

Game Master's Guide



Harry Potter
&
The Role Playing Game

Version 3.0

Jack Fraser

Contents

1 Potions & Ingredients	4
1.0.1 Failed Mixings	4
1.0.2 Modifying Potions	4
1.0.3 Purchasing Potions	4
1.0.4 Potion List	5
1.1 Ingredients	10
2 Beasts, Beings and Other Bad Business	14
2.1 Minds	14
2.1.1 Sapient	14
2.1.2 Non-sapient	14
2.1.3 Ineffable	14
2.2 Types	14
2.3 Rating	15
2.4 Constructing Encounters	16
Abyssal Spawn	17
Death Hunter	17
Flesh Ripper	18
Mind Shredder	18
Soul Devourer	19
Wielder-of-Night	20
Acromantula	21
Acromantula Hatchling	21
Acromantula	22
Acromantula Patriarch	23
Angels	24
Cherubim	24
Seraphim	25
Throne	25
Archangel	26
Apparitions	27
Ghost	27
Poltergeist	28
Boggart	28
Arachnid	29
Great Widow	29
Howling Tick	30
Spraying Mantis	30
Brood Mother	31
Bowtruckle	32
Bowtruckle Splinter	32
Bowtruckle Flower	32
Bowtruckle Thorn	32
Ceratothid	33
Graphorn	33
Erumpet	33
Re'em	34
Chimera	35
Cloaked Spirits	36
Dementor	36
Lethifold	36
Creations	37
Hidebehind	37
Blast-Ended Skrewt	37
Demiguise	38
Dragons	39
Antipodean Opaleye	39
Chinese Fireball	39
Common Welsh Green	39
Hebridean Black	39
Hungarian Horntail	39
Norwegian Ridgeback	39
Peruvian Vipertooth	39
Romanian Longhorn	40
Swedish Shortsnout	40
Ukrainian Ironbelly	40
Elemental Avatar	41
Avatar of Fire	41
Avatar of Ice	41
Avatar of Storms	41
Fairy	42
Dox	42
True Fairy	42
False Dragon	43
Draconic Guardian	43
Hydra	43
Fish	44
Lobalug	44
Mackled Malaclaw	44
Plimpy	44
Ramora	44
Flora	45
Bundimun	45
Horklump	45
Mandrake	45
Golem	46
Crystal Golem	46
Iron Golem	46

Stone Golem	46
Guardian Spirit	47
Kneazle	47
Porlock	47
Hag	48
Druidic Hag	48
Hag	48
Necrotic Hag	48
Water Hag	48
Hellion	49
Hell Hound	49
Hellion	49
Herald	50
Augrey	50
Pheonix	50
Hobgoblin	51
Erkling	51
Gnome	51
Gringwart Goff	51
Red Cap	51
Hybrid	52
Griffin	52
Hippogriff	52
Inhabitor	53
Insectum Magicae	54
Billywig	54
Chizpurple	54
Fire Crab	54
Flesh-Eating Slug	54
Flobberworm	54
Glumbumble	54
Streeler	54
Lich	55
Et Iniquum	55
Inotator	56
Aileni	56
Aberstath	57
Mammalia Magicae	59
Dugbog	59
Jarvey	59
Moontcalf	59
Murtlap	59
Niffler	59
Wampus Cat	59
Manticore	60
Mundane Animal	61
Bluebirds	61
Viper	61
Nogtail	62
Nundu	63
Ogre	64
Ghoul	64
Troll	64
Yeti	64
Ophidian	65
Basilisk	65
Cockatrice	65
Runespoor	65
Ornithes Magicae	66
Diricawl	66
Fwooper	66
Jobberknoll	66
Snidget	66
Pegasus	67
Hippocampus	67
Thestral	67
Winged Horse	67
Pixie	68
Pogrebin	69
Puffskeins	70
Puffskein	70
Pygmy Puff	70
Quintaped	71
Raised Dead	72
Banshee	72
Inferius	72
Salamanders	73
Ashwinder	73
Fire Salamander	73
Frost Salamander	73
Moke	73
Shadow Demon	74
Swooping Evil	75
Thunderbird	76
Unicorns	77
Bicorn	77
Tebo	77
Unicorn	77
Water Demons	78
Grindylow	78
Kappa	78
Kelpie	78
Werewolf	79
Human-form	79
Wolf-form	79
Whomping Willow	80
Wyverns	81
Occamy	81
Sea Serpent	81
3 Cosmology	82
3.0.1 The Mortal World	82
3.0.2 The Astral Realm	82
3.0.3 The Higher Planes	82
3.0.4 The Eldritch Domains	82

