

Game Master's Guide



Harry Potter & The Role Playing Game

Version 3.0

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1: Potions & Ingredients

Alchemy is the art of mixing magical and mundane ingredients together into magical potions, concoctions and other wondrous items. In order to perform alchemy, the player characters must have a set of Alchemy Gear (which includes the all-important cauldron) and be able to cast the *Potion Mixing Spell*.

Into the cauldron, Players then add their chosen ingredients, they must then leave the potion to brew (preferably over a nice warm fire), before completing the process by casting the *Potion Mixing Spell* which, unlike any other spells, is always performed with a d20 dice.

A number of possible potions are given both in the player handbook, and in the list below (with more information). Each potion has associated with it a number of essential ingredients, a brewing time, the mixing difficulty and the number of doses that a successful mixing produces.

If the ingredients they have chosen match the key ingredients of one of the potions in the list below, and if the potion was left to brew for the correct amount of time, then compare this 'casting check' with the stated difficulty of the potion. If it exceeds the difficulty, then the ingredients are consumed, and a number of samples of the potion are produced, equal to the *Dose* statistic.

Failed Mixings

If the first mixing check fails, you may elect to ask the alchemist in question to perform the alchemy check again. If the second check also fails, or if you decide to omit this rule, then the ingredients are consumed, and nothing happens: the fluid in the potion turns into a useless back sludge, or evaporates completely.

If, however, the second check completes successfully, then the alchemist produces a *Flawed batch* of the chosen potion. A flawed batch has the same primary effect as the original potion, but has a *Side Effect*, which is presented at the bottom of the entry for each potion in the GM guide, but not in the Player Handbook. Some side effects are applied immediately upon mixing, and others are applied when the potion is used.

Modifying Potions

The 'essential ingredients' of a potion are those that one might find in a textbook. They are the safe, reproducible way to produce the stated effects. However, magic is a fickle thing, and the aspiring Potions Master should know that an extra sprinkle of Eye of Newt here, and a dash of Lemon Juice there can drastically change the effects of a potion.

After adding the essential ingredients, each potion can then be modified by adding some optional ingredients. These optional ingredients can boost the effectiveness of the potion mixing by an amount specified in the list below. For instance, *Baruffio's Brain Elixir* increases Intelligence by 2, but can be fortified by the addition of Ginger (+100%), Griffin Claw (+75%) or an Owl Feather (+25%). The addition of Ginger, therefore, would increase the power of the elixir to +4 Intelligence, whilst Griffin claw would be a +3 bonus (rounding down).

Note that when multiple optional ingredients are added, the bonuses do not simply add, **they compound each other**, meaning you must multiply them together. A mixture of the Brain Elixir with both Ginger and Griffin Claw would have a magnitude of $2 \times 100\% \times 75\% = 2 \times 2 \times 1.75 = 7$. This is higher than the +5 we would have calculated if we had simply added the bonuses to 175%.

Each optional ingredient also has associated with it an additional DV - making the potion harder to mix. If an incorrect ingredient is added, then it increases the DV by 5, but has no additional effects, unless the GM deems it to be a particularly heinous ingredient (adding *Basilisk Venom* to a healing potion, for example).

The additional ingredients are not listed in the player version of the potion list, as they are (nominally) a secret. They may learn about the additional effects of individual ingredients through research, or through in-game interactions with herbalists. A trial-and-error approach is also not (entirely) frowned upon!

Purchasing Potions

If a player wants to get all the tasty benefits of potion mixing, but doesn't have the skill to pull it off, then they may simply purchase the potions for the price stated in each potion description. All potions purchased on the general marked are the 'base-level' version with no additional ingredients or effects. If characters wish to purchase more powerful potions, these are only available from rare artisan potioners who make potions to order. The prices of such orders scales with the additional power of the potion.

Potion List

Alchemic Grenade

Looks like a small grey orb, which occasionally sparks with energy.

Cost	Mixing Time	Dose	Difficulty
£15	2 hours	3 doses	15

Ingredients: Ash, Boomberry, Dragon Fire Gland, Wartcap Powder

Fill with another potion and throw. The orb detonates on contact and applies the contained potion (at 50% effectiveness) to all targets within 1 metre

Optional Ingredients:

Name	Bonus	DV Cost
Erumpet Horn	+200%	7
Iron	+25%	1
Nundu Venom Sac	+200%	7
Valerian	+25%	1

Side Effect: The powder explodes immediately on mixing, applying the effect to the potion maker.

Alihotsy Draught

A blue liquid which emits a powerful liquorice smell

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Alihotsy Leaves, Billywig Sting

Causes uncontrollable fits of laughter, preventing the target from speaking for 2 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Gold	+25%	1
Runespoor Egg	+100%	2
Unicorn Hair	+100%	2

Side Effect: Fumes also effect the potioneer with laughter.

Amortentia

Bright pink liquid, emitting a light purple smoke. Smells of whatever is most dear to a person.

Cost	Mixing Time	Dose	Difficulty
£6 £5	12 hours	1 dose	15

Ingredients: Ashwinder Eggs, Nightshade, Rose Petals

After being consumed, this potion causes the target to take the *Charmed* status effect on the first sapient being they see. Infatuation lasts 3 hours

Optional Ingredients:

Name	Bonus	DV Cost
Dragon Blood	+150%	5
Fire Seed	+75%	2
Manticore Skin	+200%	6
Moonstone	+50%	2

Side Effect: The infatuation turns violent, and the drinker flies into a rage against the target of their affections.

Anti-Paralysis Potion

A yellow gel that smells of cat urine

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Aconite, Billywig Sting, Mandrake Root

Rejuvenate the drinker. Removes the *Paralyzed* status and restores FP by 4 points

Optional Ingredients:

Name	Bonus	DV Cost
Eye of Newt	+25%	1
Nettles	+25%	1
Octopus Powder	+100%	3

Side Effect: Causes insomina for 48 hours.

Antidote to Common Poisons

Colourless, but smells like antiseptic.

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Bezoar, Mandrake Root

Reduce the remaining time left on an ongoing potion effect by 25 %

Optional Ingredients:

Name	Bonus	DV Cost
Moonstone	+25%	1
Phoenix Feather	+200%	4
Pungent Onion	+25%	1

Side Effect: Destroys immune system, giving a Vulnerability to Poison damage.

Astral Acid

A light green colour, those who smell it are not usually in a fit state to describe the smell.

Cost	Mixing Time	Dose	Difficulty
£13	4 hours	3 doses	10

Ingredients: Billywig Sting, Fairy Wings, Vodka

When consumed, the target can see clearly into both the astral plane and the material plane simultaneously for 1 minute

Optional Ingredients:

Name	Bonus	DV Cost
Hippocampus Hair	+100%	3
Niffler Fang	+75%	3
Scarab Beetles	+75%	3
Wartcap Powder	+50%	2

Side Effect: The target becomes transfixed by the wonder they see, and cannot move of their own volition until the potion wears off.

Azimov's Awesome Acid

Toxic green liquid, smells acrid.

Cost	Mixing Time	Dose	Difficulty
£11	3 hours	3 doses	10

Ingredients: Bundium Fluid, Dragon Blood, Sphinx Saliva

Do not drink! Destroys armour, reducing *Block* statistic by 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Basilisk Venom	+200%	4
Flobberworm Mucus	+1%	1
Lemon Juice	+25%	1

Side Effect: When attempting to use, has a 50% chance of melting through the container and attacking your own armour.

Baruffio's Brain Elixir

A green liquid which smells of strawberries

Cost	Mixing Time	Dose	Difficulty
£2	12 hours	3 doses	15

Ingredients: Centaur Hoof, Dragon Claw, Runespoor Egg

For one hour, gain an intelligence boost of 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Ginger	+100%	3
Griffin Claw	+75%	2
Owl Feather	+25%	1

Side Effect: Nerve damage causes an equal drop in the Finesse attribute.

Beautification Potion

An iridescent liquid that seems to move of its own accord

Cost	Mixing Time	Dose	Difficulty
£2	12 hours	3 doses	15

Ingredients: Fairy Wings, Morning Dew, Rose Petals

Makes the drinker extraordinarily beautiful, giving check advantage on any being likely to be attracted to them. Lasts for 5 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Antimony	+50%	2
Boomslang Skin	+150%	5
Daisy	+50%	2
Ginger	+75%	2

Side Effect: The drinker also loses the ability to speak.

Befuddlement Beverage

A brown sludge which smells like chocolate

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Doxy Venom, Hemlock Essence, Lethe River Water

Applies the *confused* status for 2 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Lovage	+50%	1
Mercury	+75%	2
Troll Snot	+200%	5

Side Effect: The target instead flies into a rage

Blemish Blitzer

A yellow paste which smells of antiseptic

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Honeywater, Murtlap Tentacles, Tormentil Tincture

When applied to the skin, instantly removes all rashes, acne, boils and other skin ailments and restores HP by 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Bundium Fluid	+50%	1
Copper	+50%	1
Unicorn Hair	+150%	4

Side Effect: Dyes the skin a permanent yellow

Blood-Refilling Potion

To all intents and purposes, looks like blood. However, smells like roses.

Cost	Mixing Time	Dose	Difficulty
£3 £10	1 day	3 doses	15

Ingredients: Dittany, Slug Slime, Wiggentree Bark

For 5 minutes after being drunk, causes HP to regenerate at a rate of 2 per round

Optional Ingredients:

Name	Bonus	DV Cost
Mint	+25%	1
Moly	+200%	6
Moonstone	+50%	2
Wormwood	+100%	3

Side Effect: Blood-refilling causes such pain, that spells cannot be cast for the duration of the potion.

Burn-healing paste

An orange gel with a strong alcohol smell

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Frost Salamander Blood, Honeywater, Iron

When applied to the skin, removes the *Burned: Mild* status effect and leaves the target Resistant to Fire damage for 2 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Kelpie Hair	+100%	3
Mackled Malaclaw Tail	+150%	5
Sea-Serpent Spine	+50%	2
Wormwood	+25%	1

Side Effect: Gel acts as an adhesive, so target sticks to everything they touch for 1 day.

Calming Draught

A lilac soup, with a lavender aroma

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Asphodel, Flobberworm Mucous, Lavender

Calms and soothes the target, and makes them immune to the *Terrified* status and *Rage* effect for 2 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Glumbumble Treacle	+200%	5
Mooncalf Tears	+75%	2
Tormentil Tincture	+25%	1
Wiggentree Bark	+75%	2

Side Effect: The consumer becomes so calm, they fall asleep and cannot be woken for 1 hour.

Conduit Concoction

Looks like a lightning bolt, trapped in a bottle.

