

Game Master's Guide



Harry Potter
&
The Role Playing Game

Version 3.0

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Part I

Beasts, Beings & Monsters

1: Classifying Beasts

Throughout the centuries that wizardkind has studied the magical and mundane creatures of the world, there have been many different attempts to classify them into some kind of coherent taxonomy. Of these, two different systems have become considered the conventional method of classifying beings of all kinds - though of course the exact boundaries remains a matter of intense debate.

The debate has never been fully settled, confused even further by the introduction of a *third* system by the Ministry of Magic. These three systems of classification are each useful for determining different aspects of a beast, so are all presented here. These three classification systems are:

- **The Mind:** The level of sapience and self-awareness possessed by the creature
- **The Type:** A grouping based on morphological similarities and common points of origin.
- **The Threat:** A classification based on how dangerous the creature is and the threat it poses to the wizarding world.

Minds

The **MIND** possessed by a being determines how they think, behave and perceive the world.

Sapient

SAPIENTS are those creatures with consciousness, and intrinsic awareness of the self. Alongside this (usually) comes intelligence, language and society. All HUMANOIDS are considered SAPIENTS, though not all SAPIENTS are HUMANOIDS.

For political reasons, the word **BEINGS** is often used to describe SAPIENT creatures, with **BEASTS** reserved for NON-SAPIENT creatures. However this is considered a very politically charged term, and 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.

SAPIENT creatures are often able to use magic, and are capable of adapting and formulating complex tactics and plans. When controlling a SAPIENT creature and deciding how they would act, the GM should bear this in mind, and allow them to strategise, coordinate and use the environment and items within it to their advantage.

Non-sapient

NON-SAPIENT creatures are those which, whilst possessing a (mostly) recognisable brain, containing recognisable thoughts, do not possess a true consciousness.

This should not be confused with a lack of intelligence: some NON-SAPIENT creatures have analytical and problem-solving skills which far outstrip a human. However, their lack of consciousness generally means that they lack the ability to reason and make conscious decisions - they instead rely purely on their more animalistic instincts.

Whilst generally considered to lie outside the axis of 'good' and 'evil', due to their intrinsic lack of morality and ethics, some **NON-SAPIENT** creatures can be incredibly caring, whilst others are vicious. When a **NON-SAPIENT** being is described as 'good' or 'evil', it should therefore be understood in these more primal terms.

Ineffable

A creature which possesses an **INEFFABLE** mind has a consciousness that is beyond the realm of the humanoid mind to conceive. The very classification of sapience or not is entirely irrelevant to their being. Spirits, and abominations are generally considered 'ineffable', as are the most powerful celestials.

The term **UNLIVING** is also used to apply to beings which have an **INEFFABLE** mind, due to the popular image that such creatures are not truly 'alive' in the sense that we would consider them.

INEFFABLE creatures often originate from extraplanar dimensions, or were created by ancient and primal magics. They are therefore often susceptible to **CELESTIAL** attacks, which uses alien energy to strip away at whatever constitutes a soul for these creatures.

Types

The **TYPE** of a creature denotes how creatures are related to each other, and gives a hint at their intrinsic nature. Creatures which share a **TYPE** often have many characteristics in common, both visually and in terms of the magic and power that they wield.

Though often closely linked, many creatures of the same **TYPE** have a different kind of **MIND**.

ABOMINATION: An **ABOMINATION** is an incomprehensibly alien creature from the depths of the **ELDRITCH DOMAINS**, or even the **VOID BEYOND**. Primal, extraplanar beings, even attempting to comprehend the existence of such creatures is enough to break the minds of weaker individuals.

BEAST: A **BEAST** is a (generally) **NON-SAPIENT** creature of magical or mundane nature, which forms a natural part of the life cycle in their environment. Almost all non-magical creatures are classified as **BEASTS**, as are many of the most common magical creatures.

CELESTIAL: **CELESTIALS** are natives of some of the more distant higher planes, such as the heavenly **ELYSIUM**, or the awful **TARTARUS**. **ANGELS**, **DEVILS** and other beings form the bulk of the **CELESTIALS**, normally possessing incredible power they have, throughout history, been mistaken for servants of the Gods and sometimes even for gods in their own right.

CONSTRUCT: A **CONSTRUCT** is an artificially created being. Usually constructed from inorganic materials such as metal, stone or clay and animated using powerful magic or technological means. Though not considered *alive*, some rare constructs do contain a **SAPIENT** mind.

DEMON: **DEMONS** are malevolent magical creatures, often possessing an intrinsic affinity for the **DARK ARTS**, and a thirst for human flesh. Demons can take many forms, and can be found across the multiverse. Some demons, like elementals, harbour an affinity for a certain aspect of the universe, others

serve powerful beings, and some demons rise to power in their own right and crown themselves **DEMON PRINCES**. Over the centuries, most of the truly horrifying demons have been banished from the mortal realm, leaving behind only minor evils such as the Grindylow or the Kappa. Sometimes, however, a Dark Witch or Wizard reaches through the barriers between worlds and pulls one of the more abhorrent powers into this world.

DRACONID: A dragon or dragon-like creature would be classified as a DRACONID. Usually characterised by an enormous reptilian form and affinity for elemental flame, and often possessing both incredible physical and magical power, any member of the Draconid family should be treated with fear and respect, the True Dragons most of all.

ELEMENTAL: ELEMENTALS are creatures which embody one of the classical elements: fire, air, water, or earth (as well as many others). Most hail from one of the ELEMENTAL PLANES, though many magical creatures native to the Mortal Plane are considered Elementals, such as the Ashwinder Snake, or the Frost Salamander.

FLORA: Strictly speaking, FLORA is a catchall term for all plant life. In this context, however, it includes a range of magical plants, imbued with a degree of ambulation, movement or other means of interacting with the outside world.

GIGANTOID: The GIGANTOIDS are a family of oversized human-esque creatures. Though large in frame, they are often incredibly dim-witted and slow. Trolls, ogres and giants form the core of the GIGANTOID family.

HUMANOID: The group of beings generally referred to as *people*, the HUMANOID groups comprises of all the human subspecies - both wizarding and muggle - as well as the semi-human creatures such as Centaurs, Merpeople, Goblins and Veela. Half-giants often find themselves in the humanoid category, whilst their full-giant kin are considered GIGANTOIDS.

IMP: The IMPS are vaguely humanoid creatures, though besides the Elves, they mostly possess only limited intellect. An IMP is immediately distinguished from even the shortest dwarf by their diminutive stature (rarely reaching more than 2 feet in height), and their innate magic which seems to operate on entirely different rules to that used by most humanoids. Elves, hobgoblins and fairies are the most prominent member of the IMP family.

MONSTER: Many beings classified as MONSTERS could feasibly be considered BEASTS, in the strictest sense of the word. However, whilst a BEAST can live in harmony inside its ecological niche (even if that necessitates aggression and special abilities), a MONSTER is nothing but a disruptive and lethal influence, and often form the centre of dangerous myths and legends. MONSTERS are almost universally destructive, vicious and incredibly dangerous to face.

PHANTASM: A PHANTASM is a non-corporeal or ghostly being, often associated with the souls of departed individuals, and manifestations of primal forces in the mortal plane.

sprite: SPRITES are creatures which straddle worlds, often existing as much in the Astral Realm as they do in the mortal realm. Sometimes corporeal, and sometimes ghostly, the SPRITES are united in their overarching goodness and fondness for living beings. Often considered by muggles to be guardian spirits, the Sprites often choose an area or a domain to protect, and their rage when their protection is violated can be potent.

UNDEAD: The UNDEAD are profane creations, the mortal remains of a once-living creature reanimated by powerful necromantic magic, or possessed by an evil spirit. The Walking Corpses, as well as Vampires, fall into this category.

Rating

The Department of Magical Beasts, an important part of the Ministry of Magic, maintains a classification scheme to determine the threat posed by individual magical creatures, labelling creatures between 0 and VII. A creature with a low rating can be dealt with easily, whilst a rating of V or above is an immediate cause for concern.

Category	Description
0	Utterly harmless, incapable of inflicting harm
I	"Boring", capable of inflicting only tiny injuries
II	Mostly harmless, commonly domesticated
III	Poses only minimal danger to a capable individual
IV	A group of competent individuals can handle, though an individual would face serious harm.
V	Requires specialist knowledge, or a group of highly trained individuals to defeat
VI	Known Wizard-Killer, impossible to control or train. Requires a large group of exceptionally trained warriors to defeat
VII	Lethal, poses a viable extinction-level threat to population centres if left unchecked. Few-to-no examples in recorded history of wizards successfully defeating them.

In this section a number of different creatures are presented for the GM's use in building encounters. These creatures come with a set of basic canonical background information, as well as a 'statblock', which contains the necessary statistics for these creatures to perform checks, and ultimately engage in combat and other character interactions.

Beast Abilities

Whilst all BEASTS share the same 9 base ASPECTS as player characters, and many of the same ABILITIES. However for streamlining reasons, the number of ABILITIES each individual beast has is more restricted than a player character: if an ABILITY is not mentioned in the provided statblock, you may assume it has a value of ◊◊◊◊◊◊◊◊.

Though they have far fewer proficiencies, Beasts do have access to all of the same ABILITIES as the player characters - though actions such as IMBUE and CRAFT are unlikely to come up except in the most unusual of circumstances!

In addition to the 30 base ABILITIES, some beasts have additional abilities determined by their non-human and, in some cases, magical, physiology:

Ability	Description
CLIMB	Many beings have the ability to climb trees, and adhere to solid surfaces. A non-zero rating grants a being an inherent climb speed - the higher the rating, the faster they can climb.
COMMAND	Some creatures command their lessers and may order them to do their bidding - a higher rating indicates the level of control they have over their forces.
ELUSION	Elusion is the natural camouflaging ability of a being - morphing into the background, changing colour and even turning invisible.
FLIGHT	A creature with the flying ability may defy gravity, either with wings, or innate magical levitation. A higher rating means faster flight and more elaborate manoeuvres.
REGENERATION	This ability allows a creature to heal themselves rapidly as their physical form regenerates.
INHUMAN SENSES	Many creatures have senses beyond those that humans have: the ability to sense tremors in the ground, see in the dark, as well as more arcane abilities such as the ability to detect magic.
SHAPECHANGE	A creature with this ability may alter their shape and form - a higher rating means more drastic changes to their appearance.
SPELLCASTING	A replacement for individual AFFINITIES. A creature with this ability can innately cast magic using this statistic.
SWIMMING	Aquatic creatures have a natural affinity for moving within the water - a high SWIMMING shows an ability to move quickly and navigate in 3D.
TUNNELLING	Whilst we are most familiar with creatures which walk on land, or soar above it, some rare creatures make a living beneath it. A high TUNNEL ability allows a being to move smoothly through seemingly solid earth and rock.

Movement

Some of these abilities - notably CLIMB, FLIGHT, SWIMMING and TUNNELLING - grant creatures additional means of traversing around an environment, beyond the usual walking and running that humans are used to.

It can generally be assumed that a zero-rating in this field means that a given mode of transport is not possible. This should, of course, be taken with a hint of salt - few creatures with a zero SPEED rating are physically unable to walk, and equally, a mighty ARCHANGEL is not going to hesitate to dive into a pool, despite not having a SWIMMING rating. However, a NOGTAIL is not suddenly going to be able to fly, no matter how slowly.

If a beast is using an alternative means of transportation, their rating for that means supercedes the normal rules about movement - if a HIPPOGRIFF is currently in flight, all checks which might normally rely on SPEED are instead made using FLIGHT.

The calculations used to determine a creature's movement speed by a given vector is as follows:

Type	Speed
WALKING	3 + SPEED Rating
FLYING	4 × FLIGHT Rating
CLIMBING	0.5 × CLIMB Rating
SWIMMING	0.5 × SWIM Rating
TUNNELING	0.25 × TUNNELING Rating

A creature may use up to two different types of movement in a given turn, but the maximum movement distance for each mode of transport is capped at half the usual value. For instance, if a beast with a 6m walking speed and a 10m flight speed were to both walk and fly in a single turn, it could walk no more than 3m and fly no more than 5m. Using only 1m of flight does not impact the amount of walking that could be performed.

Some creatures do not follow this rule - most of those are those with a SPEED rating of 0, but who have a walking speed less than 3m. These are merely particularly slow creatures. Some others, however, have a walking speed greater than their SPEED might suggest. This is usually the case with particularly large creatures such as GIANTS, whose long strides grant them rapid movement, but not the nimbleness and quick reflexes that a high rating on a SPEED check would imply.

WALKING SPEED: 8 metres per cycle
CLIMBING SPEED: 3 metres per cycle

Webwalker: A Acromantula Adult takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

Sticky Feet: A Acromantula Adult may use their CLIMBING ability to walk on any vertical surface.

Languages: UNDERSTANDS: Human Languages SPEAKS: Spider Tongue

Armaments & Attacks

Poison Fangs: (melee attack, 6d, DV 7)

Effect: STABBING DAMAGE, with Power 1+Successes

If the attack deals any damage, the victim takes the POISONED status (2 HARM, requires 8 successes)

Websac: (ranged attack: 10m, 6d, DV 7)

Effect: TRAPPED STATUS, with Power 1 + Successes

ACROMANTULA PATRIARCH

MoM Rating: VI (Sapient Monstrosity)



If it is rare for a HATCHLING to survive to adulthood, it is even rarer for an ACROMANTULA to grow old, and gain the mantle of the PATRIARCH.

As the ACROMANTULA never stop growing, by the time they reach 40 or 50 years old, they have reached truly gargantuan sizes, with legspans up to 10m, with an exoskeleton that is so thick that almost nothing can penetrate it.

Though they cut a truly terrifying figure, their bodies have become decrepit with age, and they do not retain the nimbleness of their younger forms, instead relying on their formidable intellect and their ability to command legions of their brood to protect them.

HEALTH



FORTITUDE:



BLOCK	◆◆◇◇◇◇◇
DODGE	◆◆◇◇◇◇◇
ENDURE	◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◇◇◇◇◇◇	◆◆◇◇◇◇	◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◇◇◇	◆◆◆◆◆◆	◆◆◆◆◆◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◇◇◇	◆◆◆◆◆◆	◆◆◆◆◇◇

ABILITIES:

INHUMAN SENSES:	◆◆◆◆◆◆◆
STRENGTH:	◆◆◆◆◇◇
SPEED:	◆◇◇◇◇◇

COMMAND:	◆◆◆◆◆◆◆
CLIMB:	◆◇◇◇◇◇

IMMUNE to Poison

WALKING SPEED: 4 metres per cycle

CLIMBING SPEED: 0.5 metres per cycle

Webwalker: A Acromantula Patriarch takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

Sticky Feet: A Acromantula Patriarch may use their CLIMBING ability to walk on any vertical surface.

Languages: SPEAKS: Human Languages, Spider Tongue

Armaments & Attacks

Poison Fangs: (melee attack, 3d, DV 7)

Effect: STABBING DAMAGE, with Power 4+Successes

If the attack deals any damage, the victim takes the POISONED status (5 HARM, requires 10 successes)

Websac: (ranged attack: 30m, 10d, DV 7)

Effect: TRAPPED, with Power 1 + Successes

Summon Legions: Whilst within their lair, a Acromantula Patriarch may use a DV 7 COMMAND action to summon a number of ACROMANTULA ADULTS and ACROMANTULA HATCHLINGS to serve them.

ANGELS

Angels are powerful, beautiful Celestial creatures, denizens of Elysium, one of the Higher Planes, though they can be found throughout the multiverse. Often perceived as powerful agents of Deities, servants of benevolent gods, it is actually unknown who or what provides these powerful creatures with their deeper purpose.

Benevolent Fury: Almost universally pure of heart and intrinsically ethical and good, Angels are representative of everything full of light and life in the universe. Angels will never compromise their core beliefs. They are not, however, pacifists. Angels are great and powerful warriors, and will strike down their enemies in the name of protecting those who cannot protect themselves.

Angelic Host: The Angelic society is known as the *Angelic Host*, a powerful seemingly omniscient society which dwells almost entirely in the Silver City found at the centre of Elysium. This society is highly structured and hierarchical, with angels being created to fill specific niches within each echelon of society. Each Angel derives their powers from their position within the angelic hierarchy, with the highest tiers wielding terrifying amounts of power.

Holy Crusades: Angels only leave the Silver City on two conditions, the most common of which is being directed on a holy quest by one of their superiors. Most Angels met outside of Elysium are conducting such a quest. The difficulty of the quest depends on the ranking of the angel in question: a cherubim might be sent out to conduct a blessing, or deliver a message, whilst a quest which calls for an Archangel to be sent would be a truly dire universe-ending scenario.

Fallen Angel: The other condition under which an Angel is refused entry into the Silver City is if they have *fallen*. Though Angels will never compromise their core beliefs, and are almost inherently good in nature it is possible for them to fall victim to their own pride and hubris. If this happens, an angel may act against the wishes of the Host, or inadvertently perform some great act of evil.

If this happens, the Host will disavow them, and cast them out. Without the purpose granted to them by the rigid structure of Angelic society, many such fallen angels go entirely mad. Others sink into a deep, vengeful fury and declare war on the Host, whilst others are believed to undergo a transformation, becoming powerful demonic creatures.

Immortal Spirit: As a celestial being, an angel is incredibly resilient and requires neither food, drink, air or sleep (though they may enjoy the

IMMUNE to Incandescent, **RESISTANT** to All physical damage from non-magical sources and **SUSCEPTIBLE** to Necrotic

WALKING SPEED: 10 metres per cycle
FLYING SPEED: 24 metres per cycle

Choir of Angels: For every additional Seraphim within 25m, the Seraphim gains +1d on all ability checks (max +5). Each Seraphim is also perfectly aware of the status of the others, and they communicate instantaneously and telepathically whilst in this radius.

Light in the Darkness: If the target of an attack has more than one rating in VILLAINY, or has used a DARK ARTS spell in the past 24 hours, the Seraphim gets +2d for all attacks against them.

Walk Among Mortals: A Seraphim may use their SHAPECHANGE ability to take on a human form, hiding their wings. However, they remain almost supernaturally beautiful appearances.

Master of Mind and Body: A Seraphim is immune to spells which would alter its mind or perception of reality, and it cannot have its form altered by magic unless it wishes to.

Languages: SPEAKS: All spoken languages

Armaments & Attacks

Heavenly Smite: (melee attack, 6d, DV 6)

Effect: SLASHING DAMAGE, with Power 3 + Successes

A Seraphim may expend a FORTITUDE point to immediately perform an additional 2 sword strikes on their target.

Celestial Spells: A Seraphim may use their SPELLCASTING ability to cast the SENSE, BANISH, BIND, DISARM, HEAL, DISINTEGRATE, JINX, MOVE, COMPEL and SHIELD spells, as well as any from the ELEMENTAL school.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Mangled (-5)	Critical		

FORTITUDE:



BLOCK	◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆

INTELLIGENCE

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆
+◆◆◆◆◆◆◆		+
	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆

ABILITIES:

SPELLCASTING:	◆◆◆◆◆◆◆ +	LOGIC:	◆◆◆◆◆◆◆
KNOWLEDGE	◆◆◆◆◆◆◆	IMBUE:	◆◆◆◆◆◆◆
ABILITIES:			
CONVICTION:	◆◆◆◆◆◆◆	FLIGHT:	◆◆◆◆◆◆◆

IMMUNE to Incandescent, **RESISTANT** to All physical damage from non-magical sources and **SUSCEPTIBLE** to Necrotic

THRONE

MoM Rating: VII (*Ineffable Celestial*)



It is incredibly rare to see a Throne outside of the SILVER CITY, for they are not messengers or mighty warriors – but instead scholars, guardians of knowledge and secrets.

Their physical form is hard for a mortal being to comprehend – the closest anyone has ever really got is *wheels within wheels, covered in eyes*, and even that image was enough to break the mind of the human who witnessed it. They are certainly the least humanoid of the ANGELS, and their intellect is equally alien.

The Thrones have an almost perfect recollection of every event in history, and collect any and all knowledge they can in their vast libraries, in the hope that it will one day be useful in the fight against the ever-present evils. The rare occasions that they venture out of their libraries, it is to find some arcane secret – either to help their own cause, or to prevent it from falling into the wrong hands.

Armaments & Attacks

Apotheosis: A Throne may use their SPELLCASTING ability to cast any spell except those belonging to the DARK ARTS school.

Planar Blink: A Throne may expend 5 FORTITUDE points to instantly travel to any known point on any other plane of existence. This bypasses any magical blocks put in place to prevent transport.