3.0.5	The Void	82
3.1	Higher Planes	82
3.1.1	Abyss: The Plane of Terror	82
3.1.2	Aeolus: The Plane of Storms and Winds	82
3.1.3	Eden: The Plane of Nature	82
3.1.4	Elysium: The Plane of Blessings	83
3.1.5	Hades: The Plane of Death	83
3.1.6	Hyperborea: The Plane of Ice	83
3.1.7	Machina: The Plane of Order	83
3.1.8	Nirvana: The Plane of Peace	83
3.1.9	Pandæmonium: The Plane of Chaos	83
3.1.10	Scholomancia: The Plane of Knowledge	83
3.1.11	Tartarus: The Plane of Torture	83
3.1.12	Valhalla: The Plane of Bravery	83
3.1.13	Vulcan: The Plane of Fire	83

1: Potions & Ingredients

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

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

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

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

Failed Mixings

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

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

Modifying Potions

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

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

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

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

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

Purchasing Potions

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

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

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

Veritaserum

Colourless, odourless liquid. Indistinguishable from water.

Cost	Mixing Time	Dose	Difficulty
663 £10	1 week	1 dose	15

Ingredients: Jobberknoll Feather, Moonstone, Wormwood

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

Optional Ingredients:

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

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

Viper's Venom

A blue liquid with a slight acrid odour.

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

Ingredients: Asp Tail, Lobalug Venom, Nightshade

Ingredients

Ingredients are broken up into a number of categories based on their nature

Abyssinian Shrivelfig

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

Category: Uncommon, Magical
Required in: Druid's Delight and Shrinking Agent

Aconite

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

Category: Common, Non-Magical
Required in: Anti-Paralysis Potion, Final Goodnight and Wolfsbane

Acromantula Venom

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

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

Alihotsy Leaves

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

Category: Common, Magical
Required in: Alihotsy Draught

Antimony

A silver metal used as a cosmetic throughout muggle history

Category: Uncommon, Non-Magical
Required in: Fatiguing Infusion and Flask of Freezing
Optional in: Beautification Potion, Duplicating Draught and Garrotting Gas

Ash

Burned and blackened organic matter.

Category: Abundant, Non-Magical
Required in: Alchemic Grenade, Garrotting Gas and Ulgard's Unstable Catalyst
Optional in: Vampiric Savior

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

Optional Ingredients:

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

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

Weasley's Patented Stinking Solution

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

Cost	Mixing Time	Dose	Difficulty
63 £10	1 day	3 doses	15

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

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

Optional Ingredients:

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

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

Wiggenweld Potion

Vibrant red fluid with a pleasant, herbal aroma.

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

Ingredients: Dittany, Horklump Juice, Wiggentree Bark

Restores HP 5 points

Optional Ingredients:

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

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

Wolfsbane

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

Cost	Mixing Time	Dose	Difficulty
629 £5	3 days	1 dose	18

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

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

Optional Ingredients:

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

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

Ashwinder Eggs

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

Category: Rare, Magical
Required in: Amortentia and Felix Felicis
Optional in: Dragonbreath Solution

Asp Tail

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

Category: Uncommon, Non-Magical
Required in: Viper's Venom

Asphodel

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

Category: Abundant, Non-Magical
Required in: Calming Draught and Draught of Living Death
Optional in: Gloom-inducing Agent

Basilisk Venom

Potent purple venom from the fangs of a monstrous snake.

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

Bezoar

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

Category: Common, Non-Magical
Required in: Antidote to Common Poisons
Optional in: Gloom-inducing Agent

Bicorn Horn

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

Category: Rare, Magical
Optional in: Gloom-inducing Agent

Billywig Sting

The venom inside causes giddiness and levitation.

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

Boomberry

A small brown nut that explodes when disturbed.

Category: Common, Magical
Required in: Alchemic Grenade
Optional in: Fleet Foot Fluid and Infusion of Strength

Boomslang Skin

The brown, sloughed off skin of a normagical snake.

Category: Rare, Non-Magical
Required in: Polyjuice Potion
Optional in: Beautification Potion and Midas' Mixture

Bowtruckle Thorn

Living green wood harvested from the forest-dweller

Category: Uncommon, Magical
Required in: Midas' Mixture and Stew of Near-Invisibility

Bubotuber Juice

White sap from the magic tree causes boils on contact.

Category: Common, Magical
Optional in: Beautification Potion and Midas' Mixture

Bulbadox Powder

Volatile orange powder capable of causing boils and itching

Category: Common, Magical
Required in: Ulgard's Unstable Catalyst
Optional in: Paralyzing Poison

2: Beasts, Beings and Other Bad Business

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.