Cost	Mixing Time	Dose	Difficulty
£65 £5	1 week	1 dose	20

Ingredients: Mercury, Phoenix Feather, Thunderbird Feather

After being absorbed through the skin, target may nominate one damage type. Target is immune to this damage type, and recovers FP equal to the damage they would have otherwise taken from this damage type for 30 seconds

Optional Ingredients:

Name	Bonus	DV Cost
Moly	+100%	3
Re'em Blood	+75%	2
Unicorn Hair	+100%	3

Side Effect: Target is Vulnerable to all other forms of damage except the nominated type.

Curse-Countering Concoction

Iridescent liquid seems to shift from one colour to the next.

Cost	Mixing Time	Dose	Difficulty
£10 £15	1 day	1 dose	15

Ingredients: Diricawl Feather, Moly, Unicorn Hair

Target is immune to spells from the *Curse* discipline for 2 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Mallowsweet	+25%	1
Pearl Dust	+50%	1
Sphinx Saliva	+100%	2

Side Effect: Target is Vulnerable to all other forms of damage.

Draconic Protection Draught

A fiery red liquid that smells like chalk.

Cost	Mixing Time	Dose	Difficulty
£11	3 hours	3 doses	10

Ingredients: Dragon Scale, Iron, Pogrebin Shell

The drinker's skin develops scales, increasing *Block* statistic by 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Bicorn Horn	+150%	3
Caterpillar	+25%	1
Copper	+50%	1

Side Effect: Hands become permanently claw-shaped. Gives -1 penalty to Finesse.

Dragonbreath Solution

Looks like molten lava, and smells like sulphur.

Cost	Mixing Time	Dose	Difficulty
£3 £10	1 day	3 doses	15

Ingredients: Dragon Fire Gland, Fire Seed, Peppermint, Salamander Blood

Gain the ability to summon a gout of fire from your mouth in a cone 2m long, doing 3d8 fire damage for 30 seconds

Optional Ingredients:

Name	Bonus	DV Cost
Ashwinder Eggs	+75%	2
Dragon Liver	+75%	2
Fire Crab Shell	+100%	3

Side Effect: This ability is uncontrollable, and occurs whenever you breath out.

Draught of Living Death

Thick, black, odourless goo.

Cost	Mixing Time	Dose	Difficulty
£3 £15	5 hours	1 dose	15

Ingredients: Asphodel, Valerian, Wormwood

Causes a deathlike slumber from which the target cannot be woken for 5 hours

Optional Ingredients:

Name	Bonus	DV Cost
Lavender	+25%	1
Magnesium	+50%	1
Pearl Dust	+75%	2
Sloth Brain	+200%	6

Side Effect: Causes hypoxia in the victim, leading to a rapid death unless treated.

Drink of Despair

This potion has no colour to speak of, but its very sight is enough to make you scared

Cost	Mixing Time	Dose	Difficulty
£2	12 hours	3 doses	15

Ingredients: Eye of Newt, Manticore Skin, Nettles, Nottail Trotter

When consumed, the victim becomes *Terrified* of a random object within sight for 5 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Quintaped Leg	+200%	4
Venomous Tentacula	+75%	2

Side Effect: The terror-induced adrenaline gives a bonus to Athletics of 4.

Druid's Delight

Looks like an acorn. In a bottle.

Cost	Mixing Time	Dose	Difficulty
£15	5 hours	3 doses	10

Ingredients: Abyssinian Shrivelfig, Caterpillar, Fire Seed, Fluxweed

When placed onto soil at least one metre deep, the 'acorn' burrows into the ground and causes 1 oak tree to grow overnight

Optional Ingredients:

Name	Bonus	DV Cost
Daisy	+50%	1
Eye of Newt	+75%	2
Moondew	+50%	1
Wiggentree Bark	+100%	3

Side Effect: Tree growth occurs instantly. Target must succeed a DV 10 ATH (speed) resist check to avoid being explosively impaled for 5d8 piercing damage.

Duplicating Draught

An eerie green-blue liquid which smells of industrial solvents.

Cost	Mixing Time	Dose	Difficulty
£28 £5	3 days	1 dose	15

Ingredients: Pearl Dust, Sea-Serpent Spine, Unicorn Blood

When mixed in an existing potion (other than the Duplicating Draught) produces 1 extra copy

Optional Ingredients:

Name	Bonus	DV Cost
Antimony	+75%	2
Bicorn Horn	+100%	3
Fairy Wings	+50%	1

Side Effect: When mixed with another potion, all copies evaporate, leaving an empty cauldron.

Emanation Elimination Elixir

Appears as a white cloud of gas, trapped in a container

Cost	Mixing Time	Dose	Difficulty
£13	1 hour	3 doses	15

Ingredients: Dragon Fire Gland, Octopus Powder, Peppermint

This potion is not drunk, but released into the atmosphere. It repels all gases, odours and other atmospheric effects in a radius of 5 metres

Optional Ingredients:

Name	Bonus	DV Cost
Daisy	+50%	1
Lavender	+75%	2
Rose Petals	+50%	1

Side Effect: Dangerously explosive. If a spark is ignited in the radius with 5 minutes of being released, ignites the gas for 5d8 fire damage to all in the radius.

Fatiguing Infusion

A dark blue liquid with an odour of rotting vegetation

Cost	Mixing Time	Dose	Difficulty
£1 £5	5 hours	3 doses	15

Ingredients: Antimony, Dementor Cloak, Mercury

Drains the afflicted of 10 FP

Optional Ingredients:

Name	Bonus	DV Cost
Niffler Fang	+50%	1
Pogrebin Shell	+75%	2
Venomous Tentacula	+100%	3

Side Effect: Restores FP, instead of draining it.

Felix Felicis

Looks like liquid gold, and smells of warm hugs.

Cost	Mixing Time	Dose	Difficulty
£127	2 weeks	1 dose	20

Ingredients: Ashwinder Eggs, Occamy Egg, Squill Bulb

The drinker bends the laws of probability and becomes unfathomably lucky, taking check-advantage for 10 Minutes

Optional Ingredients:

Name	Bonus	DV Cost
Erumpet Horn	+100%	3
Mercury	+50%	1
Moly	+150%	4

Side Effect: Dangerously addictive. If not consumed once every day, leads to catastrophic system failure and death.

Final Goodnight

A liquid that is so totally black, it seems to suck all light in from the room

Cost	Mixing Time	Dose	Difficulty
£65 £5	1 week	1 dose	20

Ingredients: Aconite, Acromantula Venom, Hellebore, Nundu Venom Sac

Applies the *Poisoned: Severe* status effect and immediately deals 50 Poison Damage

Optional Ingredients:

Name	Bonus	DV Cost
Basilisk Venom	+200%	5
Hemlock Essence	+50%	1
Sea-Serpent Spine	+75%	2

Side Effect: The fumes do half damage to the poisoner

Finder' Friend

A glowing silver liquid that smells like treasure and opportunity.

Cost	Mixing Time	Dose	Difficulty
£19	6 days	3 doses	15

Ingredients: Kneazle Claw, Lemon Juice, Niffler Fang

When drunk, the consumer is revealed the location of lost or forgotten items, as well as secret doors in a radius of 25 metres

Optional Ingredients:

Name	Bonus	DV Cost
Dugbog Bark	+50%	1
Ginger	+25%	1
Gold	+75%	2

Side Effect: For every new item they discover, they lose another.

Flask of Freezing

A fluid which looks like the cleanest, purest water you have ever seen.

Cost	Mixing Time	Dose	Difficulty
£10 £15	1 day	1 dose	15

Ingredients: Antimony, Dementor Cloak, Frost Salamander Blood

When the cork is removed from the phial, the liquid expands into an arctic vortex, freezing water and dealing 5d4 cold damage in a radius of 4 Metres

Optional Ingredients:

Name	Bonus	DV Cost
Leeches	+25%	1
Morning Dew	+50%	1
Sea-Serpent Spine	+100%	3
Styx River Water	+100%	3

Side Effect: The flask becomes unstable, and will detonate on any jostling of the phial.

Fleet Foot Fluid

This blue liquid swirls into a vortex of its own accord

Cost	Mixing Time	Dose	Difficulty
£3 £10	1 day	3 doses	15

Ingredients: Diricawl Feather, Honeywater, Nogtail Trotter

Your movement speed is doubled for 30 seconds

Optional Ingredients:

Name	Bonus	DV Cost
Boomberry	+75%	2
Mercury	+50%	1
Owl Feather	+50%	1

Side Effect: Once running has started, cannot stop for 3 turns.

Forgetting Fog

Looks like a living cloud, trapped in a jar.

Cost	Mixing Time	Dose	Difficulty
£29 £15	3 days	1 dose	20

Ingredients: Doxy Venom, Lethe River Water, Lovage

When inhaled, the fog causes the target to forget 2 spells, recipes etc.

Optional Ingredients:

Name	Bonus	DV Cost
Acromantula Venom	+100%	2
Venemous Tentacula	+75%	2

Side Effect: The target causes them to forget their fears, leading to an increase in Spirit of 2 points.

Garotting Gas

A green gas, which sits at the bottom of the container.

Cost	Mixing Time	Dose	Difficulty
£2	12 hours	3 doses	15

Ingredients: Ash, Grindylow Claw, Kelpie Hair

When inhaled, the gas prevents the victim from breathing or speaking for 30 seconds

Optional Ingredients:

Name	Bonus	DV Cost
Antimony	+75%	3
Fluxweed	+50%	2
Quintaped Leg	+100%	3
Wartcap Powder	+75%	3

Side Effect: When brewed, the fumes cause this effect on the potioneer.

Gift of the Gab

A silver liquid, which looks like mercury. No smell to speak of.

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Daisy, Honeywater, Puffskein Tongue, Silver

Charisma bonus 2 Points

Optional Ingredients:

Name	Bonus	DV Cost
Jobberknoll Feather	+100%	2
Mercury	+50%	1
Moondew	+25%	1

Side Effect: Tongue stained permanently silver.

Gilly Concoction

Green-blown sludge. Looks and taste disgusting.

Cost	Mixing Time	Dose	Difficulty
£1	0.5 hour	1 dose	10

Ingredients: Gillyweed

Drinker develops gills and webbed hands, allowing them to survive underwater 0.5 hours

Optional Ingredients:

Name	Bonus	DV Cost
Eye of Newt	+25%	1
Hippocampus Hair	+100%	3
Mackled Malaclaw Tail	+100%	3
Mint	+25%	1

Side Effect: Gills and webbed hands stay visible for 24 hours

Girding Potion

A golden liquid with suspicious lumps in it.

Cost	Mixing Time	Dose	Difficulty
£10 £15	1 day	1 dose	15

Ingredients: Doxy Eggs, Fairy Wings, Hippocampus Hair

When drunk, increases the endurance of a target, giving them Check-Advantage in all Resist checks for 5 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Griffin Claw	+100%	2
Unicorn Hair	+100%	2

Side Effect: Gain check disadvantage on all accuracy checks for the duration.

Gloom-inducing Agent

A black, tar-like substance with an earthy aroma.