ARCHANGEL

MoM Rating: VII (*Ineffable Celestial*)

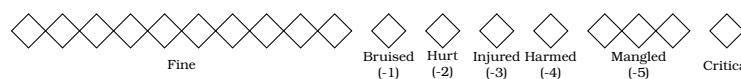


An Archangel is one of the most powerful entities in existence. The mightiest, wisest and fiercest warriors in the ANGELIC HOST, they serve as generals in the eternal war against ABOMINATIONS and DEMONS.

The existence of the Archangels has seeped into the cultural knowledge of almost every society on every plane – seen as servants of deities, protectors of light and life – and are revered and loved by all.

The MINISTRY has only been able to gather evidence of a handful of individual ARCHANGELS, though given the ferocity of wars in which they fight, this has lead many to speculate that their names are handed down as titles, to continue an unbroken line of Archangels throughout the history of the Host.

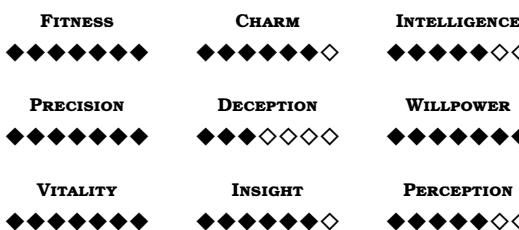
HEALTH



FORTITUDE:



BLOCK	
DODGE	
ENDURE	



ABILITIES:

STRENGTH:		+	FLIGHT:	
SPEED:			BRAVERY:	
CONVICTION:			SKIRMISH:	
SPELLCASTING:				

IMMUNE to Incandescent, **RESISTANT** to All physical damage from non-magical sources and **SUSCEPTIBLE** to Necrotic

WALKING SPEED: 10 metres per cycle

FLYING SPEED: 28 metres per cycle

Walk Among Mortals: A Archangel may use their SHAPECHANGE ability to take on a human form, hiding their wings. However, they remain almost supernaturally beautiful appearances.

Light in the Darkness: If the target of an attack has more than one rating in VILLAINY, or has used a DARK ARTS spell in the past 24 hours, the Archangel gets +3d for all attacks against them.

Master of Mind and Body: A Archangel is immune to spells which would alter its mind or perception of reality, and it cannot have its form altered by magic unless it wishes to.

Languages: SPEAKS: All spoken languages

Armaments & Attacks

Heavenly Smite: (melee attack, 13d, DV 6)

Effect: SLASHING DAMAGE, with Power 3 + Successes

A Archangel may expend a FORTITUDE point to immediately perform an additional 2 sword strikes on their target.

Radiant Aura: (area attack: 10m sphere around Archangel, 10d, DV 14)

Effect: INCANDESCENCE, with Power 1+Successes

Celestial Spells: An Archangel may use their SPELLCASTING ability to cast the ANIMATE, TRANSMUTE, SENSE, BANISH, BIND, DISARM, HEAL, DISINTEGRATE, JINX, COMPEL and SHIELD spells, as well as any from the ELEMENTAL and KINESIS schools.

APPARITIONS

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

Incorporeal Form: Almost all apparitions are merely imprints, shadows lying between the astral realm and the mortal plane, and as such are totally incapable of interacting with the physical realm. They can pass through solid objects at will, move with blatant disregard for the force of gravity, as well as being immune to all normal forms of attack.

Unknowable Purpose: It is not understood what drives apparitions of any kind to remain behind on the mortal plain. Some speculate that all apparitions are manifestations of lost souls, bound to the Earth through their need to find closure, or complete some important task. Others speculate that they are glitches in the fabric of reality, whose motives even they themselves do not understand.

Unkillable: It is impossible to kill an apparition, though it is possible to banish them for a time. The only known way to permanently deal with an apparition is to plunge one into the Void, or help them find the closure they need, or otherwise convince them to relinquish their hold on the mortal realm.

GHOST

MoM Rating: (*Ineffable Phantasm*)



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.

HEALTH



Critical

FORTITUDE:



BLOCK	
DODGE	
ENDURE	

FITNESS	CHARM	INTELLIGENCE
◇◇◇◇◇◇◇◇	◆◆◆◇◇◇◇	◆◆◆◇◇◇◇
PRECISION	DECEPTION	WILLPOWER
◆◆◇◇◇◇◇◇	◆◆◆◇◇◇◇	◆◆◆◇◇◇◇
VITALITY	INSIGHT	PERCEPTION
◇◇◇◇◇◇◇◇	◆◆◆◇◇◇◇	◆◆◆◇◇◇◇

ABILITIES:

HISTORY: ◆◆◆◇◇◇◇ INTIMIDATION: ◆◆◇◇◇◇

IMMUNE to All damage

FLYING SPEED: 4 metres per cycle

Incorporeal Form: A Ghost has no physical form, and so may move through solid objects at their flight speed, and is immune to all normal attacks.

Wisdom of Life: A Ghost gains additional KNOWLEDGE abilities based on their experiences during their life.

Languages: SPEAKS: The languages they spoke in life

Armaments & Attacks

Haunting: (ranged attack: 5m, 5d, DV 6)

Effect: TERRIFIED STATUS, with Power 1 + Successes

POLTERGEIST

MoM Rating: II (*Ineffable Phantasm*)



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.

HEALTH

◇	◇	◇	◇	◇
Fine	Bruised (-1)	Hurt (-2)	Mangled (-5)	Critical

FORTITUDE:

BLOCK	◆◇◇◇◇◇
DODGE	◆◆◆◆◇◇
ENDURE	◆◆◆◇◇◇

FITNESS	CHARM	INTELLIGENCE
◆◆◇◇◇◇◇	◆◆◆◇◇◇◇	◆◆◆◇◇◇◇
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆	◆◆◆◆◇◇◇	◆◆◆◆◇◇◇
VITALITY	INSIGHT	PERCEPTION
◆◇◇◇◇◇◇	◆◆◆◆◆◆◆	◆◆◆◆◇◇◇

ABILITIES:

COVERT: ◆◆◆◆◆◆◆ FLIGHT: ◆◆◆◆◇◇◇

MARKSMANSHIP: ◆◆◆◆◇◇◇ SPELLCASTING: ◆◆◆◆◇◇◇

RESISTANT to All damage

FLYING SPEED: 12 metres per cycle

Phaseshift: A Poltergeist may use an action to shift between corporeal and incorporeal form and vice versa. Whilst in incorporeal form the Poltergeist is immune to all harm, can fly and can pass through solid objects.

Languages: SPEAKS: Human languages

Armaments & Attacks

Throw Objects: (ranged attack: 10m, 7d, DV 5)

Effect: BASHING DAMAGE, with Power 1 + Successes

Arcane Trickster: A Poltergeist may use their SPELLCASTING ability to cast the MOVE, DEGRADE, MIRAGE and BYPASS spells.

BOGGART

MoM Rating: II (*Ineffable Phantasm*)



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.

HEALTH

Critical

FORTITUDE:

BLOCK	◆◇◇◇◇◇
DODGE	◆◆◆◆◇◇
ENDURE	◆◆◆◇◇◇

FITNESS	CHARM	INTELLIGENCE
◆◇◇◇◇◇	◆◆◆◇◇◇	◆◆◆◇◇◇
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆	◆◆◆◆◇◇◇	◆◆◆◆◇◇◇
VITALITY	INSIGHT	PERCEPTION
◆◇◇◇◇◇	◆◆◆◆◆◆◆	◆◆◆◆◇◇◇

ABILITIES:

SHAPESHIFT: ♦♦♦♦♦♦♦♦
SPEED: ♦♦♦♦♦♦♦♦

INTIMIDATION: ♦♦♦♦♦♦♦♦

IMMUNE to All damage and **SUSCEPTIBLE** to Genuine laughter

WALKING SPEED: 5 metres per cycle

Phobomorph: A Boggart can use its SHAPESHIFT ability to take on any form it desires (even esoteric and abstract concepts can be represented). If this ability is used to take the form of something the target fears, the DV to resist the INCITE FEAR ability is increased by 3.

Killing Joke: A Boggart fears and hates laughter. A peal of genuine laughter instantly causes the Boggart to take the CRITICAL CONDITION status.

Armaments & Attacks

Pierce Soul: A target within 10m of the Boggart must contest a DV 7 INSIGHT from the Boggart. On a failure, the Boggart learns a piece of information from the target, such as their deepest fear.

Incite Terror: (ranged attack: 5m, 7d, DV 7)
Effect: TERRIFIED STATUS, with Power 1 + Success

ARACHNID

The arachnids are a family of giant spider found throughout the wizarding world. Most members of this species are suspected to have been formed from mundane species that were experimented upon by witches and wizards throughout history, though others are known to occur in freak mutations.

Whatever the mechanism for bringing them into this world, many have since escaped into the wild, to wreak havoc on muggles and wizardkind alike - some spinning their webs to ensnare the unwary, others prowling and hunting directly for their prey.

Great Size: The magical arachnids are much larger than their non-magical compatriots. Though smaller than acromantula, some species can reach legspans of up to one metre.

Keen Sight: In addition to their web-enhanced senses, the 8 compound eyes of arachnids allow them to see in incredible detail, even in dim light

Webspinners: As members of the spider family, all arachnids have an affinity for spinning webs, and using them to sense and then ensnare their prey.

GREAT WIDOW

MoM Rating: III (Non-sapient Beast)



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

HEALTH

♦	♦	♦	♦	♦
Fine	Bruised (-1)	Hurt (-2)	Mangled (-5)	Critical

FORTITUDE:

BLOCK	♦♦♦♦♦♦♦♦
DODGE	♦♦♦♦♦♦♦♦
ENDURE	♦♦♦♦♦♦♦♦

FITNESS	CHARM	INTELLIGENCE
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦
PRECISION	DECEPTION	WILLPOWER
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦
VITALITY	INSIGHT	PERCEPTION
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦

ABILITIES:

COVERT: ♦♦♦♦♦♦♦♦
INHUMAN SENSES: ♦♦♦♦♦♦♦♦

CLIMB: ♦♦♦♦♦♦♦♦
SPEED: ♦♦♦♦♦♦♦♦

IMMUNE to Poison

WALKING SPEED: 4 metres per cycle
CLIMBING SPEED: 1.5 metres per cycle

Webwalker: A Great Widow takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

Sticky Feet: A Great Widow may use their CLIMBING ability to walk on any vertical surface.

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

Poison Fangs: (melee attack, 5d, DV 7)

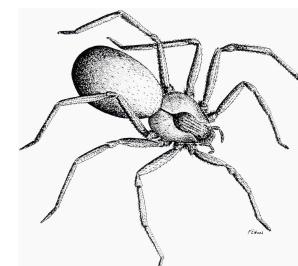
Effect: STABBING DAMAGE, with Power 1+Successes
If the attack deals any damage, the victim takes the POISONED status (1 HARM, requires 5 successes)

Acid Spit: (ranged attack: 5m, 4d, DV 6)

Effect: ACID DAMAGE, with Power 1 + Successes

HOWLING TICK

MoM Rating: III (Non-sapient Beast)



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.

HEALTH

♦♦	♦♦	♦	♦
Fine	Bruised (-1)	Harmed (-4)	Critical

FORTITUDE:

BLOCK	♦♦♦♦♦♦♦♦
DODGE	♦♦♦♦♦♦♦♦
ENDURE	♦♦♦♦♦♦♦♦

FITNESS	CHARM	INTELLIGENCE
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦
PRECISION	DECEPTION	WILLPOWER
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦
VITALITY	INSIGHT	PERCEPTION
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦

ABILITIES:

SPEED: ♦♦♦♦♦♦♦♦
 INHUMAN SENSES: ♦♦♦♦♦♦♦♦

COVERT: ♦♦♦♦♦♦♦♦

WALKING SPEED: 7 metres per cycle

Webwalker: A Howling Tick takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

Prolific Jumpers: As part of their movement, a Howling Tick may jump a distance up to their total movement speed, in any direction.

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

Leap Attack: As a single action, the Howling Tick may jump up to 5m and perform a BITE attack, and then jump a further 1m.

Bite: (melee attack, 5d, DV 6)

Effect: STABBING DAMAGE, with Power 2 + Successes

SPRAYING MANTIS

MoM Rating: III (Non-sapient Beast)

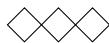


A gigantic, horrifying crossbreed between a spider, and a praying mantis resulted in a grotesque monstrosity. The being appears, outwardly, to be a giant metre-long insect walking on 4 legs, with an additional 4 arms turned into hinged and hooked arms which they use to catch their prey.

True to their name, they also spray acidic juices on their prey, to aid in their eventual digestion.

HEALTH

♦♦♦♦♦♦♦♦	Hurt (-2)	Injured (-3)	Mangled (-5)	Critical
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FORTITUDE:

BLOCK	♦♦♦♦♦♦♦♦
DODGE	♦♦♦♦♦♦♦♦
ENDURE	♦♦♦♦♦♦♦♦

ABILITIES:

SPEED: ♦♦♦♦♦♦♦♦
 BRAWL: ♦♦♦♦♦♦♦♦

COVERT: ♦♦♦♦♦♦♦♦

IMMUNE to Acid, Poison

WALKING SPEED: 6 metres per cycle

Four Forearms: The Spraying Mantis has two sets of arms, and so can grapple up to two individuals at a time.

Webwalker: A Spraying Mantis takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

Hooked Arms: (melee attack, 5d, DV 6)

Effect: STABBING DAMAGE, with Power 2 + Successes
The Spraying Mantis then initiates a GRAPPLE action

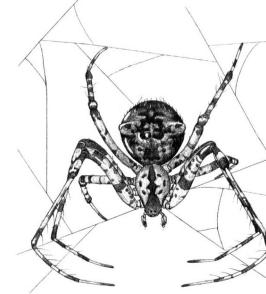
Acid Spray: (area attack: Cone, 3m in length from Spraying Mantis's mouth, 5d, DV 7)

Effect: ACID DAMAGE, with Power 1 + Successes

Liquefaction: The Spraying Mantis injects a GRAPPLED target with caustic digestive juices, dealing level 4 Acid damage. If this reduces the target to a CRITICAL CONDITION, the target is reduced to liquid and devoured by the Spraying Mantis.

BROOD MOTHER

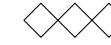
MoM Rating: III (Non-sapient Beast)



This grossly oversized spider is the result of a freak mutation which causes them to grow to grotesque sizes and become viciously maternal. A Brood Mother will collect any and all spider eggs that it finds and nurture them as if they were her own in the dark, secluded where she has built her nest.

HEALTH

♦♦♦♦♦♦♦♦	Fine	Bruised (-1)	Hurt (-2)	Injured (-3)	Harmed (-4)	Mangled (-5)	Critical
----------	------	--------------	-----------	--------------	-------------	--------------	----------

FORTITUDE:

BLOCK	♦♦♦♦♦♦♦♦
DODGE	♦♦♦♦♦♦♦♦
ENDURE	♦♦♦♦♦♦♦♦

FITNESS

♦♦♦♦♦♦♦♦

CHARM

♦♦♦♦♦♦♦♦

INTELLIGENCE

♦♦♦♦♦♦♦♦

PRECISION

♦♦♦♦♦♦♦♦

DECEPTION

♦♦♦♦♦♦♦♦

WILLPOWER

♦♦♦♦♦♦♦♦

VITALITY

♦♦♦♦♦♦♦♦

INSIGHT

♦♦♦♦♦♦♦♦

PERCEPTION

♦♦♦♦♦♦♦♦

ABILITIES:

INHUMAN SENSES:	♦♦♦♦♦♦♦♦	COVERT:	♦♦♦♦♦♦♦♦
CLIMB:	♦♦♦♦♦♦♦♦	COMMAND:	♦♦♦♦♦♦♦♦
SPEED:	♦♦♦♦♦♦♦♦		

RESISTANT to Poison

WALKING SPEED: 4 metres per cycle

CLIMBING SPEED: 1.5 metres per cycle

Webwalker: A Brood Mother takes no movement penalty on webbed surfaces, and uses their INHUMAN SENSES to sense vibrations in their webs.

Sticky Feet: A Brood Mother may use their CLIMBING ability to walk on any vertical surface.

Nest Builder: If a Brood Mother spends more than one day in a location, they begin to construct a nest – a region up to 5m in radius around some central point. Whilst within their nest, a Brood Mother gets +1d to all checks.

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

Poison Fangs: (melee attack, 4d, DV 6)

Effect: STABBING DAMAGE, with Power 1 + Successes

If the attack deals any damage, the victim takes the POISONED status (1 HARM, requires 10 successes)

Hatch Brood: Perform a DV 7 COMMAND check, hatching a number of spiders equal to the successes into a space adjacent to the Brood Mother. Each hatchling has 1 level of health, but otherwise has the same statistics as the Brood Mother, without the HATCH BROOD ability..

ARMOURED GUARDIAN

MoM Rating: III (Non-sapient Construct)



HEALTH:



FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◇◇◇◇◇◇◇◇

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◇◇◇◇◇◇◇◇	◇◇◇◇◇◇◇◇
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◇◇◇◇◇◇◇◇	◆◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◇◇◇◇◇◇◇◇	◆◆◆◆◆◆◆◆

ABILITIES:

STRENGTH: ◆◆◆◆◆◆◆◆

IMMUNE to Psychic damage, mental conditions and **RESISTANT** to Cutting damage

WALKING SPEED: 2 metres per cycle

Mindless: A Armoured Guardian has no true mind, being animated purely by magical energies. It is therefore resistant to all mental effects, including most spells from the ILLUSION school – though it can be deceived by MIRAGES.

Armaments & Attacks

Sword strike: (melee attack, 4d, DV 6)

Effect: PHYSICAL DAMAGE, with Power 2 + Successes

BEAST DEMON

Demons prowled the earth for many millenia before the dawn of human civilization, and come in many thousands of shapes and forms. The BEAST DEMONS are those which share – at least to a cursory glance – a visual similarity with a non-magical creature, as well as a more bestial intelligence, and reliance on primal instinct above tactics and reasoned thought.

Typically using their more unassuming forms to get close to their prey, they unleash their demonic fury and hunger upon their prey, leaving no trace of their meal.

NOGTAIL

MoM Rating: IV (Ineffable Demon)



One of the lesser demons still native to the mortal realm, the Nogtail resembles a stunted piglet, albeit with a thick stubby tail and elongated legs.

Nogtails are known to sneak into farms to suckle from an ordinary pig, bringing with them a terrible, cursed blight which stuck to the land. Capable of reaching immense speeds on land, catching a Nogtail is therefore impossible – the only way to drive one off for good is to hunt them down and chase it away with a pure-white dog.

The nogtail poses a threat not only because of the blight which follows it, but because of their voracious appetite, wicked teeth and willingness to take a bite out of any fool who gets too close to them.

HEALTH:



FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◇◇◇◇◇◇◇◇	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◇◇◇◇◇◇◇◇	◆◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◇◇◇◇◇◇◇◇	◆◆◆◆◆◆◆◆

ABILITIES:

SPEED: ◆◆◆◆◆◆◆◆ + INTIMIDATION: ◆◆◆◆◆◆◆◆

IMMUNE to Necrotic, **RESISTANT** to Physical damage and **SUSCEPTIBLE** to Incandescent

WALKING SPEED: 11 metres per cycle

Blighting Presence: A Nogtail exudes an aura which curses the land around it for 1km in every direction from its nest. For every week the Nogtail has been nesting, all beings in this radius take a 1d penalty (max 5d) to all checks made, plants wither and die, and animals become sickly and weak.

Nogtail Weakness: If a pure-white dog is brought within 10m of the NOGTAIL, it becomes TERRIFIED and must use its movement to get as far away from the creature as possible.

Moving Target: On any turn in which the Nogtail moves more than half its movement, it gains +1d to all DODGE checks, and incurs no drain.

Armaments & Attacks

Bite: (melee attack, 7d, DV 5)

Effect: STABBING DAMAGE, with Power 1 + Successes

Focussed Blight: (ranged attack: 5m, 6d, DV 7)

Effect: NECROTIC DAMAGE, with Power 1 + Successes

Energy Reserves: The Nogtail uses some of the cursed energy it has stored in its nest: the effect from the BLIGHTING PRESENCE becomes one level less severe, but the Nogtail makes a FOCUSED BLIGHT attack against all targets in range.

KISHI

MoM Rating: V (*Ineffable Demon*)



Native to the southern part of Africa, this demonic entity takes the form of a beautifully sleek and well-kept hyena, marred only by the addition of a humanoid head protruding from the back of its normal snouted face.

This human face speaks honeyed words in a calming, almost hypnotic voice and is known to lure children out into the darkness, where the hyena mouth uses its wickedly long teeth and near-unbreakable grip to maul any who cross its path.

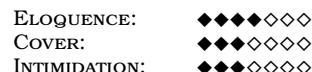
HEALTH



FORTITUDE:



ABILITIES:



WALKING SPEED: 6 metres per cycle

Carrion Hauler: The Kishi does not have its speed halved when dragging a GRAPPLED foe unless they are significantly heavier than the Kishi.