Beings of all kinds are classified based on two different properties: their *mind*, and their *type*.

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* used for Non-sapient creatures. However this is considered a very politically charged terms, 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.

Non-sapient

Non-sapient creatures are those which, whilst they have a (mostly) recognisable brain, containing recognisable thoughts, they 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 irrele-

vant 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 - though this is not always guaranteed.

Though often closely linked (most creatures of a humanoid *type* have a sapient *mind*), 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 non-humanoid and (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 constructs contain a Sapient mind, though most are mindless automatons.

Demon: Demons are malevolent magical creatures, often possessing an intrinsic affinity with 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*. 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.

Dracnid: A dragon or dragon-like creature, usually charac-

terised by an enormous reptilian form and affinity for elemental flame. 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. This classification system breaks beings down into 8 categories.

Category	Encounter Value	Description
0	0	Utterly harmless, incapable of inflicting harm
I	2	“Boring”, capable of inflicting only tiny injuries
II	10	Mostly harmless, commonly domesticated
III	25	Poses only minimal danger to a capable individual
IV	50	A group of competent individuals can handle, though an individual would face serious harm.
V	75	Requires specialist knowledge, or a group of highly trained individuals to defeat
VI	100	Known Wizard-Killer, impossible to control or train. Requires a large group of exceptionally trained warriors to defeat
VII	150	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.

Constructing Encounters

The 'encounter value' is provided to help GMs construct viable, yet challenging scenarios for players.

For each character in the party, add together twice their total character level, to calculate an 'encounter budget'. For an easy encounter you may half this value, whilst for a particularly challenging one, you may double it.

For each beast or being in the encounter, add together the encounter value associated with them, and then multiply the result by the modifier found in the 'group attack' table below.

Beasts in Encounter	Encounter Value Multiplier
1	× 1
2-3	× 1.5
4-5	× 2
6-8	× 3
9-10	× 4
10+	× 5

If the values are comparable, then the encounter is probably suited for the group.

Abyssal Spawn

In the most alien and horrifying corners of the multiverse, deep within the Eldritch Domains dwell creatures beyond mortal comprehension. Mounds of twisting, writhing tentacles and unblinking eyes which never see light, their minds ancient and alien, with desires and motivations which would cause a human to wretch.

On the rare occasions that these abyssal, eldritch horrors require something in one of the lower planes, they send a posse of their enumerable children to execute their will: the *Abyssal Spawn*.

Horrific, twisted mimics of mortal forms, these beasts spread terror, and destruction in their relentless pursuit of the masters' will.

Eldritch Servants: Abyssal spawn follow the orders of their masters with a single-minded zeal. Their actions and plans, therefore, may seem chaotic and random, but are part of an eons-long plan, with many trillions of moving parts.

Bloodlust: If an Abyssal Spawn is not able to complete their task, or a plan goes awry, they will first attempt to regain contact with their masters. If this is not possible, an abyssal servant reverts to their default mood: a primal hatred for all living things, going on a rampage, slaying everything in sight.

Terrifying Form: The twisted forms created for the Abyssal Spawn is enough to drive terror into the heart of even the bravest warrior and possibly drive them insane.

Unliving: As beings which are not truly alive, Abyssal Spawn need neither air, food, drink or sleep in order to survive. However, they are vulnerable to celestial damage.

Dust To Dust: When killed, Abyssal Horrors leave behind no corpses. Their bodies explode into voidic essence, which slowly evaporates as black mist.



Death Hunter

Habitat: Eldritch Domains

A disgusting pale-white creature with 6 legs and a face which is entirely featureless except a gaping red maw.

Incredibly fast, and with powerful alien senses the Death Hunter serves one purpose: to track and hunt down their target across dimensions. When their target is located, they release an earsplitting howl across dimensions, drawing their allies in.

DEATH HUNTER

Sightless Tracker (*Ineffable Abomination*)

MoM Rating: V

Health:	80 Points	Dodge:	19
Block:	17	Length	2 metres
Speed :	25 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
22 (+6)	8 (-1)	12 (+1)	0 (-5)	5 (-3)	21 (+5)	13 (+1)	18 (+4)

Expertise: Speed (+11), Stealth (+4), Observation (+10), Intimidation (+7)

Senses: Alien (100m), Bloodhound (10km)

Condition Immunity: Asleep, Blinded, Charmed, Deaf, Enraged, Exhausted, Frostbitten

Immunity: Cold Damage

Resistance: Necrotic

Susceptible: Celestial

Speaks: Voidic

Understands: All spoken languages

Magic Resistance: As an otherworldly being, normal magic is weaker against a Death Hunter. The Death Hunter gets advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first lays eyes on any member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrorified* of the creature. All terrified beings must reperform the check again. On a second failure, take 5d6 psychic damage.

