cozy trip, thrusting guests into an itinerary filled with action and thrills.



SIRENA MORGAN



Kraken Cruise Volunteer

Sirena patiently waits in the ocean path halfway through the Mariana cruise. Most of her free time is spent practicing fun new activities passengers can enjoy. Although her time is shared between every passenger, the islands that the Mariana docks at provide chances to catch up with her favorite crew members. Sirena is slow to trust new sailors, but will gladly befriend anyone who's been given a good word from the staff.

CONVERSATION STARTERS

Sightseer. Sirena is obsessed with the natural beauties that occur across the ocean. If whales are spotted migrating, a storm brews, or a dolphin jumps, she wants to know. Even simple things occurring on the cruise ship interest her, so make some fun nautical memories to share before meeting up.

Entertainment. Although the kraken is always in charge of other people's fun, she rarely has people around for her own favorite activities. Sirena would love a companion for things like ship building, deep sea exploring, or storm watching.



LULU

Mouse Trader

Lulu scurried onto the Mariana a few years back where she's remained ever since. The mouse had always been attracted to wealth, and gravitated towards the colorful summer outfits of guests in contrast to the nearby fishing port's grime. To avoid an obvious capture, Lulu hunts for valuables left across the ship to discretely trade with guests for friendship and food from the dining hall.

CONVERSATION STARTERS

Wanted. A sign posted on the dining hall exit pillar politely asks passengers not to feed the mouse. Ship staff don't appreciate her tactics of plucking valuables the moment a passenger's eyes are taken off them. First impressions of a mouse on a fancy cruise don't lend well to Lulu's belief that they'll feed her without an incentive, and in spite of the signage.

Cheesecake. Lulu is obsessed with the cheesecake served every three days on the cruise. If the mouse hadn't managed to work out any trades, she'll make the daring heist to snag some herself.

Thunder Wave Beach

Thunder Wave Beach is known for the natural cube-shaped rocks that litter the sand, and its MASSIVE waves that form weekly. The scene is pleasantly warm, with surfers biding their time for big waves as they rave alongside other beachgoers in near-endless parties!

Preparations

Beach Culture. Thunder Wave Beach is as wild as beaches come. Everything from the massive waves to the dancing guests and loud music keeps the area energized 24/7. It's a big shift from other beaches that tend to offer a more relaxed atmosphere, so visitors should be aware of the culture before planning quieter activities. Thankfully, the far ends of the beach are sometimes spared by major events, allowing for more casual date ideas to flourish.

Thunder. True to its namesake, a massive wave nicknamed “Thunder” by the community appears once a week, challenging surfers with its sheer size and thunderous force. Having a plan for when Thunder arrives is crucial—both for surfers aiming to ride it and for everyone else hoping to avoid it.

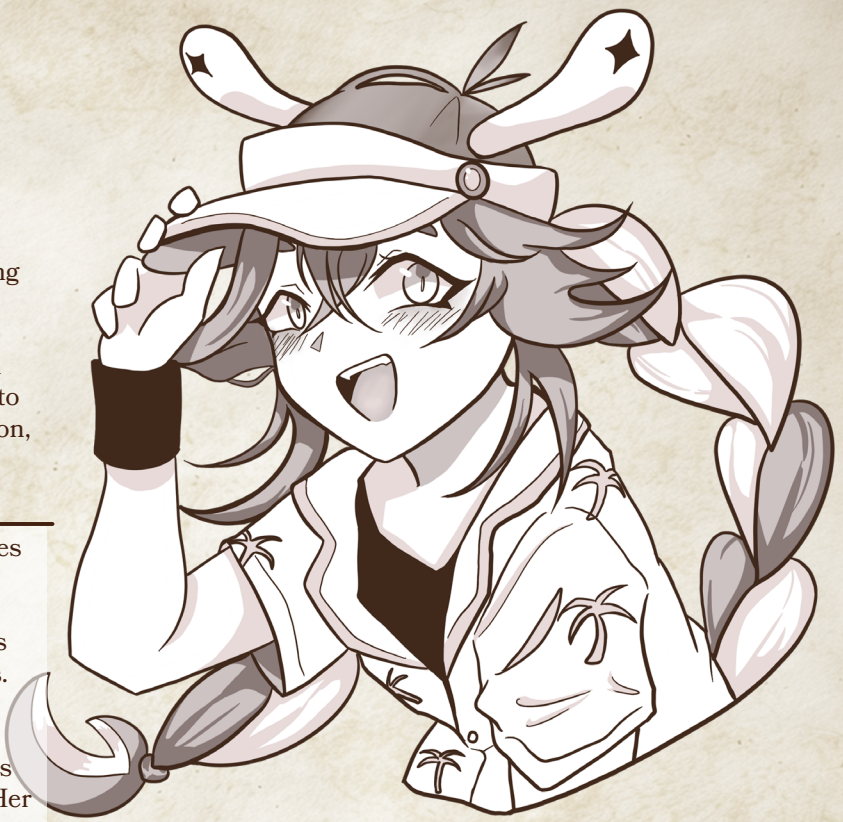
Endless Party. Travelers to Thunder Wave Beach often attend one of its ongoing parties. As tradition goes, each guest is encouraged to bring enough food to feed at least three other people to help keep the day-long festivities going. Local bands are also booked around the clock to maintain the good vibes!

