

Monster Might

If you use the monsters from D&D, you need to decide which ones have Might and which don't. Monsters with Might can produce vis but they also have magic resistance. It is assumed that most regions of the campaign world have a Magic Aura of 1, which helps with Acclimation and allows for a "magical ecosystem" as part of the campaign world with higher Might monsters preying on lower Might monsters.

Creatures without Might

- Beasts (Mundane)
- Constructs
- Humanoids

The following monsters have Might equal to their Challenge multiplied by $\frac{5}{2}$ (with the likely Realm shown):

Creatures with Might

- Aberrations - Magic
- Beasts of Virtue - Magic
- Celestials - Divine
- Dragons - Magic
- Elementals - Magic
- Fey - Faerie
- Fiends - Infernal
- Giants - Magic
- Monstrosities - Magic
- Oozes - Magic
- Plants - Magic
- Undead - Infernal

Might Scores can vary by one (up or down) for scores that are evenly-divisible by five or by one more for the others to get the full range of Might Scores at the Storyteller's option.

Challenge	Might
0	1
1/8	1
1/4	1
1/2	1
1	2
2	5
3	7
4	10
5	12
6	15
7	17
8	20
9	22
10	25
11	27
12	30
13	32
14	35
15	37
16	40
17	42
18	45
19	47
20	50
21	52
22	55
23	57
24	60
25	62
26	65
27	67
28	70
29	72
30	75