Actions

Bludgeon: (melee attack, +11 to hit) Deals 6+1d6 bludgeoning damage

Bite: (melee attack, +10 to hit) Deals 6 + 2d8 piercing damage

Pounce: As a major action, a Death Hunter may leap up to 5 metres towards a target, and take a combined Bludgeon and Bite attack.

Call Allies: As a major action, a Death Hunter may raise their head to the heavens and howl a phrase in Voidic, stretching across dimensions, alerting their masters that they have found their quarry.

Flesh Ripper

Habitat:

Eldritch Domains
A hulking mass of rotting, oily flesh covered in a bony exoskeleton which seems to twist and warp in multiple dimensions. The Flesh Ripper's role is as a heavy assault weapon. It is aided in this by its long, scorpion-like tail, which ends in a vicious barb. This tail is used to spear beings, before dragging them, helpless, into its maw.

FLESH RIPPER

Animalistic Fighter (Ineffable Abomination)

MoM Rating: VI

Health: 200 Points

Block: 18

Dodge: 13

Speed : 3 metres

Length 5 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
20 (+5)	15 (+2)	17 (+3)	3 (-4)	16 (+3)	17 (+3)	16 (+3)	18 (+4)

Expertise: Strength (+11), Intimidation (+10)

Senses: Nightvision (15m)

Condition Immunity: Asleep, Charmed, Encumbered, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Cold

Resistance: Necrotic

Susceptible: Celestial

Speaks: Voidic

Magic Resistance: As an otherworldly being, normal magic is weaker against a Flesh Ripper. They get advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first lays eyes on any member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrorized* of the creature. All terrified beings must reperform the check again. On a second failure, take 5d6 psychic damage.

Actions

Bite: (*melee attack, +12 to hit*) Deals 4d8 piercing damage. On a failed DV 15 Vitality Resist, target takes an additional 4d8 necrotic damage.

Harpoon Tail: (*melee attack, Range: 5 metres, +7 to hit*) Deals 5d6 piercing damage, and initiates a grapple action.

Devour: Consume a target being in melee range which is *Incapacitated*, instantly killing the being and restoring 4d20 Health points.

Voidic Bile: (*ranged attack, +7 to hit, range: 50 metres*) Spits a gout of black bile which does 3d6 each of Acid, Necrotic and Poison Damage



Mind Shredder

Habitat:

Eldritch Domains

A monstrous female form, all protruding fangs and tentacles lies behind layers of illusions and deception. Created by the Abyssal Masters for the express purpose of infiltration of the minds of their foes, the Mind Shredder is weak in body, but wields immense psionic powers.

MIND SHREDDER

Mistress of Lies (Ineffable Abomination)

MoM Rating: VI

Health: 100 Points

Block: 11

Fortitude: 70 Points

Speed : 5 metres

Dodge: 14

Height 1.7 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
10 (0)	14 (+2)	18 (+4)	24 (+7)	20 (+5)	15 (+2)	18 (+4)	22 (+6)

Expertise: Deception (+12), Persuasion (+12), Willpower (+9)

Senses: Truesight (2m), Darkvision (20m)

Condition Immunity: Asleep, Charmed, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Psychic, Cold

Resistance: Necrotic

Susceptible: Celestial

Speaks: Voidic

Understands: All spoken languages

Magic Resistance: As an otherworldly being, normal magic is weaker against a Mind Shredder. They get advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first lays eyes on any member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrorized* of the creature. All terrified beings must reperform the check again. On a second failure, take 5d6 psychic damage.

Actions

Spellcasting: A Mind Shredder can perform the following spells as silent, wandless actions, and upcast them all to Expert level:

Beginner Glamour, Chaotic Whispers, Piercing Wail, Force Shield

Novice Horrific Araments, Necrosis, Silent Illusion

Adept Voidsphere, Entrance Other, Speak in Tongues

Expert Delusion, Psychosis, Waking Dream

Master Modify Memory, Psionic Overload

The Mind Shredder has an Arcane Subjugation value of 18.

Soul Devourer

Habitat:

Eldritch Domains

The Soul Devourer is every inch as terrifying as its name would suggest, with a face seemingly composed of a rotting, skeletal deer skull with enormous antlers protruding from it. Mounted atop the antlers are a series of dripping candles, said to allow the Soul Devourer to act as a guide through the inky darkness of the Void, as they travel to do their master's bidding.