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Glumbumble Treacle

Target is incapable of laughing for 5 minutes, and suffers a penalty to Spirit of 1 Points

Optional Ingredients:

Name	Bonus	DV Cost
Asphodel	+50%	1
Bezoar	+100%	3
Bundium Fluid	+50%	1

Side Effect: Target loses the ability to speak entirely.

Growing Agent

A green paste which seems to pulse with power

Cost	Mixing Time	Dose	Difficulty
£1 £5	5 hours	3 doses	15

Ingredients: Caterpillar, Mercury, Occamy Egg

When applied to a living being, causes it to grow in size by 50 %

Optional Ingredients:

Name	Bonus	DV Cost
Dragon Blood	+100%	3
Manticore Skin	+100%	3
Owl Feather	+25%	1
Slug Slime	+50%	1

Side Effect: Target also suffers from a 2 point penalty to intelligence until reduced in size.

Herbicide Potion

A thin, pale green oil

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Bundium Fluid, Flobberworm Mucous, Horklump Juice

When dropped on the ground, kills all plants in a radius of 5 metres

Optional Ingredients:

Name	Bonus	DV Cost
Basilisk Venom	+300%	7
Dragon Blood	+100%	2
Slug Slime	+50%	1

Side Effect: The fumes also do 2d6 HP damage to the potioneer when applied.

Hero's Brew

A thick golden concoction. Smell is hard to describe, but is often described as 'smelling like victory'

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Griffin Claw, Troll Snot, Vodka

The cowardly consumer of this potion finds themselves immune to the *Terrified* status effect. 10 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Peppermint	+25%	1
Phoenix Feather	+100%	3
Tea Leaf	+10%	1
Unicorn Hair	+100%	3

Side Effect: Intelligence suffers a permanent 1 point penalty.

Infusion of Strength

A solid yellow liquid with an incredibly sweet smell.

Cost	Mixing Time	Dose	Difficulty
£3 £10	1 day	3 doses	15

Ingredients: Iron, Re'em Blood, Styx River Water

For one hour, the drinker gets a bonus to checks that use the Strength proficiency by 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Boomberry	+25%	1
Bubotuber Juice	+25%	1
Troll Snot	+100%	3

Side Effect: Permanent 2 point penalty to Finesse attribute

Insulation Inoculation

A brown, frothy beverage which is always just the perfect temperature to warm you up.

Cost	Mixing Time	Dose	Difficulty
£15	5 hours	3 doses	10

Ingredients: Coffee Beans, Fire Seed, Honeywater

When consumed, cures a target of the *Frostbite: Mild* status, and prevents it from being reacquired for 10 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Fire Crab Shell	+75%	3
Ginger	+50%	2
Salamander Blood	+75%	3
Vodka	+100%	3

Side Effect: Your sweat becomes extra flammable: target is Vulnerable to fire damage for 1 day.

Magi-Me-More

A red liquid that smells of almonds.

Cost	Mixing Time	Dose	Difficulty
£4 £10	2 days	3 doses	10

Ingredients: Magnesium, Re'em Blood, Runespoor Egg, Salamander Blood

For 5 minutes, Power attribute increases by 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Dragon Liver	+100%	3
Phoenix Feather	+100%	3
Sphinx Saliva	+75%	2

Side Effect: The potion causes degradation of the emotional parts of your brain: permanent +1 increase to Evil attribute

Malevolent Mixture

An angry red colour and an ominous glow accompany this potion.

Cost	Mixing Time	Dose	Difficulty
£6 £10	2 days	3 doses	15

Ingredients: Dragon Fire Gland, Hellebore, Quintaped Leg

Causes the consumer to fly into a violent, unstoppable rage for 1 minute

Optional Ingredients:

Name	Bonus	DV Cost
Basilisk Venom	+150%	5
Fire Seed	+75%	3
Horklump Juice	+50%	2
Nogtail Trotter	+75%	3

Side Effect: Their rage is specifically directed towards the brewer of the potion.

Merlin's Surprise

A clear, colourless and odourless liquid.

Cost	Mixing Time	Dose	Difficulty
£19 £10	2 days	1 dose	15

Ingredients: Dragon Blood, Erumpet Horn, Jobberknoll Feather, Mercury

The mixer whispers a word over the cauldron as this potion brews. The next time this word is uttered within 2m of the fluid, it ignites for 8d6 fire damage in a radius of 1 metre

Optional Ingredients:

Name	Bonus	DV Cost
Chizpurple Fang	+100%	3
Fire Crab Shell	+25%	1
Fire Seed	+50%	2
Runespoor Egg	+150%	5

Side Effect: The potion instead responds to a randomly chosen word.

Midas' Mixture

Smells like a strong red wine, but looks like it is made of pure gold.

Cost	Mixing Time	Dose	Difficulty
£96	2 weeks	1 dose	20

Ingredients: Bowtruckle Thorn, Gold, Kelpie Hair, Thunderbird Feather

Target transforms everything they touch (excluding themselves) into random metals for 1 day

Optional Ingredients:

Name	Bonus	DV Cost
Boomslang Skin	+150%	4
Copper	+25%	1
Iron	+25%	1
Magnesium	+75%	2

Side Effect: Transfigured objects are burning hot to the touch, and do 4d4 fire damage to the afflicted.

Mopsus' Tincture

Looks and smells like milk, but tastes of popcorn.

Cost	Mixing Time	Dose	Difficulty
£3 £5	1 day	3 doses	10

Ingredients: Centaur Hoof, Fairy Wings, Kneazle Claw

Opens your inner eye for 5 minutes to increase Perception attribute by 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Mallowsweet	+50%	1
Moly	+100%	3
Tea Leaf	+75%	2

Side Effect: In opening your inner eye, you close your actual eyes. Take the *Blinded* status effect for the duration.

Navigator's Necessity

The green colour of this solution matches the smell of fresh-cut grass it exudes.

Cost	Mixing Time	Dose	Difficulty
£1 £15	12 hours	3 doses	10

Ingredients: Iron, Owl Feather, Runespoor Egg

The drinker gains a perfect sense of direction and internal clock. They cannot become lost, or lose track of time for 1 day

Optional Ingredients:

Name	Bonus	DV Cost
Centaur Hoof	+75%	2
Diricawl Feather	+150%	4
Galanthus Nivalis	+100%	3
Peppermint	+25%	1

Side Effect: Target becomes so focussed on their location, Perception attribute takes a temporary 4 point penalty.

Paralyzing Poison

A thick white paste

Cost	Mixing Time	Dose	Difficulty
£1	3 hours	3 doses	15

Ingredients: Lobalug Venom, Mercury, Nettles

Applies the *Paralyzed* status effect for 15 seconds

Optional Ingredients:

Name	Bonus	DV Cost
Acromantula Venom	+150%	5
Bubotuber Juice	+50%	2
Bulbadox Powder	+75%	2
Copper	+25%	1

Side Effect: Randomly removes one other status effect from the afflicted.

Pepperup Potion

Bright blue gel, with a strong, spicy odour.

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Chizpurple Fang, Ginger, Tea Leaf

Restores FP by 5 points

Optional Ingredients:

Name	Bonus	DV Cost
Dragon Liver	+100%	3
Honeywater	+25%	1
Runespoor Egg	+150%	5
Salamander Blood	+50%	2

Side Effect: Causes smoke to issue from the ears with a loud whistling noise.

Philosopher's Stone

A ruby-red rock, which glows with an internal light

Cost	Mixing Time	Dose	Difficulty
£9669 £10	3 years	1 dose	30

Ingredients: Mercury, Moly, Re'em Blood, Unicorn Blood

Turns any metal into pure gold, and produces the Elixir of Life, which provides immortality when taken at regular intervals of 1 week

Optional Ingredients:

Name	Bonus	DV Cost
Silver	+50%	2

Side Effect: The 'elixir' is tainted, and causes permanent, utter insanity.

Polyjuice Potion

The colour, scent and taste of this potion reflect the target transformation.

Cost	Mixing Time	Dose	Difficulty
£10 £15	1 day	1 dose	15

Ingredients: Boomslang Skin, DNA of target, Fluxweed, Lacewing Flies

Transfigure yourself into another human for 1 hour

Optional Ingredients:

Name	Bonus	DV Cost
Bicorn Horn	+100%	2
Knotgrass	+25%	1
Leeches	+50%	1

Side Effect: The transformation is randomly warped, and you end up with an ear for a mouth, and a mouth for an ear (for example).

Potion of Extreme Energy

A thin, brown liquid that smells of fresh coffee.

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Coffee Beans, Dragon Claw, Tea Leaf

When consumed, removes the need for sleep for 2 days

Optional Ingredients:

Name	Bonus	DV Cost
Lemon Juice	+50%	1
Mooncalf Tears	+75%	2
Octopus Powder	+25%	1
Runespoor Egg	+100%	3

Side Effect: After potion ends, take level 5 exhaustion status.

Potion of Living Dreams

An incredibly dark violet syrup, with no smell to speak of.

Cost	Mixing Time	Dose	Difficulty
⊘6 ₣10	2 days	3 doses	15

Ingredients: Flobberworm Mucous, Hippocampus Hair, Knotgrass

When consumed, causes vivid auditory and visual hallucinations for 5 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Billywig Sting	+75%	2
Fairy Wings	+50%	1
Kneazle Claw	+150%	4

Side Effect: Target is immune to all other illusions and deceptions.

Potion of Safe Harbour

A tiny portion of a deep, royal blue liquid which tastes of boiled cabbage.

Cost	Mixing Time	Dose	Difficulty
⊘10	3 days	3 doses	20

Ingredients: Diricawl Feather, Horklump Juice, Thunderbird Feather

When consumed, teleports to the drinker back to the location the potion was brewed, ignoring all anti-teleportation wards. Potion stops functioning after 2 days

Optional Ingredients:

Name	Bonus	DV Cost
Acromantula	+150%	5
Venom	+150%	5
Dragon Scale	+25%	1
Galanthus Nivalis	+25%	1
Owl Feather	+75%	3

Side Effect: The teleportation occurs randomly.

Potion of Sustenance

Looks, tastes and smells like porridge.

Cost	Mixing Time	Dose	Difficulty
⊘46	5 days	1 dose	15

Ingredients: Coffee Beans, Mandrake Root, Morning Dew, Squill Bulb

Target does not need to eat food, or feel hunger, for 3 days

Optional Ingredients:

Name	Bonus	DV Cost
Dragon Blood	+100%	3
Galanthus Nivalis	+25%	1
Honeywater	+75%	2
Wiggentree Bark	+50%	1

Side Effect: Target must consume at least 15 litres of water per day.

Sapping Solution

A milky white fluid with an incredibly sweet smell

Cost	Mixing Time	Dose	Difficulty
⊘10 ₣15	1 day	1 dose	15

Ingredients: Caterpillar, Doxy Eggs, Silver

Victim gets check-disadvantage on all strength-related checks for 2 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Mallowsweet	+50%	1
Manticore Skin	+150%	4
Mercury	+75%	2

Side Effect: Target gets check-advantage on all Finesse checks

Savage Toxin

A poisonous green colour accompanies a foul rotting odour.