Two Mouths: The Kishi may use its HYPNOTIC WORDS ability whilst GRAPPLING a foe, but not its EVICERATING BITE.

Languages: SPEAKS: Human languages, Abyssal

Armaments & Attacks

Evicerating Bite: (melee attack, 6d, DV 6)

Effect: STABBING DAMAGE, with Power 3 + Successes

Swift Scratch: (melee attack, 4d, DV 6)

Effect: CUTTING DAMAGE, with Power 1 + Successes

Latching Bite: (melee attack, 4d, DV 7)

Effect: GRAPPLED STATUS, with Power 6 + Successes

Hypnotic Words: The Kishi may use its SPELLCASTING ability to cast the CHARM and DELUDE spells.

BOWTRUCKLE

Bowtruckles are a species of hand-sized, insect-eating humanoids which reside inside trees. Bowtruckles prefer to make their home in trees with wand-quality wood (or perhaps, it is the presence of a Bowtruckle which makes a tree wand-grade), and a single tree can host up to 5 generations of the same bowtruckle clan.

Normally peacable and shy creatures, they become territorial and violent when their home tree is threatened.

The classification of the intelligence of the BOWTRUCKLES has been somewhat controversial – they are evidently intelligent and able to communicate with and understand humans, however they do not seem to possess the ability for abstract thinking or tool usage that most consider necessary for a SAPIENT classification.

Camouflaged: Bowtruckles blend in perfectly with their trees, when they wish to pass unnoticed, they appear as nothing more than a set of leafy twigs. It is only by catching them in motion that they can be easily spotted.

Natural Climbers: Living their entire life in trees, bowtruckles are natural climbers, and can move across near-sheer vertical surfaces as easily as they walk .

Long Fingers: Nominally evolved to help dig insects out of the bark of a tree, the long spindly fingers of a bowtruckle can be used to perform very delicate tasks, such as picking a lock, or used offensively to poke out the eyes of those who threaten their treetop homes.

SOFTWOOD BOWTRUCKLE

MoM Rating: II (*Non-sapient Imp*)

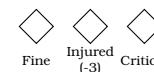


The Softwood Bowtruckle, as the name may suggest, reside within softwood trees, typically pine, cedars, firs, yews and redwoods, and prefer a cooler or damper environment than their hardwood cousins. They appear as green-skinned elfin creatures with leaves growing from random parts of their body, and are often said to have 'kind faces'.

The Softwood branch of the family are incredibly flexible, able to contort themselves through even the smallest of gaps as they hunt for insects, though this comes at the expense of a natural armour.

The softwood is the most friendly of the bowtruckle species, often forming friendships with humans and other animals which they pass down through generations. However, they have also shown a tendency to become emotional and sulk when their 'friend' gives them insufficient attention.

HEALTH



FORTITUDE:



FITNESS	CHARM	INTELLIGENCE
◆◆◇◆◇◆◇◆	◆◆◆◇◆◇◆◇	◆◆◆◇◆◇◆◇
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◇◆◇◆	◆◇◆◇◆◇◆◇	◆◆◆◇◆◇◆◇

VITALITY	INSIGHT	PERCEPTION
◆◆◇◆◇◆◇◆	◆◆◆◇◆◇◆◇	◆◆◆◇◆◇◆◇

ABILITIES:

ELUSION:	◆◆◆◆◆◆◆	COVERT:	◆◆◆◆◆◆◆
ACROBATICS:	◆◆◆◆◆◆◆	KINSHIP:	◆◆◆◆◆◆◆
KINDNESS:	◆◆◆◆◆◆◆		

SUSCEPTIBLE to Fire**WALKING SPEED:** 1 metres per cycle

One with wood: The Softwood Bowtruckle may use their ELUSION ability to appear as a simple twig or leaf. As long as they remain still, this illusion is near-perfect.

Languages: UNDERSTANDS: Human language

Armaments & Attacks

Poke: (melee attack, 4d, DV 5)

Effect: STABBING DAMAGE, with Power 1 + Successes

Go for the eyes: (melee attack, 6d, DV 6)

Effect: BLINDED CONDITION, with Power 1 + Successes

HARDWOOD BOWTRUCKLE

MoM Rating: III (Non-sapient Imp)



Residing within mighty hardwood trees such as oaks, ironwoods, mahoganies and willows, the Hardwoods are much harder and more resilient than their softwood brethren.

The bodies of the hardwood bowtruckles seem to be composed almost entirely from bark, wood and twigs intertwined to form the body. Small sproutings of green may be seen from their body during spring (from which their young grow), but otherwise they are without discernable features.

This hardness has evolved because life for the hardwoods is much tougher and more violent than the softwoods. Whilst softwoods are known to form friendships and only attack when provoked, the hardwoods are more likely to flee or lash out at unwanted visitors.

HEALTH

◆◆	◆◆	◆◆	◆◆	◆◆
Fine	Bruised (-1)	Injured (-3)	Harmed (-4)	Critical

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆

ABILITIES:

ELUSION:	◆◆◆◆◆◆◆	COVERT:	◆◆◆◆◆◆◆
INTIMIDATION:	◆◆◆◆◆◆◆	BRAVERY:	◆◆◆◆◆◆◆
STRENGTH:	◆◆◆◆◆◆◆	BRAWL:	◆◆◆◆◆◆◆

SUSCEPTIBLE to Fire**WALKING SPEED:** 2 metres per cycle

One with wood: The Hardwood Bowtruckle may use their ELUSION ability to appear as a simple twig or leaf. As long as they remain still, this illusion is near-perfect.

Charcoal skin: The first time a Hardwood Bowtruckle takes FIRE damage, it loses its SUSCEPTIBILITY to fire damage for 24 hours, and the Hardwood Bowtruckle takes on a blackened appearance.

Languages: UNDERSTANDS: Human language

Armaments & Attacks

Poke: (melee attack, 4d, DV 5)

Effect: STABBING DAMAGE, with Power 1 + Successes

Go for the eyes: (melee attack, 6d, DV 6)

Effect: BLINDED CONDITION, with Power 1 + Successes

CERATOTHID

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.

GRAPHORN

MoM Rating: IV (Non-sapient Beast)

The Graphorn is found in mountainous European regions. Large and greyish purple with a humped back, the Graphorn has a number of very long, sharp and golden horns running across its back, walks on large, four-thumbed feet, and has an extremely aggressive nature. Their mouth is surrounded by a number of prehensile tendrils, which they use both for manipulating food, and for sensing their surroundings. Mountain trolls can occasionally be seen mounted on Graphorns, though the latter do not seem to take kindly to attempts to tame them and it is more common to see a troll covered in Graphorn scars. Powdered Graphorn horn is used in many potions, though it is immensely expensive owing to the difficulty in collecting it. Graphorn hide is even tougher than a dragon's and repels most spells.

HEALTH

◆◆◆◆◆◆◆	◆◆◆◆◆◆◆	◆◆◆◆◆◆◆
Fine	Bruised (-1)	Injured (-3)

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:

STRENGTH: ◆◆◆◆◆◆◆◆
INDIMIDATION: ◆◆◆◆◆◆◆◆

BRAVERY: ◆◆◆◆◆◆◆◆
SPEED: ◆◆◆◆◆◆◆◆

RESISTANT to Physical damage

WALKING SPEED: 5 metres per cycle

Graphorn Hide: Whenever an attack POWER is reduced to zero by a RESIST, the Graphorn takes no DRAIN.

Armaments & Attacks**Horn Gore:** (melee attack, 7d, DV 7)

Effect: STABBING DAMAGE, with Power 2 + Successes

If the Graphorn moves at least half its full movement before taking this attack, it deals an additional three levels of harm.

Body Slam: (melee attack, 5d, DV 5)

Effect: CRUSHING DAMAGE, with Power 3 + Successes

This ability leaves the Graphorn PRONE

Tail strike: (melee attack, (range 3m), 6d, DV 5)

Effect: BASHING DAMAGE, with Power 1 + Successes

ERUMPENT

MoM Rating: V (Non-sapient Beast)



An enormous, rhinocerous-like magical beast hailing from Africa, the Erumpent is an extremely dangerous beast, thanks to the gigantic horn which protrudes from its head.

This horn pierces even the toughest armour and contains a naturally-occurring alchemical which causes whatever it is injected into to detonate in a mighty explosion. In addition to this overwhelming (literal) firepower, the Erumpent's hide is near-immune to many powerful magics.

HEALTH

◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
Fine	Bruised (-1)	Hurt (-2)	Injured (-3)	Mangled (-5)

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:

STRENGTH: ◆◆◆◆◆◆◆◆
SPEED: ◆◆◆◆◆◆◆◆

IMMUNE to ELEMENTAL SPELLS, HEXES and CURSES cast below QARTUM level.

WALKING SPEED: 6 metres per cycle

Erumpent Hide: When the BLOCK ability is reduced to zero through DRAIN, the ERUMPENT loses its immunity to spells.

Armaments & Attacks**Impale:** (melee attack, 7d, DV 6)

Effect: STABBING DAMAGE, with Power 2 + Successes
Attempts to Block this attack automatically fail.

Body Slam: (melee attack, 5d, DV 5)

Effect: CRUSHING DAMAGE, with Power 3 + Successes
This ability leaves the Erumpent PRONE

Explosive Injection: Select a target harmed by the IMPALE attack within the last 3 rounds. A n explosion is triggered with radius 5m, centred on that target, dealing level 6 FIRE damage to all in range.

RE'EM

MoM Rating: IV (Non-sapient Beast)



Once abundant across the North American continent, the mighty Re'em has been hunted to near extinction. Their mighty frames reach up to 3m, and are completely covered in a lustrous golden hide. Though exquisite, this hide is not the reason for their desirability as prey: rather it is their blood, which acts as a powerful alchemical reagent, imparting on the drinker a fraction of the immense strength of the Re'em.

It is said that once a Re'em has started moving, no force, physical or magical can stop them or change their path unless they choose to – researchers have found that diving out of the way of the path of a Re'em on the warpath is often the most sensible option.

HEALTH

◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
Fine	Hurt (-2)	Harmed (-4)	Mangled (-5)	Critical

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◇◆◇◆◇◆	◆◇◆◇◆◇◆
PRECISION	DECEPTION	WILLPOWER
◆◆◇◆◇◆◇◆	◇◆◇◆◇◆◇◆	◆◇◆◇◆◇◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◇◆◇◆◇◆	◆◆◇◆◇◆◇◆

ABILITIES:

STRENGTH: ◆◆◆◆◆◆◆◆ + ◆◆◇◆◇◆◇◆ SPEED: ◆◆◇◆◇◆

RESISTANT to *Physical damage*

WALKING SPEED: 5 metres per cycle

Unstoppable: Once it has started moving, the magic within the Re'em's blood negates all magic which would stop it, slow it, or otherwise alter its course.

Armaments & Attacks

Trampling Charge: The Re'em moves in a straight line a distance equal to its movement speed, tracing a cylinder with a 1m radius. Any being caught in this region which does not use the DODGE action (Or have an ally do the same to save them) takes level 5 CRUSHING damage.

Body Slam: (*melee attack, 6d, DV 5*)

Effect: CRUSHING DAMAGE, with Power 3 + Successes
This ability leaves the Re'em PRONE

CHIMERA

MoM Rating: VII (*Non-sapient Monstrosity*)



One of the most dangerous, and notorious, artificial magical creatures in all of history, the CHIMERA truly is a terrifying beast. Said to have been created by the mad witch ECHIDNA, the 'mother of monsters', the Chimera escaped into the world and began their reign of terror.

Possessing the heads of both a lion and a goat, with a further snake-head protruding from its serpentine tail – all of which have the ability to act independently, the chimera would be terrifying enough with this alone. Alas, ECHIDNA was not yet done – the goat's head has the ability to breath gouts of fire and summon bolts of lightning, whilst the lion's head can release a howl which pierces deep into the minds of those unfortunate enough to be surrounding it.

Only one wizard is on record as having successfully defeating a chimera – and they were killed by the sheer effort required. Humanity is lucky that the chimera are also incredibly individualistic and violent towards their own kind, only mating once a century – else chimera would probably be the dominant species on this planet.

HEALTH

◇◇◇◇◇◇◇◇	◇◇◇◇	◇◇	◇	◇	◇
Fine	Bruised (-1)	Hurt (-2)	Injured (-3)	Harmed (-4)	Critical

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◇◆◇◆◇◆	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◇◆◇◆◇◆	◆◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◇◆◇◆◇◆	◆◆◆◆◆◆◆◆

ABILITIES:

STRENGTH: ◆◆◆◆◆◆◆◆ SPEED: ◆◆◆◆◆◆◆◆
REGENERATION: ◆◆◆◆◆◆◆◆

RESISTANT to *Energetic damage*

WALKING SPEED: 8 metres per cycle

Eyes everywhere: A Chimera has perfect 360° vision, and cannot be snuck up upon or surprised, except by magical invisibility.

Regenerative: At the end of every round, if it is not unconscious or INCAPACITATED, the Chimera may perform a DV 7 VITALITY (REGENERATION) check, healing itself equal to the number of successes.

Armaments & Attacks

Multieheaded: As a single MAJOR ACTION, each head may make an attack of their choosing, or attempt to negate an incoming attack.

Lion's Bite: (melee attack, 12d, DV 5)
Effect: STABBING DAMAGE, with Power 1 + Successes

Lion's Roar: (area attack: all beings within 30m who can hear, 7d, DV 7)
Effect: TERRIFIED STATUS, with Power 4 + Successes

Goat's Flame: (ranged attack: 10m, 6d, DV 6)
Effect: FIRE DAMAGE, with Power 3 + Successes

Goat's Electrification: (melee attack, 5d, DV 6)
Effect: ELECTRIC DAMAGE, with Power 4 + Successes

Snake's Bite: (melee attack, (range 2m) 8d, DV 6)
Effect: STABBING DAMAGE, with Power 1 + Successes

Snake's Poison: (ranged attack: 10mm, 7d, DV 7)
Effect: POISON DAMAGE, with Power 1 + Successes.
If the being takes harm from this attack, they take the POISONED status (2 HARM, requires 10 successes)

CLOAKWRAITHS

A tattered black cloak might not seem the most terrifying piece of attire that a being could don, though those who have encountered the **CLOAKWRAITHS** might say differently.

No-one really knows where they come from, though ancient legends say that they are the spirits of those too evil to pass to the other side. Some WRAITHS appear as gaunt almost-humanoids beneath their eponymous shrouds, whilst others seem to have no corporeal form. Some believe that they are in fact a single type of being at various points in their lifecycle, whilst others believe them to be individual manifestations of primal human fears.

What they all have in common (besides the ominous cloak), is an evil aura of terror, and a hunger for human souls.

LETHIFOLD

MoM Rating: IV (*Ineffable Abomination*)



Also known as a **LIVING SHROUD**, a Lethifold is a carnivorous and highly dangerous magical creature.

Unlike other CLOAKWRAITHS, a Lethifold appears to have no physical form, appearing instead as a gently floating and flapping shroud of black fabric, which crawls out of the shadows to envelop and then devour their victim.

When a Lethifold devours a victim, the only remaining sign of their once-physical existence is a slight thickening of the lethifold, and a handful of thread-like tendrils extending from beneath its body, otherwise the lethifold leaves no trace.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Mangled (-5)	Critical		

FORTITUDE:



BLOCK	◆◇◇◇◇◇◇
DODGE	◆◆◆◇◇◇
ENDURE	◆◆◆◆◇◇

FITNESS	CHARM	INTELLIGENCE
◆◇◇◇◇◇◇	◇◇◇◇◇◇◇	◆◇◇◇◇◇◇
PRECISION	DECEPTION	WILPOWER
◆◆◆◆◇◇◇	◇◇◇◇◇◇◇	◆◇◇◇◇◇◇
VITALITY	INSIGHT	PERCEPTION
◆◇◇◇◇◇◇	◆◆◆◆◇◇◇	◆◇◇◇◇◇◇

ABILITIES:

COVERT: FLIGHT:

IMMUNE to PHYSICAL damage and **SUSCEPTIBLE** to Patronus charm, Incandescent Damage

FLYING SPEED:

8 metres per cycle
Soporific Aura: Any creature within 1m of the Lethifold takes 2d penalty to all attempts to RESIST sleep.

Magical Resistance: The Lethifold gets a +3d bonus to all RESIST checks against all spells cast below a QARTUM level (except the PATRONUS)

Digestion: A being trapped by the ENVELOP ability is trapped within the Lethifold and begins to be digested, taking level one harm on the first turn it is trapped, level two on the second, and so on. If the being reaches the CRITICAL CONDITION in this fashion, it is instantly killed, and absorbed into the Lethifold.

Armaments & Attacks

Subdue Prey: (area attack: sphere 3m around Lethifold, 4d, DV 7)
Effect: SLEEP STATUS, with Power 1 + Successes (once per day)

Envelop: (melee attack, 4d, DV 6)
Effect: INCAPACITATED STATUS, with Power 3 + Successes

DEMENTOR

MoM Rating: V (*Ineffable Abomination*)



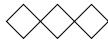
Perhaps the most feared (and certainly the most well-known) of the CLOAKWRAITHS, the Dementor appear as exceptionally tall, gaunt and necrotic humanoids beneath their cloak, as they float effortlessly through space.

They use an aura of ice and terror to incapacitate their foes, before delivering the infamous 'dementor's kiss', an act which devours the very soul of a being, leaving them a lifeless husk.

Strangely, despite being reviled and feared throughout history, DEMENTORS are the only ABOMINATION ever employed by the MINISTRY – being used as guards/torturers for AZKABAN PRISON for almost 200 years, until they sided with LORD VOLDEMORT.

HEALTH

Fine	Injured (-3)	Critical				

FORTITUDE:

BLOCK	◆◆◇◆◇◆◇◆
DODGE	◆◆◆◆◇◆◇◆
ENDURE	◆◆◆◆◆◇◆◆

FITNESS

◆◆◇◆◇◆◇◆

CHARM

◇◆◇◆◇◆◇◆

INTELLIGENCE

◆◆◆◆◇◆◇◆

PRECISION

◆◆◆◆◇◆◇◆

DECEPTION

◆◇◆◇◆◇◆

WILLPOWER

◆◆◆◆◇◆◇◆

VITALITY

◆◆◇◆◇◆◇◆

INSIGHT

◆◆◆◆◇◆◇◆

PERCEPTION

◆◆◇◆◇◆◇◆

ABILITIES:

INTIMIDATION: ◆◆◆◆◆◇◆

FLIGHT: ◆◆◆◆◆◇◆

RESISTANT to PHYSICAL damage and **SUSCEPTIBLE** to Patronus charm, Incandescent Damage

FLYING SPEED: 16 metres per cycle

Auror of Futility: An icy, soul-sapping aura extends around a Dementor for a radius of 3m. Beings within this radius suffer a 2d penalty to resist the TERRIFIED status effect, and a 1d penalty to all other actions.

Hovering Menace: A DEMENTOR may move freely in 3D without hindrance.

Magical Resistance: The Dementor gets a +3d bonus to all RESIST checks against all spells cast below a QARTUM level (except the PATRONUS)

Paralyzed With Fear: If a being becomes TERRIFIED of the Dementor, they remain rooted in place for one turn cycle (INCAPACITATED), before they can attempt to flee.

Languages: SPEAKS: Abyssal, Human Languages

Armaments & Attacks

Intensify Aura: (area attack: sphere 15m around Dementor, 6d, DV 5)
Effect: COLD DAMAGE / TERRIFIED STATUS, with Power 2 + Successes, distributed between effects, (once per hour)

Clutching Claws: (melee attack, 6d, DV 5)
Effect: CUTTING DAMAGE, with Power 1 + Successes

Dementor's Kiss: (melee attack, 8d, DV 7)
Effect: NECROTIC DAMAGE, with Power 5 + Successes (Requires target to be INCAPACITATED)

SHUAGH

MoM Rating: VI (*Ineffable Abomination*)

The Shuagh are a form of mounted CLOAKWRAITH, never seen without their sickly and skeletal horses, which produce no sound as they gallop over devastated wasteland.

Seemingly unique amongst the other CLOAKWRAITHS, the Shuagh use tools and weapons to achieve their goals: the fermenting of war, chaos and unbridled fury. The very presence of a Shuagh is enough to anger even the most passive of individuals, and so the arrival of a Shuagh was often seen as the precursor to bloodshed and infighting.