As the arcane experts of the Abyssal Army, the Soul Devourers, as their name might suggest, rely heavily on the power of ritual sacrifices and the corruption and absorption of slain souls, even using the souls of their slain allies to power their assaults. Their long, spider-like hands are continually dripping with thick, congealed blood which they use in their profane rituals, and as a powerful weapon.

Of all of the Abyssal Spawn, it seems that the Soul Devourers have the most amount of free will, and will often explicitly communicate that they are allied with their Abyssal Masters out of convenience, rather than the rabid, unthinking loyalty expressed by some of the other soldiers in the Profane Masses.

Whispered rumours in some corners of the Multiverse indicate that some Soul Devourers have even gone rogue, and attempted to rebel against their masters, some have even had a degree of success. That the Soul Devourers remain such an integral part of the Abyssal Army indicates that this rebellious streak is in some way beneficial to their masters, though no one is quite sure why or how this might be.



SOUL DEVOURER

Eldritch Arcane Master (Ineffable Abomination)

MoM Rating: VI

Health:	140 Points	Fortitude:	200 Points				
Block:	9	Dodge:	12				
Speed :	2 metres	Height	3 metres				
FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
8 (-1)	15 (+2)	25 (+7)	4 (-3)	22 (+6)	13 (+1)	25 (+7)	20 (+5)

Expertise: Willpower (+11), Arcane (+10), Unnaturality (+10)

Senses: Nightvision (100m)

Condition Immunity: Asleep, Charmed, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Cold

Resistance: Necrotic

Susceptible: Celestial

Speaks: All spoken languages

Necrotic Shroud: The Soul Devourer is surrounded by a field of negative energy. Any being which spends any part of their turn within 2 metres of the Soul Devourer takes 4d4 necrotic damage.

Soul Grab: Whenever a being dies inside the Necrotic Shroud, the Soul Devourer instantly absorbs its soul as if it had cast *Soul Snare*.

Magic Resistance: As an otherworldly being, normal magic is weaker against a Soul Devourer. They get advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first sees a member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrified* of the creature. All terrified beings must reperform the check again, take 5d6 psychic damage on a failure.

Actions

Void Walk: The Soul Devourer can open a temporary portal through Voidspace to a location they have previously visited anywhere in the Multiverse, or honing in on the site of a Death Hunter's *Call Allies* ability. Up to 3d10 creatures can pass through the portal before it collapses.

Shroud Flare: As a minor action, the Soul Devourer can push its Necrotic Shroud outwards, expanding to a radius of $2 + 1d6$ metres, where it remains until the end of the next turn cycle.

Blood Whip: (melee attack, reach 5m, +6 to hit) A stream of blood congeals into an enormous whip, striking out at a target for 2d10+4 slashing damage.

Droplet Cascade: (ranged attack, +10 to hit, range: 25m) 1d10 +1 droplets of blood are flicked from a long finger. The Soul Devourer can decide how many droplets strike at which targets. Each droplet deals 1d6 piercing damage.

Blood Burst: (1/recharge: 6) As an instantaneous action, a Soul Devourer may expel a gigantic burst of blood-red energy in a sphere 15 metres in radius around them. Anything in this region is instantly pushed to the edge, and on a failed DV 15 Acrobatics Resist, take 5d8 necrotic damage.

Spellcasting: A Soul Devourer can perform the following spells as silent, wandless actions, and upcast them all to Master level:

Beginner	<i>Shadow Blast, Vicious Slash, Shroud of Darkness</i>
Novice	<i>Necrosis, Blight, Crippling Fatigue, Counterspell</i>
Adept	<i>Plague of Insects, Shadow Demon, Voidsphere, Blood Barrier</i>
Expert	<i>Create Zombie, Create Thrall</i>
Master	<i>Burning Blood, Word of Death, Selfshift</i>

A Soul Devourer has an Arcane Subjugation value of 21.

Wielder-of-Night

Habitat:

Eldritch Domains
In the midst of a pitched battle between the forces of good and evil, light and dark, life and death, one figure stands apart. A grotesque, scarred humanoid body is sewn onto a countless mass of tentacles which seem to boil and writhe of their own accord. Standing tall over the immense, endless battlefield, it surveys the chaos; planning and strategising.

With a movement as fast as the eye can see, the abomination leaps into battle, dueling hand-to-hand with the most powerful servants of the light, firing bolts of dark arcane energy from a finger, and screeching orders to the untold legions of the Abyss.

This is the Wielder-of-Night, the Commander of the Abyssal Legions, Slayer of Hope, Destroyer of Worlds, and the reason that every sane being in the multiverse is afraid of the darkness.