Cost	Mixing Time	Dose	Difficulty
⊘6 ₣10	2 days	3 doses	15

Ingredients: Basilisk Venom, Hemlock Essence, Sea-Serpent Spine

Applies the *Poisoned: Severe* status effect and immediately deals 10 Poison Damage

Optional Ingredients:

Name	Bonus	DV Cost
Acromantula	+150%	5
Venom	+75%	3
Fire Seed	+25%	1
Nundu Venom Sac	+150%	5

Side Effect: Triggers immune response so target is Resistant to poison damage for 24 hours.

Shrinking Agent

A red paste which seems to pulse with power

Cost	Mixing Time	Dose	Difficulty
⊘1 ₣5	5 hours	3 doses	15

Ingredients: Abyssinian Shrivelfig, Mercury, Occamy Egg

When applied to a living being, causes it shrink in size by 50 %

Optional Ingredients:

Name	Bonus	DV Cost
Dragon Blood	+100%	3
Grindylow Claw	+50%	1
Moke Skin	+100%	3
Niffler Fang	+25%	1

Side Effect: Target also suffers from a 2 point penalty to Athletics until returned to normal size

Skele-grow

A pale yellow liquid which tastes worse than you can possibly imagine.

Cost	Mixing Time	Dose	Difficulty
⊘1 ₣10	8 hours	3 doses	15

Ingredients: Bundium Fluid, Fluxweed, Quintaped Leg, Scarab Beetles

Mends broken bones and removes the associated *Broken Bone* and *Serious Injury* (if applicable) status effects, and restores HP by 5 points

Optional Ingredients:

Name	Bonus	DV Cost
Dittany	+100%	3
Tormentil Tincture	+50%	1
Wiggentree Bark	+200%	5

Side Effect: The wrong bones grow. Hope you like having a skull instead of an arm!

Sleeping Serum

A dark purple fluid, with sparks of gold within

Cost	Mixing Time	Dose	Difficulty
⊘1 ₣15	12 hours	3 doses	10

Ingredients: Flobberworm Mucous, Lavender, Valerian

Sends the consumer into a dreamless sleep for at least 1 hour if they fail a DV 10 Spirit (Endurance) check.

Optional Ingredients:

Name	Bonus	DV Cost
Mandrake Root	+50%	1
Sloth Brain	+200%	5
Wormwood	+75%	2

Side Effect: The target dies instantly.

Solution of Nature's Ally

An oily substance, the colour of a vibrant forest.

Cost	Mixing Time	Dose	Difficulty
₣15	5 hours	3 doses	10

Ingredients: Dugbog Bark, Lemon Juice, Owl Feather

When consumed, causes animal to like you. Gain check advantage on all animal-persuasion checks for 1 hours

Optional Ingredients:

Name	Bonus	DV Cost
Moly	+200%	5
Phoenix Feather	+100%	3
Rose Petals	+50%	1
Squill Bulb	+25%	1

Side Effect: Causes humans to hate you, taking check disadvantage on all human-related checks.

Solution of Remembrance

This clear fluid seems to glow from within

Cost	Mixing Time	Dose	Difficulty
⊘19 ₣10	2 days	1 dose	15

Ingredients: Centaur Hoof, Galanthus Nivalis, Hippocampus Hair

When consumed, helps aid recollection. Target remembers 2 things they forgot

Optional Ingredients:

Name	Bonus	DV Cost
Jobberknoll	+100%	2
Feather	+50%	1
Kneazle Claw	+50%	1

Side Effect: Target remembers every awkward incident from their childhood, and permanently loses 2 Spirit out of shame.

Solution of Vulnerability

Colour varies with the choice of active ingredient, but the smell is always the same: burned parsnips.

Cost	Mixing Time	Dose	Difficulty
⊘3 ₣10	1 day	3 doses	15

Ingredients: Bundium Fluid, Doxy Venom, Elemental Token, Grindylow Claw

When administered, target becomes Vulnerable to the damage type represented by the 'elemental token' (i.e. a burning ember would represent fire, a rose's thorn, piercing). Effect lasts for 5 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Basilisk Venom	+200%	7
Dragon Blood	+100%	4
Hemlock Essence	+50%	2
Leeches	+75%	3

Side Effect: Target becomes Resistant to all other forms of damage.

Stew of Near-Invisibility

An invisible liquid, can be felt but not seen.

Cost	Mixing Time	Dose	Difficulty
⊘10 ₣15	1 day	1 dose	15

Ingredients: Bowtruckle Thorn, Demiguise Hair, Niffler Fang

For 30 minutes, the drinker is conferred an imperfect chameleon ability, gaining a bonus to Stealth checks of 2 points

Optional Ingredients:

Name	Bonus	DV Cost
Eye of Newt	+50%	1
Pearl Dust	+50%	1
Pogrebin Shell	+100%	3
Quintaped Leg	+75%	2

Side Effect: Target suffers uncontrollable flatulence.

Ulgard's Unstable Catalyst

A fizzing, yellow-orange liquid that moves of its own accord.

Cost	Mixing Time	Dose	Difficulty
£3 £15	5 hours	1 dose	15

Ingredients: Ash, Bulbadox Powder, Chizpurple Fang

Add to another potion to increase the potency by 50 %

Optional Ingredients:

Name	Bonus	DV Cost
Dragon Liver	+100%	3
Erumpet Horn	+400%	10
Salamander Blood	+50%	1
Stinksap	+25%	1

Side Effect: Explodes on addition to the potion, doing 4d10 fire damage in a 5m radius.

Vampiric Savior

Smells and tastes like blood, but is a pale orange colour.

Cost	Mixing Time	Dose	Difficulty
£9	3 days	3 doses	10

Ingredients: Dragon Blood, Salamander Blood, Slug Slime

Acts as a substitute for human blood for a vampire. Satiates the drinker's need for blood for 2 days

Optional Ingredients:

Name	Bonus	DV Cost
Ash	+25%	1
Morning Dew	+50%	1
Re'em Blood	+100%	1
Unicorn Blood	+500%	7

Side Effect: Any celestial damage is 100% lethal to the target for 2 hours after drinking this potion.

Veritaserum

Colourless, odourless liquid. Indistinguishable from water.

Cost	Mixing Time	Dose	Difficulty
£63 £10	1 week	1 dose	15

Ingredients: Jobberknoll Feather, Moonstone, Wormwood

For 2 minutes, the drinker is forced to answer all questions fully and truthfully, if they fail a DV 10 Spirit (Willpower) check

Optional Ingredients:

Name	Bonus	DV Cost
Eye of Newt	+50%	2
Jarvey Fang	+150%	5
Kneazle Claw	+100%	3
Pearl Dust	+25%	1

Side Effect: Target babbles incoherently. What they say may be the truth, but it is not an answer to a question.

Viper's Venom

A blue liquid with a slight acrid odour.

Cost	Mixing Time	Dose	Difficulty
£9	2 hours	3 doses	10

Ingredients: Asp Tail, Lobalug Venom, Nightshade

Applies the *Poisoned: Mild* status effect and immediately deals 5 Poison Damage

Optional Ingredients:

Name	Bonus	DV Cost
Acromantula Venom	+150%	4
Basilisk Venom	+150%	4
Doxy Eggs	+50%	1
Venomous Tentacula	+75%	2

Side Effect: Triggers immune response so target is Resistant to poison damage for 24 hours.

Weasley's Patented Stinking Solution

Looks like an empty glass jar. The smell has been described as 'unholly'. The taste is worse.

Cost	Mixing Time	Dose	Difficulty
£3 £10	1 day	3 doses	15

Ingredients: Bundium Fluid, Lacewing Flies, Octopus Powder, Pungent Onion

When released into the atmosphere, causes a cloud so vile that all beings in a 5m radius must succeed a DV 10 Spirit (Endurance) check to avoid vomiting instantly. Vomiting takes a major action

Optional Ingredients:

Name	Bonus	DV Cost
Sloth Brain	+25%	1
Slug Slime	+25%	1
Stinksap	+50%	1
Troll Snot	+50%	1

Side Effect: After mixing, the stench clings to the mixer's robes, causing anyone who touches them to also vomit.

Wiggenweld Potion

Vibrant red fluid with a pleasant, herbal aroma.

Cost	Mixing Time	Dose	Difficulty
£7	1 hour	3 doses	10

Ingredients: Dittany, Horklump Juice, Wiggentree Bark

Restores HP 5 points

Optional Ingredients:

Name	Bonus	DV Cost
Leeches	+75%	1
Moly	+200%	4
Murtlap Tentacles	+150%	3
Nettles	+100%	2

Side Effect: Injuries heal improperly, leaving the drinker Vulnerable to fire damage.

Wolfsbane

A yellow-green solution with the odour of rotting eggs.

Cost	Mixing Time	Dose	Difficulty
£29 £5	3 days	1 dose	18

Ingredients: Aconite, Eye of Newt, Mackled Malaclaw Tail, Wormwood

After consuming, a werewolf cannot transform into their *Beast Within* form for 1 day

Optional Ingredients:

Name	Bonus	DV Cost
Kelpie Hair	+75%	2
Moonstone	+50%	1
Silver	+500%	13

Side Effect: An improperly mixed batch causes an instant transformation into an enraged state.

Ingredients

Abyssinian Shrivelfig (£3 × 10)

A purple fruit found in the African desert. Dries up and shrinks when picked.

Required in: Druid's Delight and Shrinking Agent

Aconite (£1 × 20)

The brilliant blue flower of a common, non-magical (but poisonous) plant.

Required in: Anti-Paralysis Potion, Final Goodnight and Wolfsbane

Acromantula Venom (£20)

Thick, black venom of the giant spiders. Very rare and potent.

Required in: Final Goodnight
Optional in: Forgetting Fog, Paralyzing Poison, Potion of Safe Harbour, Savage Toxin and Viper's Venom

Alihotsy Leaves (£1 × 10)

Consuming the speckled leaves of the 'hyena tree' results in uncontrollable laughter

Required in: Alihotsy Draught

Antimony (£8 × 15)

A silver metal used as a cosmetic throughout muggle history

Required in: Fatiguing Infusion and Flask of Freezing Beautification
Optional in: Potions of Duplicating Draught and Garotting Gas

Ash (× 5)

Burned and blackened organic matter.

Required in: Alchemic Grenade, Garotting Gas and Ulgard's Unstable Catalyst
Optional in: Vampiric Savior

Ashwinder Eggs (£11 × 15)

A clutch of the eggs of a fire-snake. They are red-hot, and are renowned in love potions.

Required in: Amortentia and Felix Felicis
Optional in: Dragonbreath Solution

Asp Tail (£8 × 15)

The tail of a poisonous European snake, used in potion making for thousands of years.