HEALTH:

◆◆◇◆◇◆◇◆	◆◆◇◆◇◆◇◆	◆◆◇◆◇◆◇◆	◆◆◇◆◇◆◆	◆◆◆◆	◆◆◆◆
Fine	Bruised (-1)	Hurt (-2)	Harmed (-4)	Mangled (-5)	Critical

FORTITUDE:

BLOCK	◆◆◆◆◆◇◆
DODGE	◆◆◆◆◇◆◆
ENDURE	◆◆◆◆◆◆

FITNESS

◆◆◆◆◆◇◆

CHARM

◇◆◇◆◇◆

INTELLIGENCE

◆◆◆◆◆◇◆

PRECISION

◆◆◆◆◇◆◆

DECEPTION

◆◆◆◆◇◆◆

WILLPOWER

◆◆◆◆◆◆

VITALITY

◆◆◆◆◆◇◆

INSIGHT

◆◆◆◆◆◇◆

PERCEPTION

◆◆◆◆◆◇◆

ABILITIES:

INTIMIDATION: ◆◆◆◆◆◆◆

SPELLCASTING: ◆◆◆◆◆◇◆

STRENGTH: ◆◆◆◆◆◇◆

SKIRMISH: ◆◆◆◆◆◆◆

CONVICTION: ◆◆◆◆◆◇◆

SPEED: ◆◆◆◆◆◇◆

◆◆◆◆◆◆◆

◆◆◆◆◆◇◆

◆◆◆◆◆◇◆

RESISTANT to PHYSICAL damage and **SUSCEPTIBLE** to Patronus charm, Incandescent Damage

WALKING SPEED: 5 metres per cycle

Magical Resistance: The Shuagh gets a +3d bonus to all RESIST checks against all spells cast below a QARTUM level (except the PATRONUS)

Puppets of War: Any being which is reduced to the CRITICAL CONDITION status within 50m of the Shuagh instead heals 1 level of harm, and must begin fighting another target of the Shuagh's choosing.

Soul Mount: Whilst mounted, the Shuagh gains +2 damage to all attacks against unmounted foes and its movement speed is doubled. Any damage dealt to the mount is dealt to the Shuagh

Languages: SPEAKS: All verbal languages

Armaments & Attacks

Sword strike: (melee attack, 10d, DV 6)

Effect: STABBING/CUTTING DAMAGE, with Power 2 + Successes

Innate Power: The Shuagh may use their SPELLCASTING ability to cast the CORRUPT, COMPEL and DELUDE spells

CREATIONS

CREATIONS are a class of magical creature which have, either through accident or design, been created by artificial means. This is usually the result of (highly illegal) experimental breeding, though direct magical manipulation of a species has been known to occur.

Almost every beginner TRANFIGURATION student has, at some point, been responsible for the creation of a pseudo-CREATION, when they accidentally morphed their pet rat into a rat-goblet, or some other ungodly accident. What sets the creatures below apart from these short-lived accidents is that CREATIONS are a viable species in their own right, with the ability to reproduce and continue their species' existence, and they have often escaped from their creators' control, and have made their home somewhere in the magical world.

HIDEBEHIND

MoM Rating: IV (*Sapient Sprite*)

The Hidebehind was accidentally created when illegal trader Phineas Fletcher attempted to import a trafficked Demiguise into America, with the goal of manufacturing Invisibility cloaks. The Demiguise escaped while on board the ship and bred with a stowaway ghoul, and the offspring escaped into the forests of Massachusetts. As a result of their DEMIGUISE ancestry, they are able to turn invisible, though they prefer to use their ability to contort and warp their shape like rubber, such that they can hide behind almost any object (hence the name). Those few who have glimpsed a Hidebehind describe them as a bipedal bear-like creature with fine silver hair.

Hidebehinds are highly intelligent, but harbour a deep hatred and resentment for humankind, probably due to a genetic memory of the cruel circumstances that led to their creation. They will use their abilities to sneak up on unwary humanoids, knock them unconscious and then feast upon them.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Injured (-3)	Mangled (-5)	Critical

BLOCK	◆◆◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆◆
Precision	Deception	Willpower
◆◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆◆
Vitality	Insight	Perception
◆◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆◆

ABILITIES:

COVERT:
SHAPESHIFT:

◆◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆◆

SPEED:

◆◆◆◆◆◆◆◆◆◆

WALKING SPEED: 4 metres per cycle

Malleable Form: A Hidebehind may use their SHAPESHIFTING ability to warp their form as if it were made of loose rubber. They cannot alter their appearance beyond this malleability.

Hidden Reprieve: Whenever a Hidebehind manages to successfully remain hidden for a full round, and does not reveal their location by attacking, they recover a FORTITUDE point.

Languages: UNDERSTANDS: Human languages (poorly)

Armaments & Attacks

Bludgeon: (melee attack, 5d, DV 5)

Effect: BASHING DAMAGE, with Power 1 + Successes

Rubberly flail: (extended melee attack, range: 5m, 5d, DV 8)

Effect: BASHING DAMAGE, with Power 1 + Successes

Bite: (melee attack, 7d, DV 7)

Effect: STABBING DAMAGE, with Power 2 + Successes

Phase: As a MINOR ACTION, a Hidebehind may expend a FORTITUDE point to turn invisible at the end of the round, lasting for 3 rounds (10 seconds). This invisibility is not broken by taking actions.

BLAST-ENDED SKREWWT

MoM Rating: IV (*Non-sapient Monstrosity*)

The first clutch of Blast-Ended Skrewts was hatched by RUBEUS HAGRID in 1994 from an illegal interspecies mixing of MANTICORES and FIRECRABS.

The result was a set of horrifying infants which resembled 3ft long deformed, shell-less lobsters, mixed with a scorpion. As they mature, they grow up to 10ft in length, and develop a highly resistant (and equally disgusting) carapace which reflects almost all magical effects.

The males of the species possess wicked scorpion-like tails filled with a deadly venom, whilst the females have suckers they use to drain the blood of their victims. All adult members of the species were capable of generating immense blasts of fire from their rear end – either used as a propulsion system, or as an offensive weapon.

Due to Hagrid's well documented and extreme negligence, a number of Blast-Ended Skrewts were able to escape into the FORBIDDEN FOREST, and have begun breeding. Recent attempts to quell the infestation were unsuccessful.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Injured (-3)	Mangled (-5)	Critical

FORTITUDE:

BLOCK	◆◆◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◇◆◇◆◇◆	◇◆◇◆◇◆◇◆	◆◆◇◆◇◆◇◆
PRECISION	DECEPTION	WILLPOWER
◆◆◇◆◇◆◇◆	◇◆◇◆◇◆◇◆	◆◆◇◆◇◆◇◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◇◆◇◆	◆◆◇◆◇◆◇◆	◆◆◇◆◇◆◇◆

ABILITIES:

SPEED: ◆◆◆◆◇◆◇◆ STRENGTH: ◆◆◆◆◇◆◇◆
TUNNELLING: ◆◆◆◆◇◆◇◆

IMMUNE to Any spell not CALLED to their underside

WALKING SPEED: 6 metres per cycle
TUNNELLING SPEED: 0.25 metres per cycle

Resistant Armour: The slimy, disgusting shell of the Blast-Ended Skrewt reflects almost all magic. Attacks must be specifically targeted at their fleshy underbellies to be effective.

Armaments & Attacks

Fire Blast: (area attack: Cone 2m in length, 5d, DV 8)

Effect: FIRE DAMAGE, with Power 2 + Successes.

The Blast-Ended Skrewt is launched 5m in the opposite direction to the attack. Can expend a FORTITUDE point to extend this to up to 15m, and immediately make another attack.

Stinger (males only): (melee attack, 6d, DV 6)

Effect: POISON DAMAGE, with Power 3 + Successes

Sucker (females only): (melee attack, 6d, DV 6)

Effect: NECROTIC DAMAGE, with Power 1 + Successes

The Blast-Ended Skrewt heals for half the amount of damage dealt.

DEMIGUISE

MoM Rating: III (Non-sapient Beast)



Demiguise are peaceful, herbivorous magical creatures native to the Far East. These highly magical creatures have been hunted to near-extinction by wizardkind due to their incredible ability to turn invisible – the pelt of a Demiguise can therefore be used in the construction of CLOAKS OF INVISIBILITY. Demiguise have precious little ability to defend themselves, though they do have PRECOGNITIVE SIGHT which allows them to see just a few seconds into the future, and hence they excel at evading threats, if not negating them.

HEALTH

◆	◆	◆	◆	◆
Fine	Bruised (-1)	Injured (-3)	Harmed (-4)	Critical

FORTITUDE:

BLOCK	◆◆◆◆◇◆◇◆
DODGE	◆◆◆◆◇◆◇◆
ENDURE	◆◆◆◆◇◆◇◆

FITNESS	CHARM	INTELLIGENCE
◆◆◇◆◇◆◇◆	◆◆◆◆◇◆◇◆	◆◆◇◆◇◆◇◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◇◆◇◆◇◆◇◆	◆◆◇◆◇◆◇◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◇◆◇◆	◆◆◆◆◆◆◆◆	◆◆◆◆◇◆◇◆

ABILITIES:

ELUSION: ◆◆◆◆◆◆◆◆ COVERT: ◆◆◆◆◆◆◆◆
CLIMB: ◆◆◆◆◇◆◇◆ SPEED: ◆◆◆◆◆◆◆◆

WALKING SPEED: 4 metres per cycle

CLIMBING SPEED: 1 metres per cycle

Invisibility: A Demiguise may use their ELUSION skill to become completely invisible to the naked eye. By expending a FORTITUDE point, they may also evade magical detection.

Precognition: A Demiguise sees slightly into the future, and so always beats all other REFLEX rolls, and gains +4d to one RESIST roll per cycle.

In the case of multiple creatures possessing this ability, they perform their own REFLEX roll amongst themselves to determine who goes first.

Armaments & Attacks

Bite: (melee attack, 3d, DV 5)

Effect: STABBING DAMAGE, with Power 1 + Successes

ELECTRIC ELEMENTAL

Within the ELEMENTAL PLANES there can be found a single, enormous mountain, surrounded at all times by a roiling, black cloud filled with crackling energy: THUNDERTOP. Lightning and thunder are everpresent in this hostile environment, and every surface is highly charged with static electricity – the foolish explorer who sets foot on the mountain of thunder without some rubber-soled boots is liable to have a very bad time.

Within the crackling chaos and the booming crashes of this formidable environment, reside a number of creatures who have learned to harness, channel and consume electrical energy, using it for their own end - **ELECTRIC ELEMENTALS**.

RAIJU

MoM Rating: III (Non-sapient Elemental)



Appearing as perfectly normal (albeit electric blue) dogs, Raiju do not seem to be magical upon first glance. However, when angered, electrical energy arcs from every surface of their body, and their growl shakes the ground like distant thunder.

After an ambitious magical experiment went awry in 15th century Japan, a number of Raiju were stranded in this realm and promptly began to multiply – they are now considered relatively common, and many Japanese witches and wizards have been known to train them as guard dogs and family pets.

HEALTH

◆	◆◆	◆	◆
Fine	Bruised (-1)	Hurt (-2)	Critical

FORTITUDE:

BLOCK	◆◆◆◆◇◆◇◆
DODGE	◆◆◆◆◇◆◇◆
ENDURE	◆◆◆◆◇◆◇◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◇◇	◆◆◇◇◇◇◇	◆◇◇◇◇◇◇
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◇◇◇	◇◇◇◇◇◇◇	◆◆◇◇◇◇◇
VITALITY	INSIGHT	PERCEPTION
◆◆◇◇◇◇◇	◆◆◇◇◇◇◇	◆◇◇◇◇◇◇

ABILITIES:

SPEED: ◆◆◆◆◆◇◇ INTIMIDATION: ◆◆◇◇◇◇◇

IMMUNE to Electric Damage**WALKING SPEED:** 7 metres per cycle

Crackling Aura: When threatened, a Raiju generates an immense static field. Any being passing within 1m of the Raiju, or making a MELEE attack this cycle, is considered SUSCEPTIBLE to ELECTRIC damage until the end of the next turn cycle.

Armaments & Attacks**Static Bite:** (melee attack, 3d, DV 5)

Effect: STABBING/ELECTRIC, with Power 2 + Successes

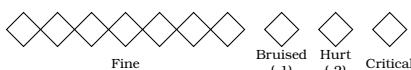
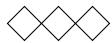
Electric Arc: (ranged attack: 5m, 7d, DV 7)

Effect: ELECTRIC, with Power 1 + Successes

Rumbling Roar: (area attack: Sphere 3m in radius around Raiju, 4d, DV 6)

Effect: PUSHBACK, with Power 2 + Successes

NEPHELAI

MoM Rating: V (*Non-sapient Elemental*)**HEALTH****FORTITUDE:**

BLOCK	◆◇◇◇◇◇
DODGE	◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◇◇◇◇◇	◆◇◇◇◇◇	◆◆◆◆◆◇◇
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◇◇	◆◇◇◇◇◇	◆◆◆◆◆◇◇
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◇◇	◆◆◇◇◇◇	◆◆◆◆◆◇◇

ABILITIES:

FLIGHT: ◆◆◆◆◆◇◇ INHUMAN SENSES: SWIM: ◆◆◆◆◆◇◇

IMMUNE to Electric damage and the Poisoned, Prone, Blinded, Deafened, Frostbitten and Trapped status effects. and **RESISTANT** to Physical damage

SWIMMING SPEED: 0.5 metres per cycle**FLYING SPEED:** 12 metres per cycle

Nephelomorph: A Nephelai may alter their form at will, creating images and shapes within themselves, or shrinking or growing themselves to any size between mere centimetres and hundreds of metres tall.

Cloud Body: The body of a Nephelai is formed of clouds, bound together by magic. Though they may not pass through solid objects like walls and doors, objects and beings may share the same space as the Nephelai. Any living being which spends part of a CYCLE within the Nephelai takes LEVEL 5 ELECTRIC DAMAGE.

Pressure Sense: Without eyes or ears to speak of, a Nephelai relies on their INHUMAN SENSES to detect changes in pressure. As such, they are not fooled by immaterial illusions or simple invisibility.

Armaments & Attacks**Lightning Bolt:** (ranged attack: 100mm, 3d, DV 6)

Effect: 5 + Successes, with Power

Chain Lightning: By expending a FORTITUDE point, the Nephelai makes successive LIGHTNING BOLT attacks against targets in range, with each attack originating from the previous target. The chain ends when an attack fails, or has its POWER reduced to zero.

Churning Vortex: (melee attack, 10d, DV 7)

Effect: COLD/BASHING, with Power 1 + Successes, against all targets currently inside the Nephelai

ELVES

Modern muggle culture frequently imagines Elves to be superhuman, immortal and otherworldly creatures – outwardly appearing as impossibly beautiful humans and wielding immense, primal magic. This is primarily due to the influence of the muggle writer Tolkein (who was himself a squib). In reality, elves are much closer to those envisaged in medieval Germanic mythology – small, impish tricksters.

Though they have a love for tricks and fun, the most common form of elf throughout history, the *Brúnbásu*, or *Common Brownie* often helped humans by performing small chores for them. In one of the more shameful acts of wizarding history, the Brúnbásu were then systematically enslaved and brainwashed into eternal servitude, leading to the creation of the race of House-Elves. Witnessing this horrific act of human cruelty, many of the other elf species retreated into relative obscurity.

Diminutive Frame: Almost all species of Elf are tiny in stature – rarely reaching more than 3ft in height – with skinny and spindly arms and legs. They rely on magic for physical acts that their size denies them.

Elfin Magics: Elf magic is unlike any that is understood by humans, who often look down on it as inferior. Some scholars, however, have hypothesised that elfin magic is in fact far superior to wizard magic. It is only due to the elfin spirit and its dislike of organisation and study

(and probably helped by wizard oppression) that they have not learned to harness it to its full potential. The most prominent quirk of elfin magic is their ability to ignore even the strongest magical wards and boundaries.

Fond of Trickery: All elves (except perhaps the brainwashed House Elves) are fond of trickery and fun. They play endless pranks on one another, delighting in causing small amounts of chaos. Even those who are dedicated to cleaning and tidying play the occassional trick: muggles notice this in the form of missing socks, or keys never quite being where they were left.

Holding Court: Elven society is chaotic and unorganised. They rarely recognise a leader, though they sometimes assemble themselves into bands and groups for the purpose of safety. This all changes when one of the Elven Princes summons them to their Seelie Court. Every free-elf belongs to one of these courts, which is presided over by one of the more powerful Huldufolk. Court is only summoned in times of great emergency, such as conflict with another court, or when a great external threat is detected.

HOUSE-ELF

MoM Rating: I (*Sapient Imp*)



HEALTH



FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

VITALITY

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:

SPELLCASTING: ◆◆◆◆◆◆◆◆ COVERT: ◆◆◆◆◆◆◆◆

SUSCEPTIBLE to Crushing damage

WALKING SPEED: 2 metres per cycle

Elf Magic: Elf-Magic is almost completely alien to wizardkind. ABJURE spells do not dispel their magic, and wards to prevent their inherent ability to teleport do not work.

Teleporting Step: House-Elf may use their natural magical ability to TELEPORT their movement, rather than walk it. They can use this to escape from non-magical bindings holding them in place.

Languages: SPEAKS: Human languages, Fey

Armaments & Attacks

Elf Magic: A House-Elf can use their SPELLCASTING ability to cast the APPARATE, FORCE, MOVE, REPAIR, ANIMATE, HEAL, SLUMBER, COMPEL and SHIELD spells

Kitchen Knife: (melee attack, 4d, DV 6)

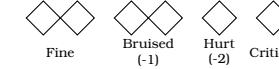
Effect: STABBING/CUTTING DAMAGE, with Power 1 + Successes

BRÚNBÁSU

MoM Rating: II (*Sapient Imp*)



HEALTH



FORTITUDE:



It is said that the Brúnbásu (or 'Brownies') were the original species that were enslaved and magically altered over generations to become the House-Elves. Long considered extinct, the freeing of Dobby the House-Elf, the first Free-Elf in 1000 years, has led to a resurgence in the Brúnbásu as a newly re-recognised species.

Though rejecting their former enslavement, the Brúnbásu retain a love of order and cleanliness, and will often do chores for a household – on the condition of respect and equitable payment. They are easily offended, and if they feel denigrated or slighted, they will wreck the place, and will never return.

BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:

SPELLCASTING: ◆◆◆◆◆◆◆◆ COVERT: ◆◆◆◆◆◆◆◆

SUSCEPTIBLE to Crushing damage

WALKING SPEED: 2 metres per cycle

Elf Magic: Elf-Magic is almost completely alien to wizardkind. ABJURE spells do not dispel their magic, and wards to prevent their inherent ability to teleport do not work.

Teleporting Step: Brúnbásu may use their natural magical ability to TELEPORT their movement, rather than walk it. They can use this to escape from non-magical bindings holding them in place.

Free Spirit: Free from their long enslavement, the Brúnbásu are in no hurry to lose their free will once again: they gain +4d to any check to compel, control, charm or otherwise remove their ability to think for themselves.

Languages: SPEAKS: Human languages, Fey

Armaments & Attacks

Elf Magic: A Brúnbásu can use their SPELLCASTING ability to cast the APPARATE, FORCE, MOVE, REPAIR, ANIMATE, HEAL, SLUMBER, COMPEL and SHIELD spells

ELLENGAEST

MoM Rating: II (*Sapient Imp*)



The archetypal impish prankster, the Ellengaest, also known as a 'Puck', or a 'True Imp' competes only with the Poltergeist for the mischief-maker's crown. They adore slapstick comedy and petty theft, often building themselves a nest out of their stolen objects.

Visually, an Ellengaest appears to be a small, flightless fairy; a slender humanoid, approximately a foot tall. Their mouth is filled with a disturbing number of teeth, but they're too small to harm a human, and are used to supply their mostly-insect based diet.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Injured (-3)	Critical

FORTITUDE:



BLOCK	◆◇◆◇◆◇◆
DODGE	◆◆◆◆◆◇◆
ENDURE	◆◆◆◇◆◇◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◇◆◇◆◇◆	◆◆◆◇◆◇◆◇◆	◆◆◆◇◆◇◆◇◆
◆◆◆◆◆◆◆◇◆	◆◆◆◆◆◆◆◇◆	◆◆◆◆◆◆◆◇◆
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆

PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◇◆	◆◆◆◆◆◆◆◇◆	◆◆◆◆◆◆◆◇◆
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆

ABILITIES:

SPELLCASTING: ◆◆◆◆◆◇◆

COVERT: ◆◆◆◆◆◆◆

SUSCEPTIBLE to Crushing damage

WALKING SPEED: 3 metres per cycle

Elf Magic: Elf-Magic is almost completely alien to wizardkind. ABJURE spells do not dispel their magic, and wards to prevent their inherent ability to teleport do not work. **Teleporting Step:** Ellengaest may use their natural magical ability to TELEPORT their movement, rather than walk it. They can use this to escape from non-magical bindings holding them in place.