It is unknown if the Wielder-of-Night is a position, akin to a general, or if there is only one of them, a single mighty champion of the Eldritch Horroors, who has executed their will throughout the eons. Most scholars hope that it is the latter, for the idea of there being multiple such beings is to horrible to even consider.

There is only one recorded instance of a Wielder-of-Night stepping onto the Mortal Realm, at the culmination of the final battle of the Cataclysm. Merlin the Great, the most powerful Wizard who ever lived, managed to barely survive its onslaught, until he tricked it into falling through a Rift in time and space, which he sealed behind it. So harrowing was this experience, that Merlin refused to talk about it for hundreds of years after the event.



WIELDER-OF-NIGHT

Eldritch General (*Ineffable Abomination*)

MoM Rating: VII

Health:	175 Points	Fortitude:	75 Points
Block:	18	Dodge:	17
Speed :	10 metres	Height	3 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
16 (+3)	18 (+4)	19 (+4)	7 (-2)	25 (+7)	23 (+6)	20 (+5)	22 (+6)

Expertise: Speed (+10), Strength (+10), Logic (+14), Observation (+13)

Condition Immunity: Asleep, Charmed, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Necrotic, Cold, Magic below Expert level

Susceptible: Celestial

Speaks: Voidic

Magic Resistance: As an otherworldly being, normal magic is weaker against a Wielder-of-Night. They get advantage on all Resist Checks against magic spells, and are totally immune to all spells cast below an Expert level.

Voidic Armour: The Wielder-of-Night wears an oily black armour which provides a +3 bonus to its block value.

Terrifying Visage: When a being first sees a member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrified* of the creature. All terrified beings must reperform the check again, take 5d6 psychic damage on a failure.

Situational Awareness: A Wielder-of-Night always knows exactly where its foes are. Once it has laid eyes on you, you cannot hide from it unless you remain out of sight for more than 1 minute.

Actions

Multiattack: The wielder of night may make up to 4 attacks per turn, with no more than 2 of them being of the same type.

Abyssal Scythe: (melee attack, +10 to hit) Deals 4 + 2d4 slashing damage. On a failed DV 15 vitality Resist, deals an additional 3d6 cold damage.

Tentacle Strike: (melee attack, +7 to hit) Deals 3 + 1d4 bludgeoning damage and allows the Wielder-of-Night to initiate a grapple .

Maddening Screech: (1/minute) All living beings within hearing range experience a psychic blast which threatens their sanity. They take 4d6 psychic damage, and on a failed DV 15 Logic Resist become *Distracted* next turn.

Spellcasting: A Wielder-of-Night can perform the following spells as silent, wandless actions, and upcast them to Master level:

Beginner Taste of Blood, Force Shield, Shadow Blast

Novice Abyssal Fluid, Necrosis

Expert Arctic Blast, Black Dragon's Fury

Master Crush Bones, Anti-Magic Ward, Word of Death

Command Legions: The Wielder-of-Night may use their major action to command up to 2d8 other Abyssal Spawn in hearing, giving them check-advantage on their next check.

Acromantula

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

Hatching from eggs the size of rugby balls, the oldest specimens have legspans in excess of 10 metres. Their equally enormous fangs contain a potent venom. The speed, strength and venom, however, is not what makes the Acromantula a truly awful foe. Rather, their greatest weapon is their formiddable intellect, which allows them to outthink even the greatest wizards.

Elaborate Lairs: A spider's central tenet is patience: waiting for prey to come to you. Acromantula are no different, though they work on a slightly different scale. Over their multi-decade-long lifespan, a Patriarch will build an enormous, complex labyrinth of webs and forest, in order to ensnare their unsuspecting prey

Talking Spiders: Acromantula have the ability to speak the spider tongue, to command their legions of arachnid followers. As they age and their minds continue to develop, they even gain the ability to understand and eventually speak in human tongues.

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

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



Acromantula Hatchling

Habitat: Rainforests of Borneo, spread worldwide

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

ACROMANTULA HATCHLING

Newborn Giant Spider (Non-sapient Monstrosity)

MoM Rating: III

Health: 15 Points

Block: 10

Speed : 10 metres
(walking,
climbing)

Dodge: 12

Legspan 1 metre

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

Expertise: Stealth (+4), Nightvision

Senses: Darkvision (10m)

Condition Immunity: Poisoned: Mild

Immunity: Celestial damage

Resistance: Poison damage

Understands: Spider Tongue

Tiny: Acromantula hatchlings are very small, and so can occupy the same space as another being, climbing over their body, or hiding between their legs.