Required in: Viper's Venom

Asphodel (£1 × 20)

A mundane member of the lily family, used in sleeping potions

Required in: Calming Draught and Draught of Living Death
Optional in: Gloom-inducing Agent

Basilisk Venom (£20)

Potent purple venom from the fangs of a monstrous snake.

Required in: Savage Toxin
Optional in: Azimov's Awesome Acid, Final Goodnight, Herbicide Potion, Malevolent Mixture, Solution of Vulnerability and Viper's Venom

Bezoar (£1 × 20)

A hard, brown lump formed in the stomach of a goat.

Required in: Antidote to Common Poisons
Optional in: Gloom-inducing Agent

Bicorn Horn (£2 £10)

The golden horn of a legendary beast, with many properties.

Optional in: Gloom-inducing Agent

Billywig Sting (£3 × 10)

The venom inside causes giddiness and levitation.

Required in: Alihotsy Draught, Anti-Paralysis Potion and Astral Acid
Optional in: Potion of Living Dreams

Boomberry (£3 × 10)

A small brown nut that explodes when disturbed.

Required in: Alchemic Grenade
Optional in: Fleet Foot Fluid and Infusion of Strength

Boomslang Skin (£1 × 20)

The brown, sloughed of skin of a nonmagical snake.

Required in: Polyjuice Potion
Optional in: Beautification Potion and Midas' Mixture

Bowtruckle Thorn (£11 × 15)

Living green wood harvested from the forest-dweller

Required in: Midas' Mixture and Stew of Near-Invisibility

Bubotuber Juice (ƒ3 × 10)

White sap from the magic tree causes boils on contact.

Optional in: Beautification Potion and Midas' Mixture

Bulbadox Powder (ƒ1 × 10)

Volatile orange powder capable of causing boils and itching

Required in: Ulgard's Unstable Catalyst
Optional in: Paralyzing Poison

Bundium Fluid (ƒ1 × 10)

A powerfully acidic, foul smelling grey secretion.

Required in: Azimov's Awesome Acid, Herbicide Potion, Skele-grow, Solution of Vulnerability and Weasley's Patented Stinking Solution
Optional in: Blemish Blitzter and Gloom-inducing Agent

Caterpillar (× 5)

Pupae form of a butterfly. A variety of species and colours.

Required in: Druid's Delight, Growing Agent and Sapping Solution
Optional in: Draconic Protection Draught

Centaur Hoof (⊗2 ƒ10)

Shavings from the hoof is said to contain the wisdom of the mystical people.

Required in: Baruffio's Brain Elixir, Mopsus' Tincture and Solution of Remembrance
Optional in: Navigator's Necessity

Chizpurfle Fang (ƒ3 × 10)

The fang of the magic-absorbing insects is a powerful restorative.

Required in: Pepperup Potion and Ulgard's Unstable Catalyst
Optional in: Merlin's Surprise

Coffee Beans (× 5)

Small brown berries with a high caffeine content. Used by muggles as a restorative.

Required in: Insulation Inoculation, Potion of Extreme Energy and Potion of Sustenance

Copper (ƒ1 × 20)

A chemical element with many intriguing properties.

Optional in: Merlin's Surprise

Daisy (× 5)

A small white and yellow flower familiar to muggles.

Required in: Gift of the Gab
Optional in: Druid's Delight, Beautification Potion and Emanation Elimination Elixir

Dementor Cloak (⊗2 ƒ10)

A cutting from the cloak of a dementor. Oozes cold, and saps your will.

Required in: Fatiguing Infusion and Flask of Freezing

Demiguise Hair (⊗2 ƒ10)

An invisible strand of hair, with many beneficial properties.

Required in: Stew of Near-Invisibility

Diricawl Feather (ƒ11 × 15)

A purple feather that teleports 1cm to the left every few minutes.

Required in: Curse-Countering Concoction, Fleet Foot Fluid and Potion of Safe Harbour
Optional in: Navigator's Necessity

Dittany (ƒ1 × 20)

A mundane green leaf with powerful healing properties.

Required in: Blood-Refilling Potion and Wiggenweld Potion
Optional in: Skele-grow

Doxy Eggs (ƒ3 × 10)

The bright blue eggs of the trickster-fairies are mildly poisonous.

Required in: Girding Potion and Sapping Solution
Optional in: Viper's Venom

Doxy Venom (ƒ3 × 10)

This clear fluid deeply affects the brain of the victim.

Required in: Befuddlement Beverage, Forgetting Fog and Solution of Vulnerability

Dragon Blood (⊗2 ƒ10)

Dumbledore is said to have discovered 12 uses for this scarlet substance.

Required in: Azimov's Awesome Acid, Merlin's Surprise and Vampiric Savior
Optional in: Amortentia, Growing Agent, Herbicide Potion, Potion of Sustenance, Shrinking Agent and Solution of Vulnerability

Dragon Claw (⊗2 ƒ10)

The powdered claw of a dragon is said to provide a potent brain-boost.

Required in: Baruffio's Brain Elixir and Potion of Extreme Energy

Dragon Fire Gland (⊗2 ƒ10)

The red-hot glands that sit inside the mouth of a dragon, responsible for their fire-breathing.

Required in: Alchemic Grenade, Dragonbreath Solution, Emanation Elimination Elixir and Malevolent Mixture

Dragon Liver (⊗2 ƒ10)

The liver of a dragon takes on the qualities of the food that the dragon eats.

Optional in: Amortentia, Growing Agent, Herbicide Potion, Potion of Sustenance, Shrinking Agent and Solution of Vulnerability

Dragon Scale (⊗2 ƒ10)

A hardened scale from the hide of a dragon - the colour varies depending on the species it was harvested from.

Required in: Draconic Protection Draught
Optional in: Potion of Safe Harbour

Dugbog Bark (ƒ3 × 10)

Very dense wood-like material from the back of a dugbog.

Required in: Solution of Nature's Ally
Optional in: Finder' Friend

Erumpet Horn (⊗2 ƒ10)

A grey, twisted horn that has a nasty habit of exploding.

Required in: Merlin's Surprise
Optional in: Alchemic Grenade, Felix Felicis and Ulgard's Unstable Catalyst

Eye of Newt (× 5)

A classic potion ingredient, these black orbs are often used to stabilise volatile potions.

Required in: Drink of Despair and Wolfsbane
Optional in: Druid's Delight, Anti-Paralysis Potion, Gilly Concoction, Stew of Near-Invisibility and Veritaserum

Fairy Wings (ƒ3 × 10)

Fairies regrow their iridescent wings regularly, though fresh-plucked wings are the most potent.

Required in: Astral Acid, Beautification Potion, Girding Potion and Mopsus' Tincture
Optional in: Duplicating Draught and Potion of Living Dreams

Fire Crab Shell (ƒ11 × 15)

A jewel-encrusted ruby shell that occasionally emits a gout of flame.

Optional in: Duplicating Draught and Potion of Living Dreams

Fire Seed (ƒ3 × 10)

A seed that burns with a hot flame whilst growing. Takes hours to cool once picked.

Required in: Druid's Delight, Dragonbreath Solution and Insulation Inoculation
Optional in: Amortentia, Malevolent Mixture, Merlin's Surprise and Savage Toxin

Flobberworm Mucous (× 5)

The green-grey goo extruded by the most useless of creatures.

Required in: Calming Draught, Herbicide Potion, Potion of Living Dreams and Sleeping Serum
Optional in: Azimov's Awesome Acid

Fluxweed (ƒ1 × 10)

A magical plant known for its healing and transformative properties.

Required in: Druid's Delight, Polyjuice Potion and Skele-grow
Optional in: Garotting Gas

Frost Salamander Blood (ƒ11 × 15)

The ice-cold blood of the frost salamander, a pleasant sky-blue colour.

Required in: Burn-healing paste and Flask of Freezing

Galanthus Nivalis (ƒ8 × 15)

A mundane herb known for its memory-inducing effects.

Required in: Solution of Remembrance
Optional in: Navigator's Necessity, Potion of Safe Harbour and Potion of Sustenance

Gillyweed (ƒ11 × 15)

A magical plant with the ability to confer the consumer with gills.

Required in: Gilly Concoction

Ginger (× 5)

A pleasant smelling plant and footstuff. Gives life a bit of zing.

Required in: Pepperup Potion
Optional in: Baruffio's Brain Elixir, Beautification Potion, Finder' Friend and Insulation Inoculation

Glumbumble Treacle (ƒ3 × 10)

A melancholy inducing substance that looks like pink honey.

Required in: Gloom-inducing Agent
Optional in: Calming Draught

Gold (⊗2)

A rare and lustrous metal. The goal of alchemists throughout history.

Required in: Midas' Mixture
Optional in: Alihotsy Draught and Finder' Friend

Griffin Claw (ƒ11 × 15)

A magic raptor-like claw. Said to confer its great intelligence to the owner.

Required in: Hero's Brew
Optional in: Baruffio's Brain Elixir and Girding Potion

Grindylow Claw (ƒ3 × 10)

A grey talon used by the creature to suffocate its victims.

Required in: Garotting Gas and Solution of Vulnerability
Optional in: Shrinking Agent

Hellebore (ƒ8 × 15)

A poisonous plant that interferes with sleep.

Required in: Final Goodnight and Malevolent Mixture

Hemlock Essence (ƒ8 × 15)

A well known poison, known for its purple hue.

Required in: Befuddlement Beverage and Savage Toxin
Optional in: Final Goodnight and Solution of Vulnerability

Hippocampus Hair (ƒ11 × 15)

This multicoloured hair is said to help the memory.

Required in: Girding Potion, Potion of Living Dreams and Solution of Remembrance
Optional in: Astral Acid and Gilly Concoction

Honeywater (ƒ1 × 10)

A dilute form of honey. Useful as a potion base.

Required in: Blemish Blitzter, Burn-healing paste, Fleet Foot Fluid, Gift of the Gab and Insulation Inoculation
Optional in: Pepperup Potion and Potion of Sustenance

Horklump Juice (ƒ1 × 10)

The deep red juice of the horklump is a healing agent.

Required in: Herbicide Potion, Potion of Safe Harbour and Wiggenweld Potion
Optional in: Malevolent Mixture

Iron (ƒ1 × 20)

A plentiful, hard metal. Used as a base in alchemy.

Required in: Burn-healing paste, Draconic Protection Draught, Infusion of Strength and Navigator's Necessity
Optional in: Alchemic Grenade and Midas' Mixture

Jarvey Fang (ƒ3 × 10)

A curved fang containing a venom that causes involuntary babbling.

Optional in: Alchemic Grenade and Midas' Mixture

Jobberknoll Feather (†11 × 15)

This black feather forces the bearer to relive their memories in exquisite detail.

Required in: Merlin's Surprise and Veritaserum
Optional in: Gift of the Gab and Solution of Remembrance

Kelpie Hair (†3 × 10)

The grey hair of the shapeshifter retains some of this magic.