Languages: SPEAKS: Human languages, Fey

Armaments & Attacks

Elf Magic: A Ellengaest can use their SPELLCASTING ability to cast the APPARATE, CONCEAL, DISTRACT, MIRAGE, MOVE, DELUDE, BYPASS and CORRUPT spells

Pickpocket: When making contact with a being, a Ellengaest can use a MAJOR ACTION to steal a random item from the INVENTORY of the target.

DUNAELF

MoM Rating: III (*Sapient Imp*)



The warriors and guardians of the Elves, the Dunaelf make great use of their nimble nature and their ability to turn invisible, more than making up for their diminutive stature. The Dunaelf also wield magical bows which inflict agonising pain on their targets.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Mangled (-5)	Critical

FORTITUDE:



BLOCK	◆◆◆◆◆◇◆
DODGE	◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆

PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆◆

ABILITIES:

COVERT: ◆◆◆◆◆◆◆

MARKSMANSHIP: ◆◆◆◆◆◇◆
CLIMB: ◆◆◆◆◆◆◆

SUSCEPTIBLE to Crushing damage

WALKING SPEED: 5 metres per cycle

CLIMBING SPEED: 1 metres per cycle

Elf Magic: Elf-Magic is almost completely alien to wizardkind. ABJURE spells do not dispel their magic, and wards to prevent their inherent ability to teleport do not work.

Languages: SPEAKS: Human languages, Fey

Armaments & Attacks

Elfin Strike: A Dunaelf performs a PRECISION (ELUSION) check against the highest passive PERCEPTION of their foes. On a success, the Dunaelf uses a single major action to MOVE, make an ELFSHOT and then PHASE, on a failure, their turn ends.

Phase: A Dunaelf may use a MINOR action to use their ELUSION ability to become invisible

Elfshot: (ranged attack: 25m, 7d, DV 6)

Effect: PSYCHIC/STABBING, with Power 1 + Successes.

For each previous ELFSHOT a target has suffered damage from, the Dunaelf gets one additional auto-success.

VAETTIR

MoM Rating: III (*Sapient Imp*)



The least human-like of the elves, the Vaettir are a species of elves which have an affinity for the primal elements, and the associated magics.

Though capable of wielding all of the elements, many Vaettir find themselves drawn to one element in particular. This reflects in their outwards appearance, which slowly begins to shift and change. A fire-bound Vaettir grows a fiery red beard and orange eyes, whilst a water-bound Vaettir's skin turns blue and appears permanently damp. Current arcane knowledge has found no additional abilities granted with this change, so it is unknown if there is any particular reason for this 'bonding' process to occur.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Harmed (-4)	Critical

FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:

SPELLCASTING: ◆◆◆◆◆◆◆◆ FLIGHT: ◆◆◆◆◆◆◆◆

SUSCEPTIBLE to Crushing damage

WALKING SPEED: 2 metres per cycle

FLYING SPEED: 4 metres per cycle

Elf Magic: Elf-Magic is almost completely alien to wizardkind. ABJURE spells do not dispel their magic, and wards to prevent their inherent ability to teleport do not work.

Languages: SPEAKS: Human languages, Fey

Armaments & Attacks

Elf Magic: A Vaettir can use their SPELLCASTING ability to cast all spells from the ELEMENTAL discipline, as well as the MOVE, APPARATE, STUN and SHIELD spells.

Primal Feedback: As a DEFENSIVE ACTION, a Vaettir may turn all the successes rolled on an ELEMENTAL spellcasting effort into CATASTROPHES.

GIANTKIN

Though the TRUE GIANTS are the most prolific of the various GIANTKIN around, enough to establish themselves as an independent society, there are other related creatures scattered around in isolated pockets across the globe. Through various infighting and wars with external aggressors, their populations have been depleted enough that they are almost constantly nearing the edge of extinction, and most have reverted to a

nomadic existence, with small groups and families searching for a safe place to call home.

CYCLOPES

MoM Rating: V (*Sapient Gigantoid*)



The distinguishing factor of Cyclopes in muggle mythology and popular culture is their single, central eye, beyond which they differ only very slightly from their True-Giant cousins, and remain dumb and brutish.

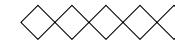
Whilst the single, central eye is indeed true, the Cyclopes are fearsomely intelligent, and genius crafters, being experts in the manipulation and generation of electric currents. Of all the magical creatures in existence, only the Cyclopes have kept pace with (and often exceeded) muggles in their technological prowess.

In aeons past, they were said to manufacture mighty magical weapons for mythical warriors, capable of bringing down the very gods themselves. Nowadays, a cyclops is most likely to be found alone in lightning-ravaged mountaintop abodes, designing traps and defenses to keep their foes at bay.

HEALTH

Fine	Bruised (-1)	Hurt (-2)	Injured (-3)	Mangled (-5)	Critical

FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

PRECISION	DECEPTION	WILLPOWER
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

VITALITY	INSIGHT	PERCEPTION
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:

IMBUE:		CRAFT:	
ARCANE:		STRENGTH:	
TECHNOLOGY:		SCIENCE:	
SPEED:			

IMMUNE to Electric Damage

WALKING SPEED: 5 metres per cycle

Tool-Users: The Cyclopes are masters of tools and weapons of all shapes

and sizes, and often have many dozens of weapons to hand, depending on wear and how they are located. They use their CRAFT ability to determine the relevant dice pool.

Armoured: Unless it is caught totally unawares, a cyclops will have defensive armour and gadgets to protect it, granting +2 power to all successful BLOCK rolls.

Magic Resistance: Gain +2 power on all successful RESIST checks against magical effects. RESIST checks against magic do not incur drain.

Languages: SPEAKS: Giant, Human Languages

Armaments & Attacks

Unarmed Strike: (melee attack, 11d, DV 5)

Effect: BASHING DAMAGE, with Power 1 + successes

Zeus' Spear: (ranged attack: 100mm, 3d, DV 6)

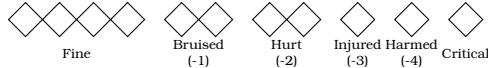
Effect: ELECTRIC DAMAGE, with Power 7 + Successes

JOTUN

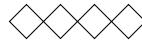
MoM Rating: V (Sapient Gigantoid)



HEALTH



FORTITUDE:



BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆



FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:



IMMUNE to Cold Damage

WALKING SPEED: 5 metres per cycle

Magic Resistance: Gain +2 power on all successful RESIST checks against magical effects. RESIST checks against magic do not incur drain.

Languages: SPEAKS: Giant

Armaments & Attacks

Greatclub: (melee attack, 12d, DV 6)

Effect: BASHING DAMAGE, with Power 1 + Successes

Iceball: (ranged attack: 25m, 3d, DV 7)

Effect: BASHING/COLD DAMAGE, with Power 5+Successes

HUMBABA

MoM Rating: VI (Sapient Gigantoid)



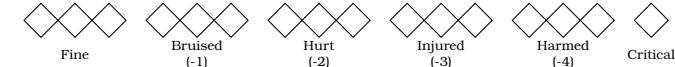
Whilst many of the TRUE GIANTS have been pushed northwards by the expansion of muggle civilisation, the Jotun's have pushed this to the extreme, and have survived in the frigid climate of the most Northern and Southern parts of the globe. Their gigantoid resilience has allowed them to adapt to this inhospitable climate, and they have become rugged survivors.

When the giantkin began their exodus from the rest of Giant society, some fled deep underground, into the myriad network of lava tunnels and magma pools that lie underground. Deep in the bones of the Earth, they studied ancient necromancy, and harnessed the grotesque abominations they found squirming in the darkness.

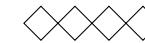
Centuries of living with this corrupting influence has warped the HUMBABA into the most monstrous of the Giantkin. Driven almost entirely mad by the sulphurous fumes and the wailing of their slaves, Humbaba live only to further their own power, enslave those weaker than them, and exert their insane dominance over others.

Thankfully, history records only one incident of a Humbaba breaking free of their self-imposed prison, in around 1000BCE. Surprisingly, this foul creature was slain by a great muggle hero-king.

HEALTH



FORTITUDE:

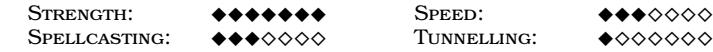


BLOCK	◆◆◆◆◆◆◆◆
DODGE	◆◆◆◆◆◆◆◆
ENDURE	◆◆◆◆◆◆◆◆



FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆
◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆	◆◆◆◆◆◆◆◆

ABILITIES:



IMMUNE to Fire Damage and **RESISTANT** to Cold Damage

WALKING SPEED: 6 metres per cycle
TUNNELLING SPEED: 0.25 metres per cycle

Magic Resistance: Gain +2 power on all successful RESIST checks against magical effects. RESIST checks against magic do not incur drain.

Corrupting Power: The Humbaba may use its SPELLCASTING ability to cast the BURN, CORRUPT and INFECT spells.

Languages: SPEAKS: Abyssal, Giant

Armaments & Attacks

Deformed Claws: (melee attack, 12d, DV 5)
Effect: CUTTING DAMAGE, with Power 3 + successes

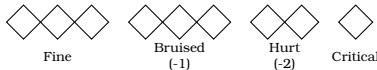
Fire Breath: (area attack: 3m cone originating from Humbaba, 8d, DV 7)
Effect: FIRE DAMAGE, with Power 2 + Successes

BASAJAUN

MoM Rating: IV (Sapient Gigantoid)



HEALTH



FORTITUDE:



BLOCK	◆◆◆◆◆ ◆◆◆◆◆
DODGE	◆◆◆◆◆ ◆◆◆◆◆
ENDURE	◆◆◆◆◆ ◆◆◆◆◆

ABILITIES:

STRENGTH: ◆◆◆◆◆ ◆◆◆◆◆ SPEED: ◆◆◆◆◆ ◆◆◆◆◆

WALKING SPEED: 6 metres per cycle

Magic Resistance: Gain +2 power on all successful RESIST checks against magical effects. RESIST checks against magic do not incur drain.

Languages: SPEAKS: Giant

Armaments & Attacks

Staffstrike: (melee attack, 8d, DV 6)

Effect: BASHING DAMAGE, with Power 1 + Successes

LIGHT ELEMENTAL

The **RADIANT GARDENS** are one of the realms beyond our own which resonates strongly with one of the primal magical elements – in this case the element of **LIGHT**. The beings native to this particular corner of the multiverse are therefore known as **LIGHT ELEMENTALS**.

The RADIANT GARDENS are an almost heaven-like domain, filled at all times with a diffuse, golden glow, interspersed with rainbows containing more colours than the human mind can conceive of. LIGHT ELEMENTALS, having formed from this incandescent space, are all therefore naturally able to manipulate and channel radiance in all its forms, and abhor darkness and shadows.

Just as no two rainbows are perfectly alike, so too are LIGHT ELEMENTS unique and distinct creatures, with wildly varying morphology and characteristics – some appear as perfectly normal solid creatures, whilst others seem to be made up of pure, distilled light.

SOLON

MoM Rating: III (Non-Sapient Elemental)



HEALTH



FORTITUDE:



Solons are lesser elementals hailing from the Radiant Gardens, the Elemental plane of light. They are crystalline creatures, and glow with an inner radiance which shifts and refracts through their bodies as they move.

BLOCK	◆◆◆◆◆ ◆◆◆◆◆
DODGE	◆◆◆◆◆ ◆◆◆◆◆
ENDURE	◆◆◆◆◆ ◆◆◆◆◆

ABILITIES:

SPELLCASTING: ◆◆◆◆◆ ◆◆◆◆◆ FLIGHT: ◆◆◆◆◆ ◆◆◆◆◆

WALKING SPEED: 6 metres per cycle

Magic Resistance: Gain +2 power on all successful RESIST checks against magical effects. RESIST checks against magic do not incur drain.

Languages: SPEAKS: Giant

FITNESS	◆◆◆◆◆ ◆◆◆◆◆	CHARM	◆◆◆◆◆ ◆◆◆◆◆	INTELLIGENCE	◆◆◆◆◆ ◆◆◆◆◆
PRECISION	◆◆◆◆◆ ◆◆◆◆◆	DECEPTION	◆◆◆◆◆ ◆◆◆◆◆	WILLPOWER	◆◆◆◆◆ ◆◆◆◆◆
VITALITY	◆◆◆◆◆ ◆◆◆◆◆	INSIGHT	◆◆◆◆◆ ◆◆◆◆◆	PERCEPTION	◆◆◆◆◆ ◆◆◆◆◆

ABILITIES:

SPELLCASTING: ◆◆◆◆◆ ◆◆◆◆◆ FLIGHT: ◆◆◆◆◆ ◆◆◆◆◆

IMMUNE to Incandescent, **RESISTANT** to Fire and **SUSCEPTIBLE** to Bludgeoning

FLYING SPEED: 8 metres per cycle

Floating: The Solon naturally floats in the air using its FLIGHT ability.

Languages: SPEAKS: Empyrean

Armaments & Attacks

Crystal Shards: Whenever the Solon takes physical damage, they may choose to take an additional level of harm to deflect fragments of their body into a creature within 2m, dealing level 5 STABBING damage.

Elemental Magic: The solon may use its SPELLCASTING ability to cast spells. It knows the ILLUMINATE, SENSE and MOVE spells.

PHLOGISTON

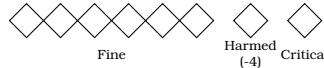
MoM Rating: IV (*Ineffable Elemental*)



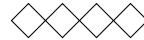
A highly unusual magical creature, originating from the Plane of Light, but subsequently spreading to all corners of reality. A phlogiston is a creature of liquid light, a sentient, glowing pool of power and warmth.

Though normally calm and blissful creatures, when angered or afraid, the phlogiston can shift into a gaseous form, or evaporate parts of its form entirely into powerful blasts of light.

HEALTH



FORTITUDE:



BLOCK	◇◇◇◇◇◇◇
DODGE	◆◆◆◆◆◇◇
ENDURE	◆◆◆◆◇◇◇

FITNESS	CHARM	INTELLIGENCE
◆◇◇◇◇◇◇	◆◆◆◆◇◇	◆◆◆◆◇◇
◆◆◆◆◆◇	◇◇◇◇◇◇	◆◆◆◆◇◇
◆◆◆◆◇◇	◆◆◆◆◇◇	◆◆◆◆◇◇

ABILITIES:

FLIGHT: ◆◆◆◆◆◆ + SHAPECHANGING: ◆◆◆◆◆◇

SPELLCASTING: ◆◆◆◆◆◇

IMMUNE to Incandescent and **RESISTANT** to All physical damage

WALKING SPEED: 2 metres per cycle

FLYING SPEED: 40 metres per cycle

Phaseshift: The Phlogiston may use its SHAPECHANGING ability to morph into gaseous form, where it may use its flight speed, but loses the ability to use EVAPORATING BLAST. It may use this ability again to morph back into liquid form.

Languages: SPEAKS: Empyrean

Armaments & Attacks

Evaporating Blast: (ranged attack: 100m, 6d, DV 6)

Effect: INCANDESCENT, with Power 1 + Successes

Elemental Magic: The Phlogiston may use its SPELLCASTING ability to cast spells. It knows the ILLUMINATE, FIRE and MOVE spells.

CHALKYDRI

MoM Rating: V (*Non-sapient Elemental*)



Also known as the 'Heralds of Dawn', these copper-skinned, winged serpent-like creatures were often mistaken for a species of DRAGON throughout history, and it is only recently that their true origins have been determined.

Possessing the face and tail of a crocodile, but the body of a lion and rows upon rows of rainbow-coloured wings (up to 14 pairs on the oldest known specimen), these creatures typically reside within the coronosphere of a sun, or near some other cosmically powerful source of light, descending planetside only for a few hours per year, and even then, they appear only during the first few moments of dawn.

When the sunlight hits their copper-bronze skin, it splits off into a mesmerising rainbow display, and causes their entire body to hum with a resonance like a chorus of angels. Legend holds that it is this song which brings the dawn, rather than the other way around.

Though they do not seem particularly intelligent, and are currently classified as 'beasts' by the MINISTRY, this does not mean that they are savage – in fact, the Chalkydri are often kind and gentle creatures, the few times that they have been recorded as coming into direct conflict with humans it was eventually discovered that the humans were threatening some other life form with extinction, drawing the ire of the Chalkydri.

HEALTH



FORTITUDE:



BLOCK	◆◆◆◆◆◇
DODGE	◆◆◆◆◆◇
ENDURE	◆◆◆◆◆◇

FITNESS	CHARM	INTELLIGENCE
◆◆◆◆◆◇	◆◆◆◆◆◇	◆◆◆◆◆◇
◆◆◆◆◆◇	◆◆◆◆◆◇	◆◆◆◆◆◇
◆◆◆◆◆◇	◆◆◆◆◆◇	◆◆◆◆◆◇

ABILITIES:

SPELLCASTING: ♦♦♦♦♦♦♦
REGENERATION: ♦♦♦♦♦♦♦♦

FLIGHT: ♦♦♦♦♦♦♦♦
SPEED: ♦♦♦♦♦♦♦♦

IMMUNE to *Incandescent, Fire*

WALKING SPEED: 5 metres per cycle
FLYING SPEED: 20 metres per cycle

Winged Herald: The Chalkydri may use its FLIGHT skill to take to the skies, gaining a flying speed of 30m per round

Spectral Mesmer: Any creature which comes within 20m and can see the Chalkydri must gain at least one success on a DV 8 check (recommended WILLPOWER (CONVICTION) to tear their eyes away from the hypnotising lights emanating from the Chalkydri, on a failure, they must spend their entire turn doing nothing but staring at the Chalkydri.

Light Siphon: At the end of every round, if the Chalkydri can see a source of light, they regenerate health equal to a DV 4 REGENERATION check

Languages: SPEAKS: Empyrean

Armaments & Attacks

Reptilian Jaws: (melee attack, 10d, DV 7)
Effect: STABBING, with Power 3 + Successes

Jagged Tail: (melee attack, 10d, DV 9)
Effect: BASHING, with Power 5 + Successes (Reach 5m)

Downdraft: (area attack: circle 10m radius below current flying position), 8d, DV 7
Effect: PRONE, with Power 1 + Successes

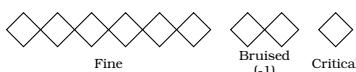
Bringer of Dawn: The Chalkydri may use its SPELLCASTING ability to cast the ILLUMINATE spell.

WHOMPING WILLOW

MoM Rating: IV (*Sapient Flora*)



HEALTH



FORTITUDE:



BLOCK	♦♦♦♦♦♦♦
DODGE	◊◊◊◊◊◊◊
ENDURE	♦♦♦♦♦♦♦

FITNESS	CHARM	INTELLIGENCE
♦♦♦♦♦♦♦♦	◊◊◊◊◊◊◊	♦♦♦♦♦♦♦
Precision	Deception	Willpower
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦	♦♦♦♦♦♦♦
Vitality	Insight	Perception
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦	♦♦♦♦♦♦♦

ABILITIES:

STRENGTH: ♦♦♦♦♦♦♦
NATURE: ♦♦♦♦♦♦♦♦

LOGIC: ♦♦♦♦♦♦♦
REGENERATION: ♦♦♦♦♦♦♦♦

IMMUNE to *The ASLEEP, BLINDED, CHARMED, CONFUSED, DEAF, PRONE and UNCONSCIOUS status effects, RESISTANT to All PHYSICAL damage and SUSCEPTIBLE to Fire*

Photosynthesis: Whilst in direct sunlight, a Whomping Willow uses rolls a DV 5 REGENERATION check at the end of each combat cycle, restoring health equal to 1 + successes

Multi-armed: A Whomping Willow has 4 arms used for attacks. A CALLED SHOT against an arm forces it to perform a VITALITY check, with a DV equal to 5 + the damage dealt. On a failure, the arm is detached and cannot be used. Arms regrow after 1 week.

Armaments & Attacks

Flail: The Whomping Willow makes a WHOMP attack using each of its remaining arms

Whomp: (melee attack, range 6m, 3d, DV 6)
Effect: BLUDGEONING, with Power 4 + Successes
Any target taking damage from this attack is knocked prone

Part II

The Magical World

3: Hogwarts

HOGWARTS SCHOOL OF WITCHCRAFT AND WIZARDRY is the centre of magical education for the British Isles - all magically-capable students born in the UK or Ireland are automatically enrolled, and are expected to attend.