Lightweight: Acromantula Hatchling's are small enough to have a non-lethal terminal velocity. They are immune to natural falling damage. Their falling speed is 10 metres per combat cycle.

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

Actions

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

Dangle: An Acromantula hatchling may use their webspinning-abilities to silently descend from above, dangling on a thread. They may descend at a rate of 4 metres per cycle using this ability. The thread has 5HP (vulnerable to slashing damage). If this is reduced to zero, the acromantula falls.



Acromantula

Habitat: Rainforests of Borneo, spread worldwide

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

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ACROMANTULA

Adult Giant Spider (Sapient Monstrosity)

MoM Rating: V

Health: 65 Points

Block: 17

Speed : 15 metres
(walking,
climbing)

Dodge: 15

Legspan 4 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	15 (+2)	10 (0)	6 (-2)	18 (+4)	14 (+2)	12 (+1)	13 (+1)

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

Senses: Darkvision (20m)

Condition Immunity: Poisoned: Mild

Immunity: Celestial damage

Resistance: Poison damage

Susceptible: Fire damage

Speaks: Spider Tongue

Understands: Human Languages

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

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

Actions

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

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

Dangle: An Acromantula may use their webspinning-abilities to silently descend from above, dangling on a thread. They may descend at a rate of 4 metres per cycle using this ability. The thread has 5HP (vulnerable to slashing damage). If this is reduced to zero, the acromantula falls.

Acromantula Patriarch

Habitat: Rainforests of Borneo, spread worldwide

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

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ACROMANTULA PATRIARCH

Ruler of the Spider Clan (Sapient Monstrosity)

MoM Rating: VI

Health: 180 Points

Block: 15

Speed : 5 metres (walking,
climbing)

Dodge: 5

Legspan 8 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
7 (-2)	14 (+2)	15 (+2)	8 (-1)	22 (+6)	18 (+4)	16 (+3)	17 (+3)

Expertise: Strength (+4), Observation (+10), Nightvision

Senses: Darkvision (20m)

Condition Immunity: Poisoned

Immunity: Celestial damage

Resistance: Poison damage

Susceptible: Fire damage

Speaks: Spider Tongue, Human Languages

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

Web Walker: A Acromantula Patriarch takes no movement penalty when walked on webbed surfaces

Webbed Domain: Whilst inside its vast, webbed and labyrinthian lair, the Acromantula Patriarch has the upper hand. It has advantage on all Resist checks imposed on it, and has access to its **Lair Abilities**.

Actions

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

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

Webburst: (1/recharge: 5-6) A patriarch may use a major action to launch a globule of sticky material up to 10 metres away from them, which covers an area of 15m in radius. This area is considered *Webbed*. Movement on a webbed area is halved.

Command Spiders: All spiders and spider-like creatures which understand the spider tongue follow the commands of the Acromantula Patriarch. As a minor action, the Acromantula Patriarch may give a one-phrase instruction to all spiders in range, which they are forced to obey.

Lair Abilities

Summon Legions: (3/day) Summon 2d4 Acromantula and 2d6 Acromantula Hatchlings to come crawling out of hidden nooks and crannies in a radius up to 30m away from the Patriarch (but still within the lair). These creatures immediately attack any beings hostile to the Patriarch.

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 pwoerful 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 experience).

Cherubim

CHERUBIM

(Ineffable Celestial)

MoM Rating: VI

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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



Seraphim

SERAPHIM

(Ineffable Celestial)
MoM Rating: VI

Health: NaN Points

Block: NaN

Speed :

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

Dodge: NaN

Throne

THRONE

(Ineffable Celestial)
MoM Rating: VII

Health: NaN Points

Block: NaN

Speed :

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

Dodge: NaN



Archangel

ARCHANGEL <i>(Ineffable Celestial)</i> MoM Rating: VII	
Health: NaN Points	FIT 0 (-5)
Block: NaN	PRS 0 (-5)
Speed :	SPR 0 (-5)
	CHR 0 (-5)
	INT 0 (-5)
	PCP 0 (-5)
	POW 0 (-5)
	EVL 0 (-5)