Required in: Garotting Gas and Midas' Mixture
Optional in: Burn-healing paste and Wolfsbane

Kneazle Claw (†11 × 15)

When powdered, increases the consumer's perception enormously.

Required in: Finder' Friend and Mopsus' Tincture
Optional in: Potion of Living Dreams, Solution of Remembrance and Veritaserum

Knotgrass (× 5)

The result of magical experimentation on a muggle plant - the result is an unusually resilient weed which can grow almost anywhere.

Required in: Potion of Living Dreams
Optional in: Polyjuice Potion

Lacewing Flies (× 5)

A species of small green insects, known for their transparent wings.

Required in: Polyjuice Potion and Weasley's Patented Stinking Solution

Lavender (× 5)

A pleasant smelling purple plant with powerful calming effects.

Required in: Calming Draught and Sleeping Serum
Optional in: Draught of Living Death and Emanation Elimination Elixir

Leeches (†1 × 20)

Animals that feed off blood. Powerful healing properties, but gross.

Optional in: Draught of Living Death and Emanation Elimination Elixir

Lemon Juice (× 5)

Cloudy, acidic juice with healing properties.

Required in: Finder' Friend and Solution of Nature's Ally
Optional in: Azimov's Awesome Acid and Potion of Extreme Energy

Lethe River Water (⊗2 †10)

Water from a magic river. A powerful amnesiac.

Required in: Befuddlement Beverage and Forgetting Fog

Lobalug Venom (†3 × 10)

This white fluid is a mild poison, often used to amplify other ingredients.

Required in: Paralyzing Poison and Viper's Venom

Lovage (†1 × 20)

A mundane plant with nausea inducing qualities.

Required in: Forgetting Fog
Optional in: Befuddlement Beverage

Mackled Malaclaw Tail (⊗2 †10)

A powerful iridescent blue ingredient, useful but unstable.

Required in: Wolfsbane
Optional in: Burn-healing paste and Gilly Concoction

Magnesium (†1 × 20)

This lustrous metal is so reactive it must be stored in oil to prevent it reacting with air.

Required in: Magi-Me-More
Optional in: Draught of Living Death and Midas' Mixture

Mallowsweet (× 5)

The yellow berries of this plant have many beneficial properties.

Optional in: Draught of Living Death and Midas' Mixture

Mandrake Root (†11 × 15)

Trimnings from a sentient plant that act as a powerful antidote.

Required in: Antidote to Common Poisons, Anti-Paralysis Potion and Potion of Sustenance
Optional in: Sleeping Serum

Manticore Skin (⊗20)

The manticore's magic resistance resides within its tanned skin.

Required in: Drink of Despair
Optional in: Amortentia, Growing Agent and Sapping Solution

Mercury (†1 × 20)

A liquid silver metal that is constantly changing shape and form.

Required in: Conduit Concoction, Fatiguing Infusion, Growing Agent, Merlin's Surprise, Paralyzing Poison, Philosopher's Stone and Shrinking Agent
Optional in: Befuddlement Beverage, Felix Felicis, Fleet Foot Fluid, Gift of the Gab and Sapping Solution

Mint (× 5)

A pleasant smelling and tasting herb. Fresh!

Optional in: Befuddlement Beverage, Felix Felicis, Fleet Foot Fluid, Gift of the Gab and Sapping Solution

Moke Skin (†11 × 15)

A green scaled pouch that shrinks at the sign of approaching danger.

Optional in: Befuddlement Beverage, Felix Felicis, Fleet Foot Fluid, Gift of the Gab and Sapping Solution

Moly (⊗2 †10)

A golden, glowing plant that helps to heal the wounded and break curses.

Required in: Curse-Countering Concoction and Philosopher's Stone
Optional in: Blood-Refilling Potion, Conduit Concoction, Felix Felicis, Mopsus' Tincture, Solution of Nature's Ally and Wiggenweld Potion

Mooncalf Tears (†3 × 10)

Glowing fluid that seems to calm you down just by looking at it.

Optional in: Blood-Refilling Potion, Conduit Concoction, Felix Felicis, Mopsus' Tincture, Solution of Nature's Ally and Wiggenweld Potion

Moondew (× 5)

Dew gathered at midnight on a new moon. Absorbs all light that hits it.

Optional in: Blood-Refilling Potion, Conduit Concoction, Felix Felicis, Mopsus' Tincture, Solution of Nature's Ally and Wiggenweld Potion

Moonstone (†11 × 15)

A gemstone of unknown provenance. Glows with an inner light.

Required in: Veritaserum
Optional in: Amortentia, Antidote to Common Poisons, Blood-Refilling Potion and Wolfsbane

Morning Dew (× 5)

Dew harvested by naked virgins from only the purest oak leaves, just as the first rays of morning infuse them.

Required in: Beautification Potion and Potion of Sustenance
Optional in: Flask of Freezing and Vampiric Savior

Murtlap Tentacles (†3 × 10)

The pink tentacles have a soothing effect on the skin.

Required in: Blemish Blitzer
Optional in: Wiggenweld Potion

Nettles (× 5)

Stinging plant, but has restorative properties when brewed.

Required in: Drink of Despair and Paralyzing Poison
Optional in: Anti-Paralysis Potion and Wiggenweld Potion

Niffler Fang (†11 × 15)

A small white fang that exudes mischief.

Required in: Finder' Friend and Stew of Near-Invisibility
Optional in: Astral Acid, Fatiguing Infusion and Shrinking Agent

Nightshade (†3 × 10)

A poisonous purple flower, used as a cosmetic by muggles throughout history.

Required in: Amortentia and Viper's Venom
Optional in: Savage Toxin

Nogtail Trotter (⊗2 †10)

The foot of the nogtail makes one as fleet as the beast itself.

Required in: Drink of Despair and Fleet Foot Fluid
Optional in: Malevolent Mixture

Nundu Venom Sac (⊗20)

A black lump of flesh responsible for producing the poisonous aura of the nundu.

Required in: Final Goodnight
Optional in: Alchemic Grenade and Savage Toxin

Occamy Egg (⊗2 †10)

Seemingly made of solid silver, yet constantly growing in size.

Required in: Felix Felicis, Growing Agent and Shrinking Agent

Octopus Powder (†8 × 15)

A disgusting orange powder, but a powerful catalyst.

Required in: Emanation Elimination Elixir and Weasley's Patented Stinking Solution
Optional in: Anti-Paralysis Potion and Potion of Extreme Energy

Owl Feather (†1 × 20)

Proximity to wizards mean that an owl's feathers pick up many properties.

Required in: Navigator's Necessity and Solution of Nature's Ally
Optional in: Baruffio's Brain Elixir, Fleet Foot Fluid, Growing Agent and Potion of Safe Harbour

Pearl Dust (†8 × 15)

A lustrous powder that gleams with positive energy.

Required in: Duplicating Draught
Optional in: Curse-Countering Concoction, Draught of Living Death, Stew of Near-Invisibility and Veritaserum

Peppermint (× 5)

A more potent form of mint, produces gas when immersed in acid.

Required in: Dragonbreath Solution and Emanation Elimination Elixir
Optional in: Hero's Brew and Navigator's Necessity

Phoenix Feather (⊗20)

A scarlet feather with many wonderful magical properties.

Required in: Conduit Concoction
Optional in: Antidote to Common Poisons, Hero's Brew, Magi-Me-More and Solution of Nature's Ally

Pogrebin Shell (⊗2 †10)

A lump of hardened flesh that resembles stone. Exudes an ominous aura.

Required in: Draconic Protection Draught
Optional in: Fatiguing Infusion and Stew of Near-Invisibility

Puffskein Tongue (†3 × 10)

A long ribbon of flesh harvested from a puffskein.

Required in: Gift of the Gab

Pungent Onion (†1 × 10)

A bright green onion with a powerfully repulsive odour.

Required in: Weasley's Patented Stinking Solution
Optional in: Antidote to Common Poisons

Quintaped Leg (⊗2 †10)

A brown, hairy leg from a magic abomination. Filled with hatred and power.

Required in: Malevolent Mixture and Skele-grow
Optional in: Drink of Despair, Garotting Gas and Stew of Near-Invisibility

Re'em Blood (⊗2 ♀10)

A vibrant yellow fluid that imbues the drinker with immense strength.

Required in: Infusion of Strength, Magi-Me-More and Philosopher's Stone
Optional in: Conduit Concoction and Vampiric Savior

Rose Petals (× 5)

Red petals that exude lust.

Required in: Amortentia and Beautification Potion
Optional in: Emanation Elimination Elixir and Solution of Nature's Ally

Runespoor Egg (♀11 × 15)

Deep blue eggs with an orange aura, they are said to focus the mind

Required in: Baruffio's Brain Elixir, Magi-Me-More and Navigator's Necessity
Optional in: Alihotsy Draught, Merlin's Surprise, Pepperup Potion and Potion of Extreme Energy

Salamander Blood (♀11 × 15)

Bright red fluid that emits huge amounts of heat. A powerful catalyst.

Required in: Dragonbreath Solution, Magi-Me-More and Vampiric Savior
Optional in: Insulation Inoculation, Pepperup Potion and Ulgard's Unstable Catalyst

Scarab Beetles (♀1 × 20)

Once considered sacred by the ancient Egyptians, these contain a surprising amount of magical power for a mundane beetle.

Required in: Skele-grow
Optional in: Astral Acid

Sea-Serpent Spine (♀11 × 15)

Shed from the fins of aquatic beasts, these spines are used by poisoners worldwide.

Required in: Duplicating Draught and Savage Toxin
Optional in: Burn-healing paste, Final Goodnight and Flask of Freezing

Silver (⊗2)

A rare and lustrous metal, second only to gold in its value. Feared by the undead.

Required in: Gift of the Gab and Sapping Solution
Optional in: Philosopher's Stone and Wolfsbane

Sloth Brain (♀8 × 15)

The diced brain of a sloth is said to contain the essence of the being.

Optional in: Philosopher's Stone and Wolfsbane

Slug Slime (♀1 × 10)

Horned slugs produce an acidic green-grey fluid that slows their targets down.

Required in: Blood-Refilling Potion and Vampiric Savior
Optional in: Growing Agent, Herbicide Potion and Weasley's Patented Stinking Solution

Sphinx Saliva (♀11 × 15)

Used to keep the sphinx cool in the hot deserts, this fluid is also incredibly acidic.

Required in: Azimov's Awesome Acid
Optional in: Curse-Countering Concoction and Magi-Me-More

Squill Bulb (♀1 × 20)

The root of a non-magical plant found at high altitudes, often used to make potions palatable.

Required in: Felix Felicis and Potion of Sustenance
Optional in: Solution of Nature's Ally

Stinksap (♀1 × 10)

A foul smelling green sap that permeates all surfaces it touches.

Optional in: Solution of Nature's Ally

Styx River Water (⊗2 ♀10)

Water from a magic river. Gives the drinker protection, but they fly into a rage.