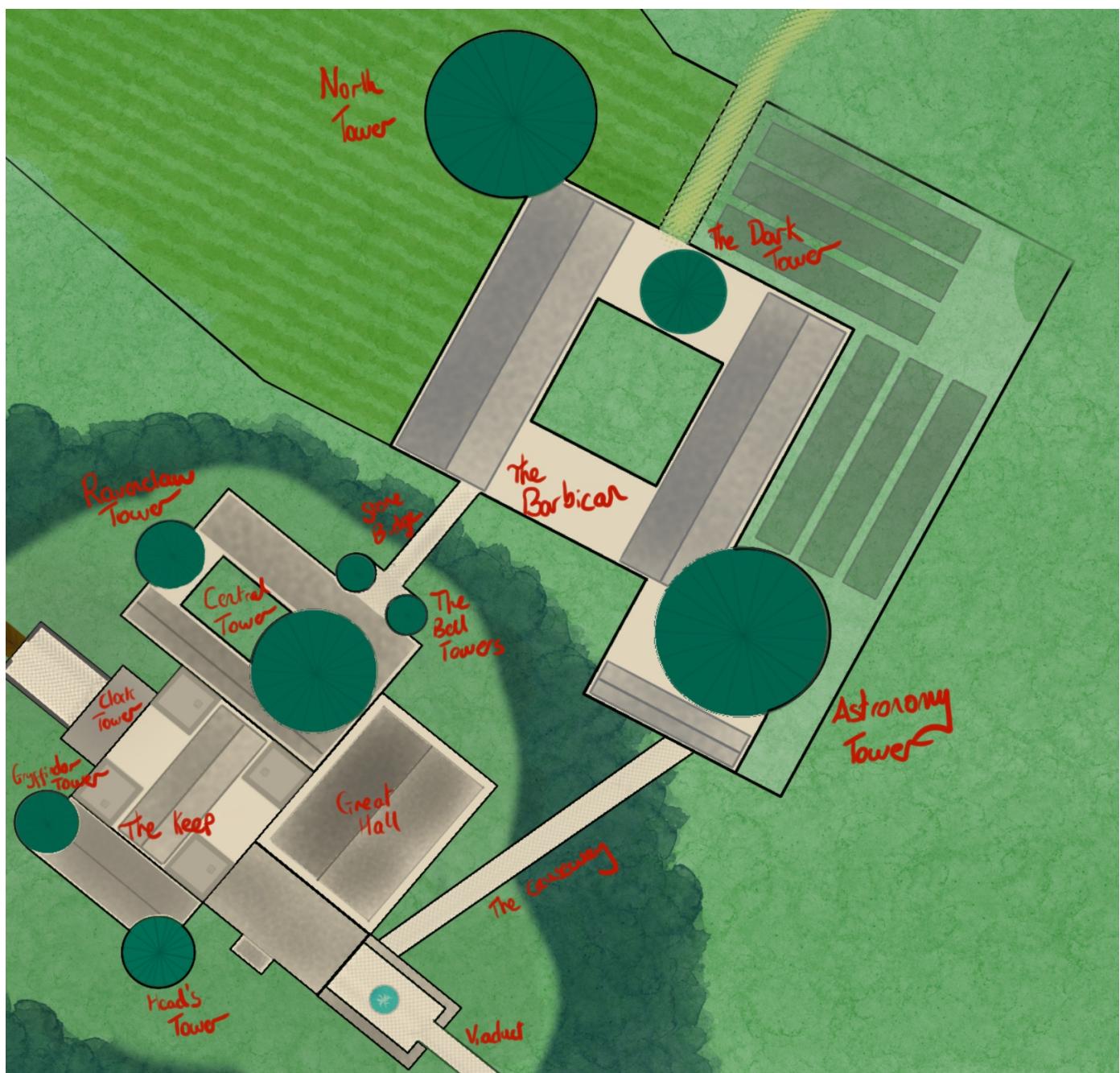
Established in the 10th century by the FOUR FOUNDERS and alliteration aficionados: **GODRIC GRYFFINDOR**, **HELENA HUFFLEPUFF**, **ROWENA RAVENCLAW** and **SALAZAR SLYTHERIN**, the school is situated in HOGWARTS CASTLE, a purpose-built magical keep surrounded by a mysterious and ancient magical forest. The precise location of HOGWARTS CASTLE is something of a secret - the castle is protected by some of the most powerful defensive charms outside of GRINGOTTS bank - which render it UNPLOTTABLE and unfindable by all but those who deserve to find it.

HOGWART is considered one of the greatest institutions in the magical world, and certainly the finest educational institute - a title long sought

after by the other prominent schools: ILVERMORY in the US, BEAUXBATONS in France and DURMSTRANG in North-Eastern Europe.

The castle itself is enormous and labyrinthian - there are hidden rooms, secret passages and magical creatures hiding around every corner, which often leads students into great trouble, great mischief, great adventure - or some combination of all three. The castle lies within expansive grounds - the vast majority of which are occupied by the seemingly endless FORBIDDEN FOREST, which is inhabited by CENTAURS, ACROMANTULA and all manner of magical creatures - there have even been the occasional UNICORNS sighted.

HOGWARTS is a place of endless potential, mystery and adventure, and so is the primary setting for most adventures within the magical world - or at least the place where the adventures *start*.



Students & School System

For most of HOGWARTS history, it has acted as a **SECONDARY SCHOOL**, in the parlance of the British Education system - educating students from the age of 11 to 18, through seven years of study. Along the way they study for two major academic milestones - **ORDINARY WIZARDING LEVELS** (O.W.L.s) and the **NASTILY EXHAUSTING WIZARDING TESTS** (N.E.W.T.s) which act as the baseline academic qualifications for their further career.

From a RPG perspective, roleplaying as 11 year olds might not be the most appealing prospect - and can certainly limit the kinds of adventures and storylines you can concoct.

In order to provide a world where students can have a bit more self-reliance, independence and danger - without feeling like you're going to be killing pre-teens - the following variant rule can be adopted:

Optional Rule: Higher Education

Following the fallout of the **SECOND WIZARDING WAR**, the Wizarding World entered into a period of deep introspection, asking themselves how they could prevent another such catastrophe from occurring.

One solution that was floated was to reduce the disparity between the **MUGGLE WORLD** and the **WIZARDING WORLD** - rather than separating students from their non-magical peers at 11, they would remain in school with them until the end of the standard muggle education system - at which point (so the theory goes) they would be mature enough to empathise with muggles, and be able to go on to begin their magical education at HOGWARTS with a more rounded understanding of the world around them.

In this scenario, HOGWARTS acts more akin to a Sixth Form or a University rather than a secondary school (and would also help explain why HOGWARTS has no mathematics or english classes - or even sex education - necessary to provide basic life skills).

Of course, this solution has been beset with problems - particularly from some of the more obnoxious **PUREBLOOD** families, who have either elected to homeschool their children or set up 'muggle schools' populated entirely by wizarding children, in order to avoid the integration efforts that this system was put in place to provide.

Grounds

The **GROUNDS** consist of all of the land outside of HOGWARTS. The grounds are bounded on two sides by a large stone wall, but the North and Eastern boundaries of the Grounds lie within the **FORBIDDEN FOREST** - the actual extent of the **GROUNDS** into the **FORBIDDEN FOREST** is somewhat murky, and HOGWARTS exerts very little control over anything beyond the first few trees.

THE GREAT LAKE

The **GREAT LAKE** (also known as the **BLACK LAKE**) is a very large, fresh-water lake lying within the grounds of HOGWARTS, with the majority of the lake lying between HOGWARTS CASTLE and HOGSMEADE STATION. The main **KEEP** of HOGWARTS is built on a small island in the **BLACK LAKE**.

Approximately half a mile across at its widest, the depths of the Lake have mostly been uncharted - primarily out of respect for the colony of **MERPEOPLE** and the **GIANT SQUID** which reside in its inky waters.

THE BOATHOUSE

A small boathouse on the rocky shores of HOGWARTS ISLE which contains the magical boats used to transport the FIRST YEARS across the **GREAT LAKE**. A rugged staircase winds up the cliff-face up to the **VIADUCT COURTYARD**.

QUIDDITCH PITCH

The Quidditch pitch lies to the North-East of the **BARBICAN**, along the very edge of the **FORBIDDEN FOREST**. Oval in shape, with three sets of raised, golden hoops at either end, the pitch is surrounded by 4 enormous towers decorated in the colours of the 4 houses, from which spectators watch the aerial game.

HERBOLOGY GREENHOUSES

Wrapped around the North-Eastern side of the **BARBICAN** are a number of long, narrow Greenhouses, containing all manner of plants and plant-like creatures. It is here that students have their practical lessons in **HERBOLOGY**, learning to care for and cultivate magical plants.

GAMEKEEPER'S HUT

ANIMAL PENS

Used for CARE OF MAGICAL CREATURES classes

Keep

The **KEEP** is the largest building at Hogwarts and, besides the various towers, it is also the tallest at a full seven stories tall. The **GRAND STAIRCASE** spirals up through the centre of the **KEEP** allowing access to the various floors, which contain a large portion of the teaching rooms.

The **KEEP** has three major entrances and exits - the **CLOCKTOWER COURTYARD**, the **VIADUCT COURTYARD** and the multiple passageways and corridors which lead into the **CENTRAL TOWER**. Both the **KEEP** and the **CENTRAL TOWER** sit upon a small island close to the shore of the **GREAT LAKE** - access to the rest of the castle and the grounds is ensured through a number of bridges which span the cavernous divides.

Basement

KITCHENS

HUFFLEPUFF COMMON ROOM

Ground Floor

ENTRANCE HALL

GREAT HALL

VIADUCT COURTYARD

Part of the main entrance to HOGWARTS CASTLE, the **VIADUCT COURTYARD** is the first thing most visitors will see, as it connects the **VIADUCT** which crosses the **GREAT LAKE** to the **ENTRANCE HALL**. The **BOATHOUSE**, where first year students arrive, is accessed through a steep staircase from this courtyard. The **VIADUCT COURTYARD** was the site of the final battle between **HARRY POTTER** and **LORD VOLDEMORT**.

CLOCK TOWER COURTYARD

CAUSEWAY

A long, narrow bridge which connects the **VIADUCT COURTYARD** to the **ASTRONOMY TOWER**.

CARETAKER'S OFFICE

First Floor

DEFENCE AGAINST THE DARK ARTS CLASSROOMS

HISTORY OF MAGIC CLASSROOMS

Second Floor

CHARMS CLASSROOM

HOUSE-HEADS OFFICES

Third Floor

CHARMS OFFICE

Fourth Floor

DEFENCE AGAINST THE DARK ARTS OFFICE

Fifth Floor

MUGGLE STUDIES CLASSROOM

POTIONS OFFICE (SECONDARY)

Not all potions masters appreciate the constant darkness of the DUNGEONS, even if they are safe for experimentation. HORACE SLUGHORN started the tradition of having a second office above ground – something which has continued to this day.

Sixth Floor**ANCIENT RUNES****Seventh Floor****ARITHMANCE CLASSROOM****ROOM OF REQUIREMENT****Multiple Floors****GRAND STAIRCASE**

The GRAND STAIRCASE is an enormous wood-pannelled and painting-covered staircase which runs up vertically through the KEEP, covering all seven floors above ground and extending to the BASEMENT and the DUNGEONS.

The most notable feature of the GRAND STAIRCASE is the fact that the stairs swing backwards and forwards, pivoting on their axis – allowing students to hop on and hop off as they reach their destination.

Central Tower

The CENTRAL TOWER consists of a large, low slung building which contains the LIBRARY and the HOSPITAL WING, over which the eponymous tower rises. The CENTRAL TOWER is connected to the KEEP through multiple corridors at the lower levels, and the STONY BRIDGE allows access to the BARBICAN.

Ground Floor**STUDY ROOMS**

A number of large, brightly lit classrooms where students can go to study. A smaller number of well-soundproofed and well-shielded rooms are also provided for students to practice magic in a safe environment.

WALLED COURTYARD**First Floor****LIBRARY: LOWER FLOOR****STONE BRIDGE**

The STONE BRIDGE is a solidly built bridge protruding from the CENTRAL TOWER across a small part of the GREAT LAKE. Aside from the CAUSEWAY it is the main point of access between the BARBICAN and the rest of the castle.

Second Floor**LIBRARY: UPPER FLOOR****LIBRARY: RESTRICTED SECTION****HOSPITAL WING**

The domain of MADAME POMFREY, the HOSPITAL WING

Seventh Floor**OWLERY**

At the very top of the CENTRAL TOWER is a large open space dedicated to the OWLS of both students and staff to live in.

Fifth Floor**ARMOURY**

A large room lined with suits of armour and weapons – seemingly mostly decorative. If the castle is in danger, these statues spring into life and will defend the students.

Barbican**Ground Floor****TRANSFIGURATION COURTYARD****TRANSFIGURATION CLASSROOMS****First Floor****HERBOLOGY CLASSROOMS**

On some rare occasions, HERBOLOGY classes take a veer into the theoretical, rather than the practical. When this happens, they use these classrooms, which overlook the greenhouses.

CARE OF MAGICAL CREATURES CLASSROOM

Some magical creatures are simply too dangerous to let students meet in the ANIMAL PENS, so they are discussed in a more theoretical sense in these classrooms.

Some of these classrooms have also been converted into habitats for some of the creatures who are kept as specimens for these classes, but who do not enjoy living outdoors.

Multiple Floors**DARK TOWER**

The DARK TOWER is an empty and disused tower which stands above the BARBICAN. The tower was used in years gone by as a prison - SIRIUS BLACK was imprisoned here, as was BARTY CROUCH JNR – though in modern times it has, at least officially, been relegated to storage.

North Tower

The NORTH TOWER is almost completely freestanding, towering above and mostly separate from the BARBICAN.

Fifth Floor**TROPHY ROOM**

A large room dedicated to the trophies and prestigious awards given to students across the years. In the very centre of the room lies the HOUSE CUP, adorned in the colours of the current reigning champions.

DIVINATION CLASSROOM**Ground Floor****MUSIC CLASSROOMS**

First Floor

ART CLASSROOM

Second Floor

ANCIENT STUDIES

Third Floor

MAGICAL THEORY CLASSROOM

Fourth Floor

RECUPERATIVE STUDIES

Sixth Floor

DIVINATION OFFICE

Astronomy Tower

First – Sixth floors

STAFF QUARTERS

Much of the lower levels of the ASTRONOMY TOWER are dedicated to the staff quarters, where the members of staff live – sometimes with their families. This area is large and spacious, providing insulated homes amongst areas of indoor greenery – students are generally not allowed within these floors

Seventh-Eight Floors

ASTRONOMY CLASSROOMS

Unusually arranged classrooms (which take up a surprising amount of space), the astronomy classrooms are arranged in circles with the desks facing outwards – to best give students a view from the expansive windows and into the starry sky.

Ninth Floor

VIEWING PLATFORM

A large flat platform atop the ASTRONOMY TOWER, decorated with various bits of telescope apparatus and astrometric devices. It was from this location that ALBUS DUMBLEDORE fell to his death in 1997.

Gryffindor Tower

GRYFFINDOR TOWER is one of the many towers which juts out from the very top of the KEEP, overlooking the rest of the castle. This tower, as the name suggests, contains the common room and living quarters associated with GRYFFINDOR HOUSE. The only access to the tower is hidden behind a portrait of a 'fat lady' on a corridor on the seventh floor.

GRYFFINDOR COMMON ROOM

Ravenclaw Tower

RAVENCLAW TOWER rises up above the main body of the CENTRAL TOWER (though not as tall as the eponymous tower). The tower houses the living quarters of RAVENCLAW HOUSE, and in keeping with the teachings of

RAVENCLAW, the tower can only be accessed by answering a riddle posed by a statue found within the LIBRARY.

Dungeons

Though accessible from the GRAND STAIRCASE in the KEEP, the DUNGEONS sprawl across a much larger region than one might expect, extending a significant distance under the lake.

SLYTHERIN COMMON ROOM

POTIONS CLASSROOM

POTIONS OFFICE

POTIONS STOREROOM

CHAMBER OF SECRETS

Once only accessible through the Girls Bathroom on the second floor and previously home to the fearsome SERPENT OF SLYTHERIN – a particularly long lived and vicious BASILISK – the CHAMBER OF SECRETS has since been renovated and turned into a practice arena where students can encounter fearsome beasts, or engage in wizarding duels in a controlled environment.

Headmaster's Tower

This almost impossibly narrow tower protrudes from the southern edge of the KEEP, starting from around the second floor, where entrance is gained behind a statue of a mighty golden griffin. The tower itself is almost entirely comprised of a spiral staircase leading to the top of the tower, where the HEADMASTER'S OFFICE can be found.

HEADMASTER'S OFFICE

4: Cosmology

Though little of it is talked about in the WIZARDING WORLD, for the study of it is highly restricted, and confined almost entirely to the **DEPARTMENT OF MYSTERIES** (and its various international variants), the universe is not as simple as it might first seem.

It has been speculated for centuries by muggles that there exists aspects of reality that are, in some senses, *removed* from the world we see around us - be it the mystical kingdom of OLYMPUS, or the divine HEAVEN and torturous HELL of the Abrahamic religions.

The truth, as always, is much more complex - but in general, it turns out that the myths and stories were not *too* far from the truth.

There do indeed exist multiple realities beyond our own: isolated universes bound by their own magical and physical laws. These 'realities' are known by a number of different names: **REALMS**, **DIMENSION** and, most poetically, **PLANES OF EXISTENCE**.

Upon its creation, one of the primary goals of the DEPARTMENT OF MYSTERIES was the studying and cataloguing of the REALMS beyond our own. The information gained here is what has slowly become COMMON KNOWLEDGE over the course of the past decades.

Traversing the Realms

As the REALMS are completely separate from the physical reality that we are able to perceive, getting there is no mean feat: you cannot simply walk or fly there.

There are, however, places on this planet where the fabric between worlds has worn thin, where dimensions begin to bleed into each other. It is not uncommon for **RIFTS** to form at these points - rips and tears in the fraying material of reality. Entering into these Rifts, though a dangerous and unpredictable endeavour, will cause one to be catapulted across the multiverse, into another REALM.

Such Rifts are, however, incredibly dangerous - they are inherently unstable, liable to opening and closing at a moment's notice, or shifting such that it deposits you a mile up in the air, under the ocean, or into the heart of a mountain. There is also no guarantee that a Rift is traversible in both directions - careless uses of Rifts are therefore prone to leaving the budding interdimensional explorer stranded on the other side.

Powerful mages therefore prefer the use of **PORTALS**, created through the TRAVERSE spell. Whilst Rifts are naturally occurring and unstable, PORTALS are artificial, magical creations - and therefore much more reliable. However, the creation of a portal - even one that lasts only a microsecond - is an act of great magical power, and therefore not attempted by many witches or wizards.

Some immensely powerful magic users through history have, however, succeeded in this endeavour. There are myths and legends of witches who have travelled across the Void to deal with the Devil, and mages who have delved deep into the ELEMENTAL PLANES to learn powerful new magics. Relics of these journeys can found in the form of a handful **ARCHWAYS** - permanent, stable PORTALS - dotted across the Earth.

Only a dozen or so of these mysterious objects have ever been discovered. Nobody knows who created them, and they seem to be so ancient as to predate the beginning of the historical record. The magical power and finesse required to open a permanent gateway into another dimension (without ripping the universe into itty-bitty pieces) are so immense that it seems unlikely that any human mage is responsible. The only ARCHWAY to have been studied extensively lies within the DEPARTMENT OF MYSTERY itself (and was in fact the reason for the founding of the MINISTRY at that location.)

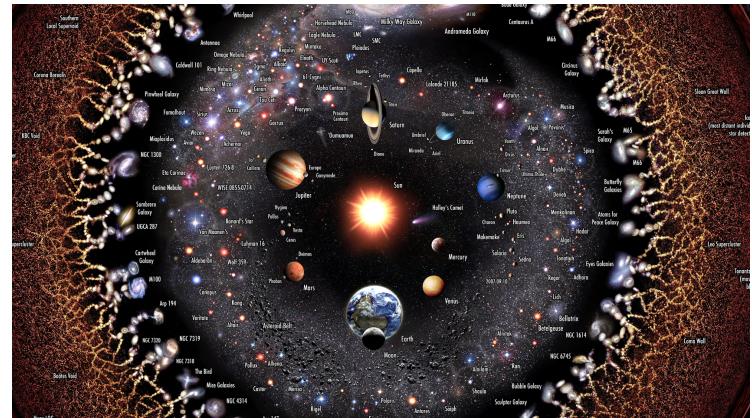
This mysterious artefact is known as the VEIL, and seems to be a ARCHWAY leading into **HADES**, the REALM of death and decay. Why anyone would go to such effort to establish a permanent pathway to such an awful place remains unclear.