Beach Encounters

D6	Encounter
1	The infamous wave known as "Thunder" surges from the horizon, pausing partying as surfers take to the sea in an attempt to catch it. Anyone oblivious to the wave is at danger of being crushed by it.
2	A couple’s sandcastle competition is starting! The best castle of the day wins an all-expense-paid trip to another date location found in this manual.
3	A powerful wind suddenly blasts through the area, stealing loose objects and throwing them to the deep end of the rocky sea.
4	The tentacles of a massive sea creature rise and begin to pull people into the ocean’s depths. Hurting a tentacle will have its grip release, and hurting multiple will have the sea monster flee.
5	To impress their crush, a powerful wizard parts a line through the sea for them to take a stroll on the ocean floor. Hopefully it’s alright for others to tag along?
6	A pair of crabs intend to bounce between parties and drink spots, collecting anyone who'd be down to tag along!



AMY CRITTER



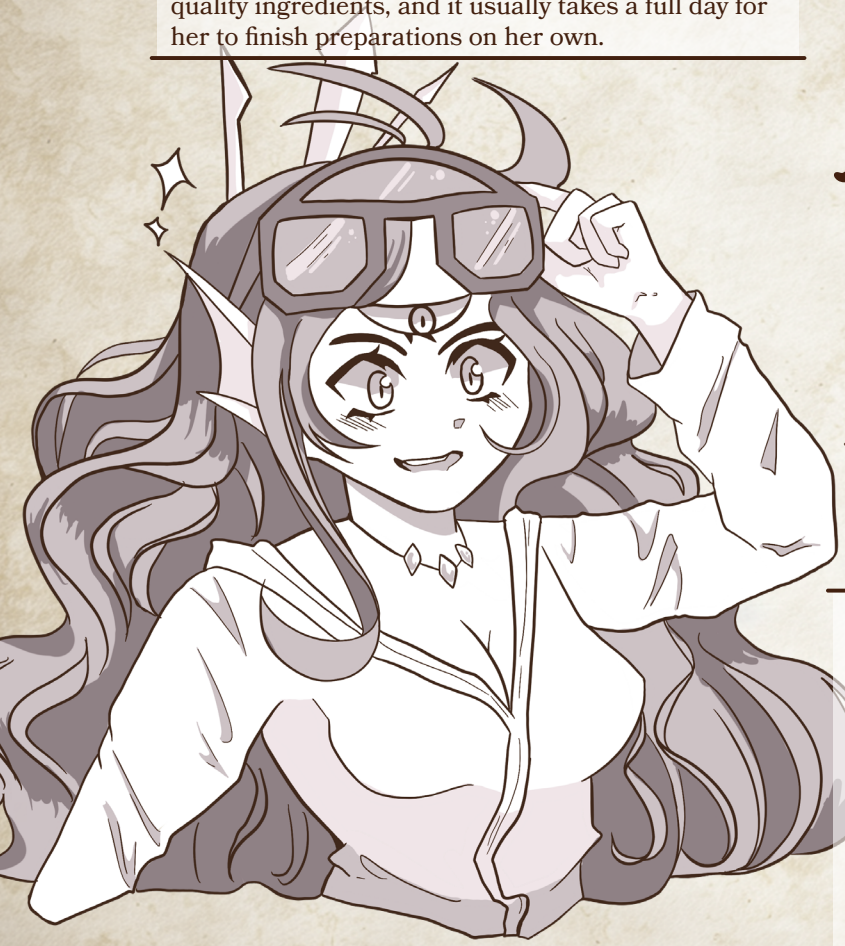
Crab Partier

Amy is a frequent attendee of the parties around Thunder Wave Beach. Her boundless energy gets her through multiple days of partying before passing out in an equal number. It's safe to expect at least a quarter of anyone at a party to have been invited by Amy. Her tight grip on the community helps pull new people into the scene whenever energy starts to drop. When Amy eventually crashes from exhaustion, expect the party to crash alongside her.

CONVERSATION STARTERS

Dancing Partner. Since she began attending parties above water, Amy's been on the hunt for a dancing partner as skilled as her. Everyone would consider Amy to be a highly talented dancer, and nobody has been able to keep up with her stamina and reflexes.

Party Meal. Before attending a party at Thunder Wave Beach, Amy makes an effort to whip up meals that can feed the whole event for a full afternoon. Her lack of expendable income makes it hard to gather quality ingredients, and it usually takes a full day for her to finish preparations on her own.



JUNAA

Aboleth Sponsor

Junaa regularly visits Thunder Wave Beach to vibe with the upbeat songs played by the slew of bands set to perform. During the less popular beach visiting months, Junaa offers prizes to musicians who play the best songs of the night, and to attendees in the crowd for who has the best dance moves. Various Junaa-focused groups have formed in admiration as they jam out love songs to vie for attention. Normally the aboleth's favor is tough to win when the beach is heavily occupied.

CONVERSATION STARTERS

Peerless Talent. Out of all the amateur performers that occupy the beach side, Junaa is always taken aback by rare talents who take the time to freely showcase their skills. Her interest in these people can often push everyone else around her aside.

Dry Months. As fewer guests visit Thunder Wave Beach in the colder months, Junaa sometimes finds herself alone on the beachside. The lack of intense party action can leave time for more introspective moments for others engaging with the aboleth.

I definitely bit off more than I could chew with this project at first—but the wave of passionate fans who came flooding in with support kept things moving full speed ahead! With my other books, it often felt like I was riding on the coattails of bigger media or sacrificing my vision just to meet a deadline.

That wasn't the case with Silver's Monster Girl Manual. Thanks to your boundless patience, I finally got to make a book I'm genuinely proud of. I owe that to all of you.

Special thanks to the MVP Patrons below!

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