Required in: Infusion of Strength
Optional in: Flask of Freezing

Tea Leaf (× 5)

A muggle plant that awakens the brain, and broadens the senses. Good with milk.

Required in: Pepperup Potion and Potion of Extreme Energy
Optional in: Hero's Brew and Mopsus' Tincture

Thunderbird Feather (⊗2 ♀10)

Blah

Required in: Conduit Concoction, Midas' Mixture and Potion of Safe Harbour

Tormentil Tincture (♀1 × 20)

A bright yellow fluid extracted from a plant known for its soothing properties.

Required in: Blemish Blitzter
Optional in: Calming Draught and Skele-grow

Troll Snot (♀3 × 10)

A thick grey goo that dulls the senses, but bolsters the muscles.

Required in: Hero's Brew
Optional in: Befuddlement Beverage, Infusion of Strength and Weasley's Patented Stinking Solution

Unicorn Blood (⊗20)

Visibly similar to mercury, the blood of a unicorn carries a powerful curse.

Required in: Duplicating Draught and Philosopher's Stone
Optional in: Vampiric Savior

Unicorn Hair (⊗2 ♀10)

A pure-white hair with many beneficial properties, if taken politely.

Required in: Curse-Countering Concoction
Optional in: Alihotsy Draught, Blemish Blitzter, Conduit Concoction, Girding Potion and Hero's Brew

Valerian (♀1 × 20)

A sleep-inducing plant. Poisonous in high concentrations.

Required in: Draught of Living Death and Sleeping Serum
Optional in: Alchemic Grenade

Venemous Tentacula (♀3 × 10)

A green goo formed from the mashed plant. Highly toxic.

Optional in: Alchemic Grenade

Vodka (♀1 × 20)

A strong mixture of ethanol and water, usually distilled from grain or potatoes.

Required in: Astral Acid and Hero's Brew
Optional in: Insulation Inoculation

Wartcap Powder (♀1 × 10)

A sickly yellow powder that causes boils and rashes to break out.

Required in: Alchemic Grenade
Optional in: Astral Acid and Garotting Gas

Wiggentree Bark (♀1 × 10)

A thick lump of bark from a magical tree. Powerful restorative properties.

Required in: Blood-Refilling Potion and Wiggeweld
Optional in: Potion of Safe Harbour, Calming Draught, Potion of Sustenance and Skele-grow

Wormwood (♀1 × 20)

A calming, healing plant that helps you drift off to sleep.

Required in: Draught of Living Death, Veritaserum and Wolfsbane
Optional in: Blood-Refilling Potion, Burn-healing paste and Sleeping Serum

2: Beasts, Beings and Other Bad Business

There are 3 classes of entity in this game: Beasts, Un-life and Sapients.

Beasts are living beings without intelligence or self awareness, or with such a staggering level of violence and hatred that they cannot interact with other Sapients without imminent danger. Most beasts cannot use magic consciously, but may have innate magical abilities.

Sapients are those creatures with intelligence, language and society. Mostly humanoids (though with a few exceptions), sapients can often wield magic with intent, unlike the mindless usage of the beasts. All player characters must be sapients. For political reasons, the word *Beings* is often used, though Sapients such as Centaurs and the Merpeople object to sharing this category with, for example, the hags, and hence are often classified as *beasts*, despite their evidently sapient nature.

The Un-Life are those beings which cannot truly be called alive, and are often either inert matter brought to some mimicry of life by a spellcaster, or raw manifestations of pure magic. Often thought of as abominations due to creatures such as Dementors and Inferi, the Un-Life are often incredibly alien and hard to understand.

Acromantula

The acromantula are an incredibly rare - and incredibly dangerous - species of gigantic, intelligent spiders. Found mainly in dense forests, where they weave their web-covered nests, they only occasionally go out to hunt, preferring instead to let their prey come to them.

Hatching from eggs the size of rugby balls, the oldest specimens have legspans in excess of 10 metres. Their equally enormous fangs contain a potent venom.

The speed, strength and venom, however, is not what makes the Acromantula a truly awful foe. Rather, their greatest weapon is their formidable intellect, which allows them to outthink even the greatest wizards.

Acromantula Hatchling

A newborn acromantula has a shiny, hairless and pale-grey carapace, covering their body which is only 1 metre across, and has a diminished intelligence compared to their full grown counterparts.

ACROMANTULA HATCHLING

Newborn Giant Spider (Non-sapient Monstrosity)

Health:	15 Points	Dodge:	12
Block:	10	Legspan:	1 metre
Speed :	10 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
8 (-1)	13 (+1)	6 (-2)	4 (-3)	12 (+1)	8 (-1)	8 (-1)	7 (-2)

Proficiency: Stealth (+4), Nightvision

Immunity: Celestial damage

Resistance: Poison damage

Languages: Can speak in the spider tongue

Spider Climb: An acromantula may climb across all surfaces, including ceilings as part of their normal movement

Web Walker: An acromantula takes no movement penalty when walked on webbed surfaces

Actions

Bite: (melee attack, +3 to hit) Deals 1+1d8 piercing damage. Target must succeed a DV10 Vitality check, or take an additional 2d6 poison damage



Acromantula

A fully grown Acromantula is something to be greatly feared. They can run incredibly quickly and they utilise a ranged web attack to ensnare their prey, capturing it for later devourment.

ACROMANTULA

Adult Giant Spider (Sapient Monstrosity)

Health: 45 Points
Block: 17
Speed : 15 metres
Dodge: 15
Legspan: 4 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	15 (+2)	10 (0)	6 (-2)	18 (+4)	14 (+2)	12 (+1)	10 (0)

Proficiency: Stealth (+6), Strength (+5), Observation (+5), Nightvision

Immunity: Celestial damage

Resistance: Poison damage

Susceptible: Fire damage

Languages: Can speak in the spider tongue, and understand human languages.

Spider Climb: An acromantula may climb across all surfaces, including ceilings as part of their normal movement

Vibration Sense: When in contact with a webbed surface, the acromantula knows the location of every other being also in contact with the web.

Web Walker: An acromantula takes no movement penalty when walked on webbed surfaces

Actions

Bite: (*melee attack, +7 to hit*) Deals 6+3d8 piercing damage. Target must succeed a DV15 Vitality check, or take an additional 5d6 poison damage and take the *Poisoned: Mild* status effect.

Web: (*ranged attack, +4 to hit, range: 10 metres*) A target individual is covered in sticky webbing. The target is *Incapacitated* until they succeed on a DV 14 Strength Resist, or the webbing absorbs 5 points of physical damage.

Acromantula Patriarch

The eldest of the spider monstrosities is known as the *Patriarch*. Though they have reached truly gargantuan sizes, their bodies have become decrepit with age. Their minds, however, are razor sharp and they have mastered human speech.

ACROMANTULA PATRIARCH

Ruler of the Spider Clan (Sapient Monstrosity)

Health: 100 Points
Block: 15
Speed : 5 metres
Dodge: 5
Legspan: 8 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
7 (-2)	14 (+2)	15 (+2)	8 (-1)	22 (+6)	18 (+4)	16 (+3)	15 (+2)

Proficiency: Strength (+3), Observation (+9)

Immunity: Celestial damage

Resistance: Poison damage

Susceptible: Fire damage

Languages: Can speak fluently in both Spider and human languages.

Command Loyalty: All nearby Acromantula of a lower rank and lesser spiders will follow the orders of the Patriarch without question.

Spider Climb: An acromantula may climb across all surfaces, including ceilings as part of their normal movement

Vibration Sense: When in contact with a webbed surface, the acromantula knows the location of every other being also in contact with the web.

Web Walker: An acromantula takes no movement penalty when walked on webbed surfaces

Actions

Bite: (*melee attack, +4 to hit*) Deals 6d10 piercing damage. Target must succeed a DV18 Vitality check, or take an additional 15d6 poison damage and take the *Poisoned: Severe* status effect.

Web: (*ranged attack, +6 to hit, range: 30 metres*) A target individual is covered in sticky webbing. The target is *Incapacitated* until they succeed on a DV 18 Strength Resist, or the webbing absorbs 15 points of physical damage.

Webbed Domain: A patriarch may use a major action to launch a globule of sticky material up to 10 metres away from them, which covers an area of 5m in radius. This area is considered *Webbed*. Movement on a webbed area is halved.



Apparitions

Apparitions are ghostly creatures - spirits and ghosts which defy the laws of life and death, and yet continue to roam the mortal realms.

Though their incorporeal form renders most apparitions incapable of rendering physical harm, they can nevertheless be a terrifying sight.

Ghost

A ghost is the imprint of the soul of a once-living wizard or witch, left to wander the material realm after their physical form has died. A ghost resembles their former selves at the moment of their death, though in a translucent, silver-grey form.

No-one knows what causes a ghost to remain behind, though it is posited that these fleshless spirits were mortally afraid of death or have some extraordinarily strong connection to the locations they haunt.

GHOST

Remnant of deceased human (Alien Spirit)

Health: 1 Points
Block: 0
Speed : 10 metres (flying)
Dodge: 10
Height: 2 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	0 (-5)	0 (-5)

Proficiency: Stealth (+8)

Immunity: All damage types & status effects

Incorporeal: The ghost does not interact with the material world. It may move through physical objects at will, and float in all 3 dimensions. When inside an object, the ghost cannot see or hear.

Actions

Haunting: The ghost releases an unearthly howl, forcing all beings to pass a DV 15 Willpower Resist, or become *Terrified* of it.



Poltergeist

A poltergeist is an amortal, indestructable spirit of chaos and mischief. They appear as a short, childlike figure dressed in a motley jester's garb, with glowing orange eyes, which twinkle with mischief.

Brought into existence by a critical mass of humans, trickery and mischief, poltergeists haunt the specific place which they are tied to.

Unusually out of apparitions and other spiritual creatures, poltergeists are able to take on physical form and cast primitive forms of magic - which they use to wreak chaos and play pranks on unsuspecting humans.

POLTERGEIST

(Mostly) Harmless Trickster (Alien Spirit)

Health: 20 Points
Block: 9
Speed : 15 metres (flying)
Fortitude: 10 Points
Dodge: 13
Height: 1 metre

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
8 (-1)	16 (+3)	15 (+2)	12 (+1)	8 (-1)	8 (-1)	7 (-2)	3 (-4)

Proficiency: Chicanery (+5), Acrobatics (+5), Improvised Range Weapons

Resistance: Piercing, Bludgeoning & Slashing damage

Floating: A poltergeist floats through the air at will, and is able to move freely in all 3 dimensions

Amortal: A poltergeist can never truly be killed. When its HP is reduced to zero, it returns to the Astral Plane, and after a number of days, it returns to the Material Realm

Actions

Discorporate: A poltergeist can use a minor action to become incorporeal, at which point they are immune to all damage except Celestial and can move freely through solid objects. They can return to solid form as a second minor action

Innate Spellcasting: A poltergeist can use a major action to cast the following spells without a wand: *Levitation*, *Mage Hands*, *Mark Surface*, *Throw Voice*, *Piercing Wail* and *Trip*.