Cataloguing the Realms

Though infamously reluctant to share their secrets, the UNSPEAKABLES have slowly begun to reveal their understanding of the cosmos, and the REALMS that lie within it. Broadly speaking, they have been able to identify

1. The **MORTAL WORLD**
2. The **ASTRAL PLANE**
3. The **VOIDIC CONTINUUM**
4. The **LOWER PLANES**
5. The **HIGHER PLANES**

The Mortal World



The Mortal World is the universe that we see around us. It contains every star in the sky, every blade of grass beneath your feet, and is seemingly infinite in extent.

Events in this World follow well-established rules, what the Muggles call 'the laws of physics' - though the discerning mage knows that these 'laws' may be tweaked somewhat by the use of magic.

Most Sapient beings go their entire life without knowing that there is anything besides the Mortal World in existence.

The Astral Realm



The **ASTRAL REALM** is probably the plane that lies closest to the MORTAL WORLD, and is often imagined by those who study it as a blanket, lying over the top of the MORTAL REALM.

This REALM is one of pure consciousness - thought and imagination hold sway here, rather than rigid laws and rules. Visually, the ASTRAL REALM looks like a translucent mimicry of the mortal realm, filled with drifting mist, thick fog and ghostlike figures.

Every point in the Mortal World has a corresponding point in the ASTRAL REALM, and every building, plant and person has their own reflection in this most mysterious of mirrors. These reflections are not of the object's physical form, but instead of the spirit and intent of the place - the fortress of an evil tyrant may appear as a cancerous and evil tree, whilst a hospital may appear as a radiant glade, suffused with peaceful energy.

Despite the apparent similarities to our own world, the rules which govern space and time do not apply to the ASTRAL REALM, instead bending to the strongest will around. Travelling through this realm, therefore, is as simple as believing strongly enough that you are going somewhere, and you will surely find yourself heading (more or less) in the right direction, floating like a ghost through the wisps and the clouds.

Beware, however: unless your mind is clear and your will is true, paths taken through the ASTRAL REALM tend to have a habit of not ending up where you expected them to. Many an explorer has walked in circles for days, despite always walking in a perfectly straight line.

In this tumultuous REALM of thought and ideas, the Past, present and future coexist all at once. It is from the ASTRAL REALM, therefore, that seers are able to glean information about the future - peering into the ASTRAL REALM, and imposing your will upon it, allows you to see beyond the paltry concerns of time and space.

It is also speculated that when a wizard apparates, they actually briefly enter into the astral realm, traverse a path that either takes no time at all, or perhaps has no length at all (or maybe both?), and then exit again, finding themselves to have instantaneously transported.

Voidic Continuum



It is perhaps best not to think of the **VOIDIC CONTINUUM** as a REALM (some would argue that it is best not to think of it at all).

Instead, it is the infinite, multidimensional, incomprehensible 'space' in which every other REALM moves. Like the interstellar expanse of nothingness in which stars and galaxies move, the VOID is the sea upon which the REALMS float; tiny, insignificant pinpricks of light on a vast ocean of emptiness.

If you have found yourself in the VOIDIC CONTINUUM, you have surely lost your way. Stepping outside the normal notions of reality, time and space

is not for the faint of heart.

The Void is empty. Not 'empty' in the sense that a box can be empty, nor in the sense that intergalactic space can be empty. Compared to the CONTINUUM, those things are filled with life, teeming with energy.

The Void is absence, the total lack of *everything*: time, space, energy and matter all have no meaning here.

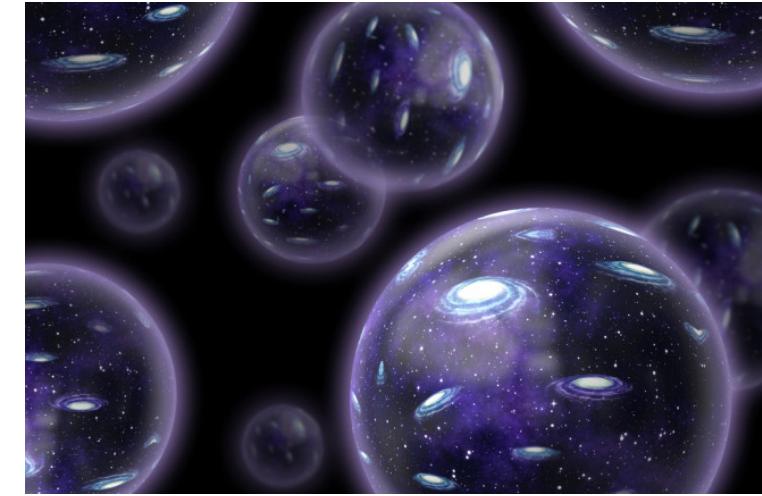
The Void is the opposite of reality, the negation of existence. So empty it is impossible to move within it, and so dark that no light can propagate. Even if you entered this domain with an ally, you would not be able to see them, feel them or even perceive their existence.

Despite this, there are whispers of creatures which have made their home here in the VOIDIC CONTINUUM, at the far reaches of the darkness, beyond even the HIGHER PLANES. Either having fled here from the justice of the HEAVENS or the wrath of the HELLS and subsequently driven insane, or simply having always existed there since the dawn of existence. These entities have become (or were always) twisted, awful creatures of supreme cosmic horror, and are often referred to (in hushed tones) as **ELDRITCH HORRORS**.

The ELDRITCH HORRORS are entities beyond human comprehension, and go by many names: the CHAOS GODS, THE GREAT OLD ONES, DEVOURER OF STARS, HARBINGERS OF APOCALYPSE to name but a few. They are not inherently evil, and are in fact so utterly alien that the concept of good and evil is barely applicable to beings of such cosmic power. They are instead the VOIDIC CONTINUUM rendered incarnate: the antithesis of everything we consider to be true of living beings.

Those who have attempted to study the Void and the ELDRITCH HORRORS have generally gone mad within a matter of hours. It is something best left avoided.

The Lower Planes



The **LOWER PLANES** is the collective name given to the REALMS which lie beyond the ASTRAL REALM, but which can be easily accessed from the MORTAL WORLD.

If the REALMS are thought of as like stars floating in space, the LOWER REALMS are simply those that are close enough to see from Earth, whilst the HIGHER PLANES are so far distant that they cannot be seen.

There are dozens, even hundreds of LOWER PLANES. Some are as large as our universe, encompassing stars and galaxies, whilst others encompass only a small planet, or (in extreme cases) a single room. Some, like the ASTRAL REALM, are mimics of the MORTAL REALM, whilst others are entirely separate: unique and alien.

Many of the REALMS within the LOWER PLANES find themselves dedicated to some elemental or conceptual concept familiar to us on Earth - whether it be **VULCAN**, a plane dominated by fire and combustion, or **SCHOLOMANCIA**, a library-like domain containing all knowledge ever discovered.

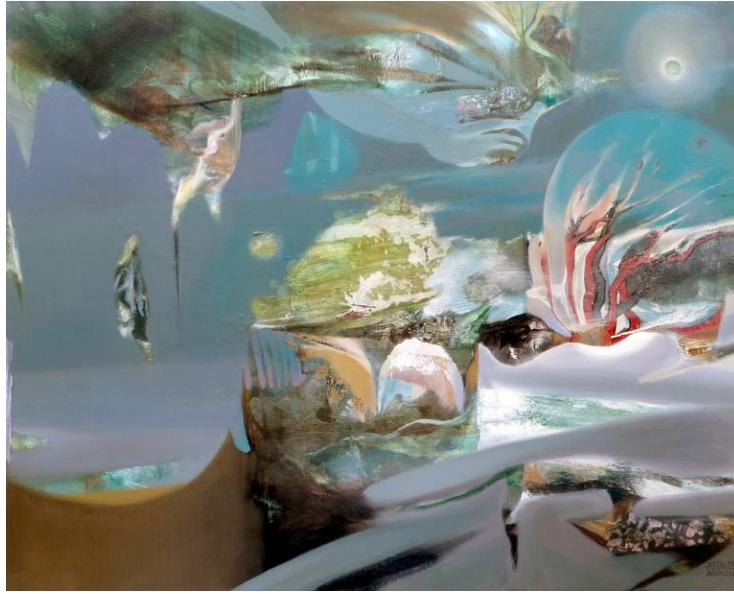
The LOWER PLANES can therefore be categorised into the following groups:

- **THE HEAVENS:** Pleasant and beautiful realms embodying concepts such as peace, harmony, honour and bravery
- **THE HELLS:** Terrible landscapes filled with gruesome death, torture, war and terror.

- **THE PRIMAL EXPANSE:** A number of closely-linked planes dominated by basic, elemental concepts such as fire, and water, life and death
- **THE DAEDAL DOMAINS:** REALMS dedicated to and dominated by complexity, structure and nuance. Complex, multifaceted ideas are represented within the DEADAL DOMAINS.

A list of the charted LOWER PLANES can be found later on in this chapter.

The Higher Planes



There appears to be no meaningful, categorical distinction between the LOWER PLANES and the **HIGHER PLANES**, besides the fact that the HIGHER PLANES are not known to form Rifts within the MORTAL REALM, and nobody has yet established a PORTAL to them either.

The only way to travel to these REALMS is therefore by taking a detour to another REALM, and hoping that you have come somewhat 'closer' to your ultimate destination. Some of the HIGHER PLANES require multiple hops to reach, they are so distant from the MORTAL REALM.

As one gets further away from home, it seems that the concepts and abstract ideals that each realm presents becomes more unusual, more alien - if even detectable. Some of the HIGHER PLANES might seem as near-identical copies of the MORTAL REALM, themselves surrounded by their own copies of INNER REALMS. Others might embody concepts that are completely alien to human minds that it is impossible to work out what is going on - defying categorisation or study.

The further that one travels in this fashion, the more strange and alien that the world will become - until the beings that you encounter are every bit as terrible and unknowable as the gibbering ELDritch HORRORS.

5: The Charted Worlds

Exploratory and scientific expeditions to study the LOWER PLANES have been incredibly limited in their scope (and indeed - entirely limited to the LOWER PLANES, rather than their distant HIGHER companions).

The HELLS

Abyss

The UNENDING PIT of Terror



Upon first entering **ABYSS**, one invariably finds oneself alone amidst a vast, sun-scorched desert under a ever-present black sun.

The desert is utterly flat, featureless and without shade or respite from the heat, with only one feature evident: a vast, circular sinkhole, miles and miles in diameter and so deep it seems to have no end. Creatures of nightmare and shadow stalk the endless desert, attempting capture wayward souls, and drag them back into this pit of despair.

Upon reaching the lip of the pit from which Abyss takes its name, you may peer down to see thousands - millions - of doors etched into the rockface, with spiralling staircases creeping around the edge and spindly walkways and bridges spanning miles-long distances across the hellish chasm. Endless, terrified, soul-wrenching screams echo helplessly across the vast expanse.

Each door bears a single name inscribed upon it, in a language non can read, but all can understand, and which sends chills down your spine and sets terror deep into your bones.

For this is the true nature of ABYSS, the Realm of Terror and Fear: behind every door lies a room containing the True Fear of the poor soul named upon the door. Be it an infinite maze, a posse of evil clowns, or an ocean populated by bloodthirsty sharks - if you are unlucky enough to enter the door containing your own name, you suffer a TERROR so deep that you cannot escape, and you are forced to relive your nightmares again and again.

If you somehow manage to conquer your fears and escape, or your allies are able to rescue you, a legion of nightmarish shadows will emerge and pursue you, doing everything in their power to drag you back into your Room, to suffer in eternity.

Hades

The NECROTIC TORMENT of the Dead and Undying



ALBUS DUMBLEDORE, in his final set of writings, was insistent that death should not be seen as a negative thing - just a part of the 'next great adventure'. It would seem natural, therefore, that the REALM of Death should be located upon the PRIMAL EXPANSE, those who have been to **HADES**, however, would have to disagree.

HADES does not merely embody the passing of life: instead it is the realm of gruesome, pointless and violent death. It is also the source of the necrotic energy which animates UNDEAD atrocities across the multiverse.

Like the ASTRAL PLANE, HADES appears as a mimicry of the MORTAL WORLD, albeit with a few alterations. The landscape is dotted with bomb-craters, bubonic plague pits, collapsed buildings and nuclear winter. Every single grotesque form of death is represented, somehow, in the environment, in a violent, deadly parody of the living world. Sites of large amounts of violent death within the MORTAL REALM - such as battlefields or natural disasters - are hotspots of powerful necrotic energies.

Populated entirely by ghostly apparitions, gruesome echoes of the living. No one is quite sure what causes a soul to be left in HADES, rather than 'passing on', though there has been speculation that some souls fear DEATH to such a great extent that they attempt to hold on to the MORTAL REALM. Those lucky few who succeed are the ghosts that wizardkind are aware of - the vast majority of souls, however, fail to hold on, and are instead left stranded in HADES. It has also been suggested that souls snared by DEMONIC entities find their way to HADES as well.

The living cannot spend much time in Hades, as the aura of death and decay seeps into their bones, and seeks to turn them into one of the ghouls that haunts its shattered landscape.

Tartarus

The TWISTED MAZE of Torture and Pain



The home of beings that truly enjoy causing *pain* on other living beings, Tartarus is perhaps the most unpleasant plane for a mortal to visit.

Tartarus appears as a neverending maze, with corridors dripping with blood and skeletons of previous victims. The demonic residents of Tartarus move freely through the walls, hunting their prey. If they catch their them, they torture their victims for as long as possible. Advancement through their terrifying society is achieved by inventive new torture methods, particularly excruciating torture, or for keeping a victim alive longer than expected.

If you find yourself in Tartarus, the general advice is to leave as quickly as possible.

The HEAVENS

Elysium

The SILVER CITY of Infinite Blessings



ELYSIUM is as close to the Christian HEAVEN as has yet been discovered. A beautiful, verdant and agrarian paradise of rolling green hills, fields of flowers in bloom, and orchards overflowing with bountiful harvest.

The weather is always perfect - never too hot, and never too cold, and the air is suffused with a dreamy scent which evokes feelings of comfort and love. Positive energy and magic surges within you, making you feel like you can accomplish anything you set your mind to, and whilst you remain in ELYSIUM, you will be the recipient of unusually good luck (unless, of course, some bad luck would bring you joy and happiness).

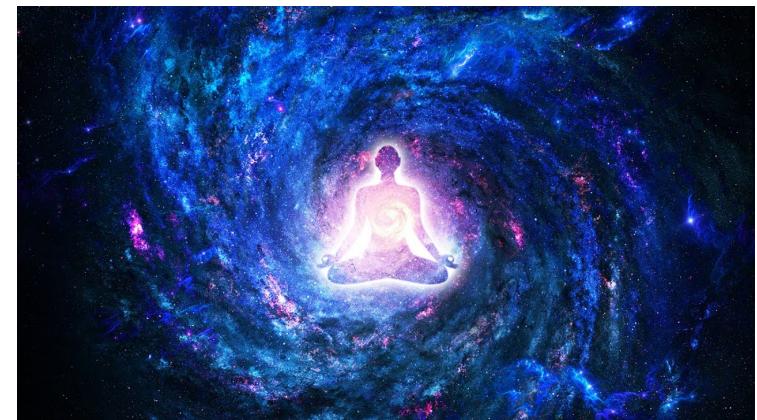
Far in the distance, immense yet seemingly not impacting the surrounding environment, lies the **SILVER CITY**, the home of the ANGELS, powerful CELESTIAL creatures which quest across the REALMS to further the goals of the good, and to vanquish those who would perform evil deeds.

The city itself is constructed out of gleaming silver and shining marble, and glows and sparkles like a second sun. The streets are clean and hum with positive energy, and walking through the city takes you past cosy libraries containing the knowledge of ages, relaxing verandas containing the most exquisite views in all reality, aqueducts bearing sweet, crystal-clear water, statues carved out of solid diamond, paintings composed out of solid light, and simple street performers enacting feats of magic never seen before on earth.

The city itself seems to be infinite in size (despite taking only a few minutes to walk the perimeter), and though it is almost impossible to get lost, it is also impossible to explore it in its entirety. As such, no one has been able to determine who rules the **SILVER CITY**, and despite the clearly hierarchical nature of ANGELIC society, who or what is giving out orders remains undertermined.

Nirvana

The BLISSFUL PEACE of Enlightenment



Nirvana is an alien landscape to those who first arrive – it is seemingly and endless white expanse, with no up or down, and no floor. Individuals move simply by willing themselves in a certain direction. The entire domain is suffused with an aura of complete contentment. All desire and anger are stripped from your body, leaving you completely at peace with your place in the universe.

Those who spend time in Nirvana, however, claim that the whiteness is not perfectly uniform, and that they can see shapes within it. After a significant time, individuals believe that they can make out entire cities, floating in the endless expanse. Eventually, they themselves begin to merge into the whiteness, until they are one with Nirvana. Even if they leave before this happens, so much of Nirvana has infused into their bones that they are incapable of aggression or violence.

When it was first discovered, Nirvana was proposed as a humane alternative to the wizarding prison of Azkaban, as it removed the threat of further violence completely. However, a combination of a desire for punishment and the question mark of what *exactly* happens when they merge with Nirvana meant that Azkaban was retained.

The DAEDAL DOMAINS

On the MORTAL REALM, we are used (even if not in these terms) to the increase in ENTROPY over time: things tend towards chaos, unless something intervenes to prevent this progress (something which is taken to its extreme on the PRIMAL EXPANSE). The DAEDAL DOMAINS, however, do not suffer this particular affliction: order, complexity and nuance are the natural state of being here.

A book, if left alone on a DAEDAL DOMAIN, will not decay or degrade, its facts will not slowly become dated or wrong - instead its spine might slowly heal from the damage it has suffered, new pages, containing previously unknown information might slowly develop over decades. So too will an empty field slowly become organised, cities and towns springing up out of nothingness - naturally becoming more advanced and complex as time passes.

Machina

The CLOCKWORK CITY of Order



In Machina, everything is always in its correct place, for Machina is the Plane of Order, where chaos and randomness are abhorred and reviled. Over the millenia, the denizens of Machina have constructed enormous machines that enable them to control every aspect of reality down to the microsecond. The sun always rises at the same time every day, every coin toss lands on the same side, and the same events occur every single day.

Fearing the chaos inherent in biological systems, the denizens of Machina have also gradually replaced their organic components, until they are almost entirely mechanical in nature. The great cities that dot the moulded landscape – tracing out perfectly tesselating grids – are split into three sectors, depending on the modifications that the denizens have made to their bodies, and hence their preferred method of keeping order: clockwork, electronics and magic.

It is said that the first wizard to create a Golem learned the technique from the inhabitants of Machina.

Scholomancia

The PERPETUAL LIBRARY of Endless, Hidden Knowledge



SCHOLOMANCIA is probably the smallest of the main LOWER PLANES, consisting as it does of a single wood-panelled reading room about 15 metres by 25 metres in size, lined with bookshelves stocked with ancient tomes. Comfortable leather furniture dots the rest of the room, which has a single inhabitant; the LIBRARIAN.

It is rumoured that, despite its small size, the bookshelves in Scholomancia contain every book ever written (and some that weren't), and that the four small walls of SCHOLOMANCIA contain a true and accurate record of every event across the multiverse. Of course, this makes actually finding the book you need something of a challenge - especially as most of the books are written in ancient and forgotten languages. Many a scholar has spent their entire life searching a single shelf on SCHOLOMANCIA.

If one is willing to make a deal with the LIBRARIAN, however, this enigmatic figure will trade secrets and information - if it is judged to be of sufficient worth - for access to the knowledge you seek.

It is intriguing, therefore, that the only information which apparently cannot be found within the tomes of SCHOLOMANCIA regards the nature and origin of its guardian - no one seems to know (and no one seems to have *ever known*) who or what this mysterious entity is. Of the scant few conflicting tales and rumours that can be found about the LIBRARIAN they all agree on one thing: *you should not remove a book from the library*.

The PRIMAL EXPANSE

Unlike the other LOWER PLANES, the realms found within the PRIMAL EXPANSE are not *entirely* separated and isolated.

Whether it be the formation of enormous, centuries-old RIFTS between the planes, or simply the nature of this primal, elemental space: there are large swathes of the REALMS which bleed into one another, and the ambitious traveller could find themselves tunneling through a volcanic seam within GAIA, and find themselves popping out of a magma flow in VULCAN.

Though the PRIMAL EXPANSE is dominated by base concepts such as the natural elements, chaos, life and death - there do exist sapient life, people and even entire civilisations which have evolved there, or made their home in these strange lands. Unlike the DAEDAL DOMAINS, however, the natural state of these realms is one of chaos, disorder and basic existence, and so these civilisations must live their lives ensuring that they do not slip back into this chaos.

A city left abandoned on the MORTAL REALM might slowly degrade over centuries - whilst a city on the PRIMAL EXPANSE might suffer the same fate in only a matter of days, being engulfed in flames or swallowed by the Earth.