Boggart

A manifestation of fear and primal terror, the shapeshifting boggart peers into the minds of humans, and takes the form of their worst nightmare.

A boggart can never harm you, though they can be difficult to contain. The accepted trick is to transfigure them to look stupid, prompting a fit of laughter which is fatal to a boggart.

BOGGART

Aspect of Fear (Alien Eldritch)

Health: 10 Points
Block: 5
Speed : *Depends on form*
Dodge: 10
Height *Depends on form*

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	10 (0)	10 (0)	13 (+1)	8 (-1)	17 (+3)	0 (-5)	6 (-2)

Proficiency: Empathy (+7)

Immunity: All damage types & status effects

Susceptible: Laughter

Amortal: A boggart can never truly be killed. When its HP is reduced to zero, it returns to the Astral Plane, and after a number of days, it returns to the Material Realm

Killing Joke: A boggart is mortally afraid of laughter. The sound of genuine laughter causes the boggart to take 2d6 damage.

Actions

Discern Fears: A boggart can use a minor action to peer into the soul of an individual, and learn their greatest fear. Contest a Empathy check against the victim's Willpower Resist - on a success, the boggart learns the victim's greatest fear.

Shapeshift: A boggart may use a major action to transform into any shape, to represent something the target is scared of. Any being for which this is their greatest fear must pass a DV 20 Willpower Resist check or become *Terrified*.

Arachnid

The arachnids are a family of giant spider. Mostly formed from mundane species that were experimented upon by witches and wizards throughout history, many have since escaped into the wild, to wreak havoc on muggles and wizardkind alike.

Howling Tick

The name of the Howling Tick is misleading, as it is neither a tick, and nor does it howl. Instead the name comes from its tendency to suck blood from its victims, and the howls of pain that result.

The Howling Tick has the magical ability to grow in size when it feeds, however they must continually gorge in order to maintain their size, or they quickly shrink back.

HOWLING TICK

Size-changing Spider (Non-sapient Beast)

Health: 14 Points
Block: 12
Speed : 5 metres
Dodge: 13
Legspan 10cm

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	15 (+2)	7 (-2)	2 (-4)	3 (-4)	16 (+3)	4 (-3)	2 (-4)

Proficiency: Stealth (+4), Nightvision

Immunity: Celestial damage

Bloodsucker: Whenever the Howling Tick lands a successful attack, it doubles in size, and its bites become more venomous.

If it goes a combat cycle without feasting on blood, it shrinks, until it reaches its resting size of 10cm.

Languages: Can understand the spider tongue

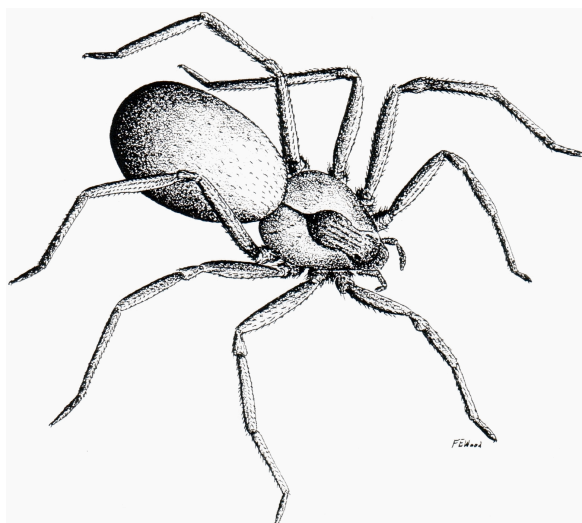
Spider Climb: A Howling Tick may climb across all surfaces, including ceilings as part of their normal movement

Web Walker: A Howling Tick takes no movement penalty when walked on webbed surfaces

Actions

Leap: In place of a movement action, the Howling Tick may leap up to 4 metres, and then take a bite attack

Bite: (*melee attack, +2 to hit*) Deals 1d6 poison damage (increased by 1d6 for every increase in size), and triggers its *Bloodsucker* attribute.





Magical experimentation on a *Black Widow* produced this grossly oversized specimen, and gave it the ability to spit acid.

Poisonous spider (Non-sapient Beast)

Health:	25 Points		
Block:	7	Dodge:	14
Speed :	8 metres	Legspan	40 centimetres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
7 (-2)	16 (+3)	4 (-3)	3 (-4)	4 (-3)	12 (+1)	4 (-3)	2 (-4)

Proficiency: Stealth (+5)

Resistance: Poison damage

Languages: Can understand the spider tongue

Spider Climb: A Great Widow may climb across all surfaces, including ceilings as part of their normal movement

Vibration Sense: When in contact with a webbed surface, the acromantula knows the location of every other being also in contact with the web.

Web Walker: An Great Widow takes no movement penalty when walked on webbed surfaces

Bite: (melee attack, +3 to hit) Deals 3d6 poison damage. On a failed DV 10 Vitality check, the victim takes the *Poisoned: Mild* status

Spit: (ranged attack, +4 to hit, range: 5 metres) A globule of acid burns into you, dealing 2d8 acid damage

Bowtruckles are a species of hand-sized, insect-eating humanoids which reside inside trees. Their wood-like skin and long, twig-shaped fingers make for excellent camouflage, such that they are incredibly difficult to spot unless you happen to catch one on the move.

Normally peacable and shy creatures, they become territorial and violent when their home tree is threatened. Their long fingers (excellent for picking locks, or digging insects out of wood) also turn out to be excellent for gouging at the eyes of their enemies.

(Sapient Imp)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Susceptible: Fire

None

(Sapient Imp)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

(Sapient Imp)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

The Ceratothids are a family of loosely related magical quadrupeds. Defined by their huge bulk and relatively bovine-like appearance, most Ceratothid's have a gentle temperament until angered, at which point their great mass and inherent magic makes them dangerous foes.

[illegible][illegible][illegible][illegible]

Clockwork Soldier

C

Clockwork Solider

CLOCKWORK SOLIDER

(Alien Construct)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

LETHIFOLD

Health: NaN Points

Dodge: NaN

Speed :

[illegible]

Creation

d

Hidebehind

HIDEBEHIND

(Sapient Spirit)

Health: NaN Points
Block: NaN Dodge: NaN
Speed :

FIT PRS SPR CHR INT PCP POW EVL
0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

Demiguise

b

Demiguise

DEMIGUISE

(Non-sapient Beast)

Health: NaN Points
Block: NaN Dodge: NaN
Speed :

FIT PRS SPR CHR INT PCP POW EVL
0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

Blast-Ended Skrewt

BLAST-ENDED SKREW

(Non-sapient Monstrosity)

Health: NaN Points
Block: NaN Dodge: NaN
Speed :

FIT PRS SPR CHR INT PCP POW EVL
0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

c

(Non-sapient Humanoid)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Alien Humanoid)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Alien Monstrosity)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Alien Monstrosity)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Sapient Humanoid)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Alien Eldritch)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

d

[illegible][illegible][illegible][illegible][illegible][illegible][illegible][illegible]

[illegible][illegible][illegible][illegible][illegible]

d

(Non-sapient Imp)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Non-sapient Imp)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Sapient Imp)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Non-sapient Imp)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Sapient Imp)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

Fish

C

Doxy

Lobalug

DOXY

(Non-sapient Imp)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

True Fairy

Plimpy

TRUE FAIRY

(Non-sapient Imp)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

PLIMPY

(Non-sapient Beast)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

Ramora

RAMORA

(Non-sapient Spirit)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

Golem

b

Crystal Golem

CRYSTAL GOLEM

(Alien Construct)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Iron Golem

IRON GOLEM

(Alien Construct)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Stone Golem

STONE GOLEM

(Alien Construct)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

WHOMPING WILLOW

(Non-sapient Flora)

[illegible]

Herald

d

Augrey

AUGREY

(Non-sapient Beast)

Health: NaN Points

Dodge: NaN

Speed :

[illegible]

Pheonix

PHEONIX

(Sapient Spirit)

Health: NaN Points

Dodge: NaN

Speed :

[illegible]

Inhabitor

C

Inhabitor

INHABITOR

(Alien Eldritch)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

HIPPOCAMPUS

Dodge: NaN

[illegible]

HIPPOGRIF

Dodge: NaN

Speed :

[illegible]

d

[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

b

LICH
(Alien Undead)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

C

DUGBOG
(Non-sapient Beast)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

JARVEY
(Non-sapient Beast)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

KNEAZLE
(Sapient Spirit)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

MOONCALF
(Non-sapient Beast)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Nundu

b

Nundu

NUNDU

(Non-sapient Monstrosity)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

Ogre

C

Ghoul

GHOUL

(Non-sapient Beast)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

Troll

TROLL

(Non-sapient Gigantoid)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

Yeti

YETI

(Non-sapient Gigantoid)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

Ornithes Magicae

b

Diricawl

DIRICAWL

(Non-sapient Beast)

Health:	NaN Points		
Block:	NaN	Dodge:	NaN
Speed :			

[illegible]

Fwooper

FWOOPER

(Non-sapient Beast)

Health:	NaN Points		
Block:	NaN	Dodge:	NaN
Speed :			

[illegible]

Jobberknoll

JOBBERKNOLL

(Non-sapient Beast)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

SNIDGET

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Puffskein

d

Puffskein

PUFFSKEIN

(Non-sapient Beast)

Health: NaN Points

Block: NaN

Dodge: NaN

[illegible]

Pygmy Puff

PYGMY PUFF

(Non-sapient Beast)

Health: NaN Points

Block: NaN

Dodge: NaN

[illegible]

b

[illegible]

C

[illegible][illegible]

Summoned

C

Draconic Guardians

DRACONIC GUARDIANS

(Non-sapient Construct)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Summoned Bird

SUMMONED BIRD

(Non-sapient Beast)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Summoned Snakes

SUMMONED SNAKES

(Non-sapient Beast)

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

MOKE

Health:	NaN	Points	
Block:	NaN		Dodge: NaN
Speed :			

[illegible]

Thunderbird

C

Swooping Evil

Thunderbird

THUNDERBIRD

(Non-sapient Elemental)

Health: NaN Points

Dodge: NaN

Speed :

Block: NaN

Dodge: NaN

Speed :

[illegible][illegible]

Wyvern

b

Occamy

(Sapient Celestial)

(Non-sapient Draconid)

Health: NaN Points

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

Block: NaN

Dodge: NaN

Speed :

[illegible][illegible]

Sea Serpent

(Non-sapient Spirit)

(Non-sapient Draconid)

Health: NaN Points

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

Block: NaN

Dodge: NaN

Speed :

[illegible][illegible]

(Non-sapient Celestial)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]

(Sapient Spirit)

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

[illegible]