Aeolus

The SWIRLING EDDIES of Skies and Storms



A plane of infinite expanse, filled with swirling air, floating clouds and drifting chunks of earth, **AEOLUS** is the REALM associated with the element of Air.

There is no solid ground to be found in AEOLUS, the civilisations found within are built upon the floating mountains that dot the skyscape, or perhaps carved out of condensed and harness cloud. These civilisations live a nomadic life as they drift through the endless sky, never fixed in one place.

Current-charts, which map the airflow and allow you to plot a route through the sky, are the most valued currency in this domain, as are Storm-warnings, for the skies of AEOLUS are often split apart by vicious storms that can last a century or more.

AEOLUS is home to powerful wind-mages, who can calm the skies with a word, or whip up a brisk wind with a wave of their hand. It is said that it was from a lost and stranded wind-mage that humans first learned *vente*, the Gust spell, allowing them to harness the element of air for themselves.

Eden

The GARDEN of the CIRCLE of Life and Death



A perfect, druidic paradise, **EDEN** is a single, enormous garden, stretching across hundreds upon hundreds of miles, covering a patchwork of open fields, dense forests, frosted tundra and parched desert. Every single species of plant and animal life which has ever evolved across the multiverse can be found living in perfect balance in **EDEN**, plant and fungus, hunter and prey – the CIRCLE OF LIFE made manifest, for all of eternity.

No artificial structure can be built in **Eden** (even attempting do so is almost impossible, and if you do succeed, a dinosaur will inevitably wander by and crush it with their tail) so no true civilisations are found within. The denizens of this realm – known as the **GARDENERS**, a mishmash of species who have found their home here – are instead nomadic: tending to the wildlife, curing the sick and resolving conflicts between various beasts and plants, holding the CIRCLE to be holy and paramount. In return for their aid, the flora and fauna of this realm reward their caretakers willingly with fruit and wool, shelter and sustenance.

Though it might seem idyllic, remember that death is also a part of the CYCLE. Powerful predators, from the present and past of every REALM stalk the lands, plants exude potent toxins and fungal spores can suffocate your lungs.

Hyperborea

The FROZEN EXPANSE of Ice and Snow



A land of endless glaciers and towering crystal-clear castles, **Hyperborea** is the Elemental Plane of Ice. Due to the freezing temperatures, the Hyperborean species tend to be much larger than their counterparts in other dimensions, to best preserve the heat. They also tend to be fiercely tribal – gathering together for warmth, but deeply fearful of outsiders.

The landscape of **Hyperborea** is sporadic, with vast featureless plains, interspersed with enormous mountain ranges, and fields of icebergs floating on highly-salted oceans.

Irkalla

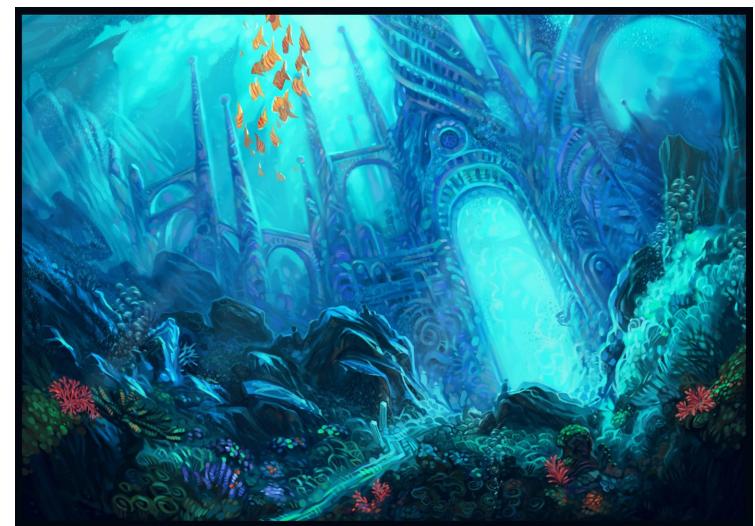
The SHIFTING CAVERNS of Earth and Ground



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Lemuria

The LIGHTLESS DEPTHS of Water and Waves



UNderwater

Tír Na Nóg

The RADIANT GARDENS of Light and Aurorae



The radiant gardens are a plane of light

Vulcan

The BURNING WILDERNESS of Fire and Ash



Visually, Vulcan most resembles typical depictions of the Christian Hell, with enormous pools of lava, gouts of fire twenty feet high, and patrolled by demons with pools of flame for eyes. However, this domain is simply the Plane associated with Elemental Fire, not with righteous torture of the evil.

Outside of the volcano-top castles and their pools of lava, the land is covered in a fertile ash, and populated by ruby-red trees that can only distribute their seeds when the tree is consumed by fire. Diverse species of dragon, from tiny lizard-like creatures to formidable goliaths patrol the skys. The fire of this realm serves not simply to destroy, but to cleanse and refresh and as such, though Vulcan is quite alien to us mortals, it has been home to several thriving and prosperous civilisations.

Part III

GM Tools

6: Roll Statistics

In this chapter I provide a statistical breakdown of the likelihood of certain rolls. This is only for the über keen GM who wants to take a peek behind the metaphorical curtain.

Analytic Probability

The success of an action is determined by rolling a dice pool of N dice (accumulated from Attributes, Abilities, Affinities and various bonuses). Each of these dice is then compared to a target number, the DV. Every dice which exceeds the DV counts as a success, whilst every dice within the 'catastrophe range' subtracts from the number of successes.

The total number of successes is therefore determined by the number of dice which exceed the DV and those which fall into the catastrophe range. The rules ensure that the DV and the catastrophe range can never overlap, so we may always assume these to be mutually independent possibilities.

Since the events of 'rolling a success' and 'rolling a catastrophe' are mutually exclusive, success-or-failure events, we may model them with a Binomial distribution. Hence, the probability of rolling n successes from N dice, with a probability p of success is:

$$P(n|N, p) = B(n_s, N, p) = {}^N C_n p^n (1-p)^{N-n}$$

Where ${}^n C_r$ is the usual n -choose- r function:

$${}^n C_r = \frac{n!}{r!(n-r)!}$$

In order to score n_s total successes, we must therefore succeed in rolling $n_s + f$ dice which exceed the DV, **and** f dice which meet the catastrophe condition.

The probability of rolling a success is determined by the DV and the maximum possible value of the dice, D , assuming a normal numbering between 1 and D . Hence:

$$p(\text{roll} \geq \text{DV} | D\text{-sided dice}) = \frac{D+1-\text{DV}}{D}$$

Hence, the probability of rolling $n_s + f$ dice from our original pool is:

$$P(n_s + f | N, \frac{D+1-\text{DV}}{D}) = B(n_s + f, N, p_s)$$

The probability of rolling f catastrophes depends on p_c , the catastrophe probability and N_c , the remaining dice left to roll that many catastrophes. N_c must simply be the number of dice not already determined to be successes:

$$N_c = N - n_s - f$$

The catastrophe probability is slightly more subtle, a first glance would indicate that it would take the form:

$$p_c \neq \frac{D+1-X}{D}$$

Where X is the maximum end of the catastrophe range (usually equal to 1). However, we must take into account that we already know that the dice in the 'catastrophe pool' cannot exceed the DV, else they would already have been counted. Hence:

$$p_c = \frac{X}{\text{DV}-1}$$

Therefore, the probability of rolling f catastrophes, given an initial pool of N dice, of which $n_s + f$ have already been used is:

$$p(f \text{ catastrophes} | N, n_s + f, \frac{X}{\text{DV}-1}) = B(f, N - n_s - f, p_c)$$

Therefore, the combined probability of doing both things simultaneously is:

$$\begin{aligned} p(n_s, f | N, D, \text{DV}, X) &= B(n_s + f, N, p_s) \times B(f, N - n_s - f, p_c) \\ &= {}^N C_{n_s+f} \left(\frac{D+1-\text{DV}}{D} \right)^{n_s+f} \left(\frac{\text{DV}-1}{D} \right)^{N-n_s-f} \\ &\quad \times {}^{N-n_s-f} C_f \left(\frac{X}{\text{DV}-1} \right)^f \left(\frac{\text{DV}-1-X}{\text{DV}} \right)^{N-n_s-2f} \\ &\quad \times \Theta(N - n_s - 2f) \end{aligned}$$

This final function, $\Theta(x)$ is the Heaviside step function, it evaluates to zero whenever the argument is less than 0, and ensures that you are never relying on more dice than you actually have. If using a statistics package which evaluates the Binomial function directly, it should include this constraint automatically.

The total probability of getting n_s successes is therefore the sum over all possible combinations of $n_s + f$, giving:

$$p(n_s | N, D, \text{DV}, X) = \sum_{f=0}^{N-n_s} B(n_s + f, N, p_s) \times B(f, N - n_s - f, p_c)$$

The probability of a benign failure is therefore:

$$p(\text{fail}) = p(0 | N, D, \text{DV}, X)$$

Whilst the probability of a Catastrophe is found by summing over all negative values of n_s :

$$p(\text{catastrophe}) = \sum_{n_s=-N}^{-1} p(n_s | N, D, \text{DV}, X)$$

Difficulty = 3

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	8.3	8.3	83	-	-	-	-	-	-	17	83	0.75	
2	2.1	15	14	69	-	-	-	-	-	17	83	1.5	
3	2	3.7	19	17	58	-	-	-	-	5.7	94	2.3	
4	0.77	3.6	6	22	19	48	-	-	-	4.3	96	3	
5	0.53	1.4	5.2	8.5	24	20	40	-	-	1.9	98	3.8	
6	0.26	1.1	2.2	7.1	11	25	20	33	-	1.3	99	4.5	
7	0.16	0.48	1.6	3.4	8.9	13	25	19	28	0.64	99	5.3	
8	<0.1	0.33	0.78	2.3	4.5	11	14	25	42	0.41	100	6	
9	<0.1	0.18	0.52	1.2	3.2	5.9	12	16	61	0.22	100	6.7	
10	<0.1	0.11	0.27	0.8	1.8	4.2	7.2	13	72	0.14	100	7.5	
11	<0.1	<0.1	0.16	0.43	1.2	2.4	5.2	8.6	82	0.075	100	8.2	
12	<0.1	<0.1	<0.1	0.29	0.66	1.6	3.2	6.3	88	0.042	100	9	
13	<0.1	<0.1	<0.1	0.15	0.44	0.95	2.1	4	92	0.029	100	9.8	
14	<0.1	<0.1	<0.1	<0.1	0.25	0.62	1.3	2.7	95	0.018	100	10	

Difficulty = 4

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	8.3	17	75	-	-	-	-	-	-	25	75	0.67	
2	3.5	15	25	56	-	-	-	-	-	19	81	1.3	
3	2.5	6.9	20	28	42	-	-	-	-	9.3	91	2	
4	1.4	4.7	11	23	28	32	-	-	-	6	94	2.7	
5	0.89	2.7	7.1	14	25	26	24	-	-	3.6	96	3.3	
6	0.51	1.7	4.3	9.8	17	25	24	18	-	2.2	98	4	
7	0.32	1.1	2.7	6.3	12	19	24	21	13	1.4	99	4.7	
8	0.2	0.67	1.7	4.1	8.3	14	20	23	28	0.86	99	5.3	
9	0.13	0.43	1.1	2.7	5.7	10	16	20	43	0.56	99	6	
10	<0.1	0.28	0.7	1.7	3.9	7.3	12	17	57	0.36	100	6.7	
11	<0.1	0.18	0.45	1.1	2.6	5.1	8.9	14	68	0.22	100	7.3	
12	<0.1	0.12	0.29	0.74	1.7	3.5	6.4	10	77	0.15	100	8	
13	<0.1	<0.1	0.18	0.47	1.1	2.4	4.5	7.8	83	0.088	100	8.7	
14	<0.1	<0.1	0.13	0.31	0.76	1.6	3.2	5.7	88	0.056	100	9.3	

Difficulty = 5

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	8.3	25	67	-	-	-	-	-	-	33	67	0.58	
2	4.9	17	33	44	-	-	-	-	-	22	78	1.2	
3	3.3	10	24	33	30	-	-	-	-	13	87	1.8	
4	2.2	6.6	15	27	30	20	-	-	-	8.8	91	2.3	
5	1.5	4.3	10	19	27	25	13	-	-	5.8	94	2.9	
6	0.98	2.9	7	14	22	25	20	8.8	-	3.9	96	3.5	
7	0.65	2	4.7	9.9	17	22	22	15	5.9	2.6	97	4.1	
8	0.42	1.3	3.2	7.1	13	19	22	19	16	1.8	98	4.7	
9	0.29	0.96	2.2	5	9.4	15	20	20	27	1.2	99	5.3	
10	0.19	0.65	1.5	3.5	6.9	12	16	19	40	0.84	99	5.8	
11	0.13	0.47	1.1	2.5	5.1	8.9	14	17	51	0.6	99	6.4	
12	<0.1	0.32	0.74	1.8	3.7	6.7	11	15	61	0.4	100	7	
13	<0.1	0.23	0.52	1.2	2.7	5	8.4	12	70	0.28	100	7.6	
14	<0.1	0.15	0.36	0.87	1.9	3.8	6.5	10	76	0.2	100	8.2	

Difficulty = 6

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	17	25	58	-	-	-	-	-	-	42	58	0.42	
2	11	26	29	34	-	-	-	-	-	37	63	0.86	
3	9.9	17	28	26	20	-	-	-	-	27	73	1.3	
4	7.7	14	21	26	20	11	-	-	-	22	78	1.7	
5	6.3	11	17	22	22	14	6.8	-	-	18	82	2.1	
6	5	9.4	14	19	21	18	10	3.9	-	14	86	2.5	
7	4	7.9	12	16	19	18	13	7	2.3	12	88	3	
8	3.3	6.7	9.5	14	17	18	15	10	5.9	10	90	3.4	
9	2.6	5.7	7.9	12	16	17	16	12	11	8.3	92	3.8	
10	2.1	4.9	6.7	10	14	16	16	14	17	7	93	4.2	
11	1.7	4.1	5.6	8.7	12	15	16	14	23	5.8	94	4.6	
12	1.4	3.6	4.7	7.4	11	13	15	15	30	5	95	5	
13	1.1	3.1	3.9	6.4	9.2	12	14	14	36	4.2	96	5.4	
14	0.9	2.7	3.3	5.4	8	11	13	14	42	3.6	96	5.9	

Difficulty = 7

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	17	33	50	-	-	-	-	-	-	50	50	0.33	
2	14	28	33	25	-	-	-	-	-	42	58	0.69	
3	12	21	29	25	13	-	-	-	-	33	67	1	
4	10	18	24	25	17	6.3	-	-	-	28	72	1.4	
5	8.8	15	20	23	19	10	3.2	-	-	24	76	1.7	
6	7.4	13	17	21	20	14	6.3	1.6	-	20	80	2.1	
7	6.3	11	15	19	19	15	9.1	3.7	0.79	18	82	2.4	
8	5.3	10	13	17	19	16	11	5.9	2.5	15	85	2.7	
9	4.5	9	11	15	17	17	13	7.9	5.1	13	87	3.1	
10	3.8	8	9.8	14	16	16	14	9.8	8.5	12	88	3.4	
11	3.2	7.2	8.6	12	15	16	15	11	12	10	90	3.7	
12	2.7	6.5	7.5	11	14	15	15	12	17	9.2	91	4.1	
13	2.3	5.7	6.7	9.7	13	14	14	13	21	8	92	4.4	
14	1.9	5.2	5.9	8.6	11	13	14	13	26	7.1	93	4.7	

Difficulty = 8

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	17	42	42	-	-	-	-	-	-	58	42	0.25	
2	17	31	35	17	-	-	-	-	-	48	52	0.53	
3	15	25	30	22	7.2	-	-	-	-	41	59	0.8	
4	14	22	26	23	12	3	-	-	-	36	64	1.1	
5	12	19	23	23	15	6.3	1.2	-	-	31	69	1.3	
6	11	17	21	22	17	9	3.1	0.52	-	28	72	1.6	
7	9.5	16	18	20	18	11	5.2	1.5	0.22	25	75	1.8	
8	8.3	15	17	19	18	13	7.2	2.8	0.81	23	77	2.1	
9	7.4	13	15	18	18	14	8.8	4.3	1.9	21	79	2.3	
10	6.4	12	13	17	17	15	10	5.7	3.4	19	81	2.6	
11	5.6	12	12	15	16	15	11	7	5.4	17	83	2.8	
12	4.9	11	11	14	16	15	12	8.2	7.7	16	84	3.1	
13	4.3	10	10	13	15	15	13	9.2	10	15	85	3.3	
14	3.8	9.7	9.3	12	14	14	13	10	13	13	87	3.6	

Difficulty = 9

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	25	42	33	-	-	-	-	-	-	67	33	0.084	
2	27	34	28	11	-	-	-	-	-	61	39	0.23	
3	27	30	26	14	3.7	-	-	-	-	57	43	0.38	
4	26	28	24	15	6.2	1.2	-	-	-	54	46	0.51	
5	25	27	22	16	7.9	2.5	0.43	-	-	52	48	0.65	
6	23	26	20	16	9.2	3.8	1	0.14	-	50	50	0.78	
7	22	26	19	16	10	4.9	1.7	0.39	<0.1	48	52	0.9	
8	20	26	18	15	11	5.8	2.5	0.75	0.16	47	53	1	
9	19	27	17	15	11	6.5	3.2	1.2	0.38	45	55	1.1	
10	17	27	16	15	11	7.2	3.8	1.6	0.69	44	56	1.3	
11	16	27	16	14	11	7.7	4.4	2.1	1.1	43	57	1.4	
12	15	27	15	14	11	8.1	4.9	2.6	1.6	42	58	1.5	
13	14	28	14	14	11	8.4	5.4	3	2.1	41	59	1.6	
14	13	28	14	13	12	8.7	5.7	3.4	2.8	41	59	1.7	

Difficulty = 10

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	25	50	25	-	-	-	-	-	-	75	25	Catastrophe	
2	31	38	25	6.3	-	-	-	-	-	69	31	0.064	
3	33	33	23	9.3	1.6	-	-	-	-	66	34	0.14	
4	33	31	22	11	3.1	0.39	-	-	-	64	36	0.22	
5	32	31	20	12	4.4	0.97	0.1	-	-	62	38	0.3	
6	31	31	19	12	5.4	1.6	0.29	<0.1	-	61	39	0.37	
7	29	31	18	12	6.1	2.2	0.56	<0.1	<0.1	60	40	0.44	
8	27	32	17	12	6.7	2.8	0.84	0.19	<0.1	60	40	0.51	
9	26	33	17	12	7.1	3.3	1.2	0.3	<0.1	59	41	0.58	
10	24	35	16	12	7.4	3.7	1.5	0.46	0.12	59	41	0.64	
11	23	36	15	12	7.6	4.1	1.8	0.63	0.21	58	42	0.7	
12	21	37	15	12	7.8	4.4	2	0.82	0.34	58	42	0.75	
13	20	38	14	12	8	4.6	2.3	0.99	0.46	58	42	0.81	
14	18	39	14	11	8	4.9	2.6	1.1	0.61	58	42	0.86	

Difficulty = 11

Number of Dice	Catastrophe	Failure	Number of Successes								All Failure	All Success	Average
			1	2	3	4	5	6	≥ 7				
1	25	58	17	-	-	-	-	-	-	83	17	Catastrophe	
2	35	42	19	2.8	-	-	-	-	-	78	22	Catastrophe	
3	40	36	19	4.8	0.46	-	-	-	-	76	24	Catastrophe	
4	41	34	18	6.1	1.1	<0.1	-	-	-	75	25	Catastrophe	
5	40	34	17	6.8	1.7	0.23	<0.1	-	-	74	26	Catastrophe	
6	40	35	16	7.2	2.2	0.41	<0.1	<0.1	-	74	26	Catastrophe	
7	38	36	15	7.5	2.6	0.62	<0.1	<0.1	<0.1	74	26	0.029	
8	36	38	14	7.6	2.9	0.81	0.16	<0.1	<0.1	74	26	0.062	
9	34	40	14	7.5	3.2	1	0.24	<0.1	<0.1	74	26	0.093	
10	32	42	13	7.4	3.4	1.2	0.32	<0.1	<0.1	75	25	0.12	
11	30	45	12	7.4	3.5	1.3	0.4	<0.1	<0.1	75	25	0.15	
12	28	47	12	7.2	3.6	1.5	0.48	0.12	<0.1	75	25	0.18	
13	26	49	11	7.1	3.6	1.6	0.55	0.16	<0.1	76	24	0.2	
14	25	51	11	6.9	3.7	1.6	0.62	0.19	<0.1	76	24	0.23	