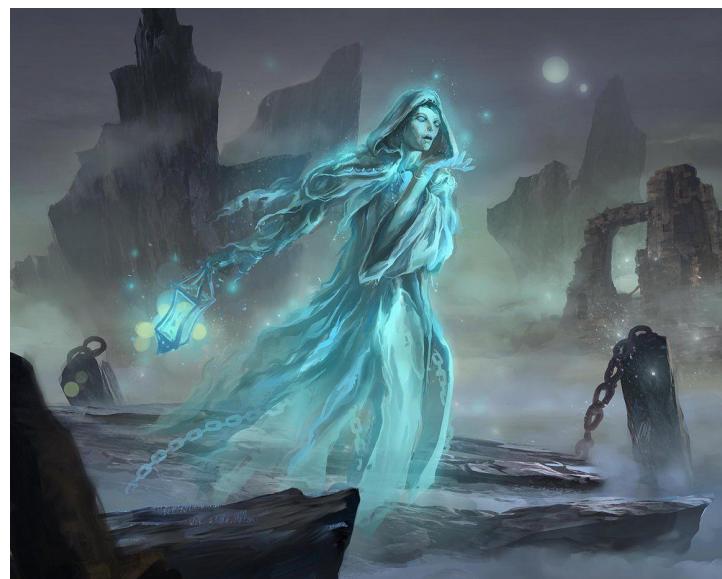
Apparitions

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

Habitat: The place of their death

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

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

GHOST

Remnant of deceased human (Ineffable Phantasm)

MoM Rating: 0

Health: 1 Points

Block: 0

Dodge: 10

Speed : 10 metres (flying)

Height 2 metres

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

Expertise: Stealth (+8)

Condition Immunity: All status effects

Immunity: All damage types

Speaks: Whatever languages they could speak when alive

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

Actions

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

Poltergeist

Habitat: Wherever humans are found

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

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

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

POLTERGEIST

(Mostly) Harmless Trickster (*Ineffable Phantasm*)

MoM Rating: II

Health:	20 Points	Fortitude:	10 Points				
Block:	9	Dodge:	13				
Speed :	15 metres (flying)	Height	1 metre				
FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
8 (-1)	16 (+3)	15 (+2)	12 (+1)	8 (-1)	8 (-1)	7 (-2)	3 (-4)

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

Condition Immunity: Asleep

Resistance: Piercing, Bludgeoning & Slashing damage

Speaks: All human languages

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

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

Actions

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

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



Boggart

Habitat: Wherever humans are found

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

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

BOGGART

Aspect of Fear (*Ineffable Phantasm*)

MoM Rating: II

Health:	10 Points	Dodge:	10				
Block:	5	Height	Depends on form				
Speed :	Depends on form						
FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	10 (0)	10 (0)	13 (+1)	8 (-1)	17 (+3)	0 (-5)	6 (-2)

Expertise: Empathy (+6), Intimidation (+4)

Immunity: All damage types & status effects

Susceptible: Laughter

Understands: Depends on form taken

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

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

Actions

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

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

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

Habitat: Urban areas

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

GREAT WIDOW

Poisonous spider (Non-sapient Beast)

MoM Rating: III

Health: 45 Points

Block: 7

Speed : 8 metres (walking, climbing)

Dodge: 14

Legspan 40 centimetres

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

Expertise: Stealth (+5)

Senses: Nightvision (10m)

Condition Immunity: Poisoned: Mild

Immunity: Celestial damage

Resistance: Poison

Understands: Spider Tongue

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

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

Actions

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

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



Howling Tick

Habitat:

Urban areas

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

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

HOWLING TICK

Size-changing Spider (Non-sapient Beast)

MoM Rating: III

Health: 25 Points

Block: 12

Speed : 5 metres (walking, climbing)

Dodge: 13

Legspan 10cm

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

Expertise: Stealth (+5), Acrobatics (+5)

Senses: Darkvision (15m)

Immunity: Celestial damage

Understands: Spider Tongue

Bloodsucker: Whenever the Howling Tick lands a successful attack, it doubles in size, and its bites become more venomous. Its HP and maximum health also increase by 1d6.

If it goes a combat cycle without feasting on blood, it halves in size until it reaches 10cm in length. Each decrease in size decreases the maximum health by 1d6.

Languages: Can understand the spider tongue

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

Actions

Leap Attack: As a single major action, the Howling Tick may leap up to 4 metres, and then take a bite attack.

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

Spraying Mantis

Habitat:

Tropical Regions

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.

SPRAYING MANTIS

Acid-Spitting Monster (Non-sapient Beast)

MoM Rating: III

Health: 40 Points

Block: 14

Speed : 8 metres (walking, climbing)

Dodge: 13

Length 1 metre

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	16 (+3)	8 (-1)	2 (-4)	4 (-3)	14 (+2)	4 (-3)	2 (-4)

Expertise: Acrobatics (+5), Speed (+4), Intimidation (+4)

Immunity: Celestial damage

Resistance: Acid

Susceptible: Fire

Understands: Spider Tongue

Web Walker: A Spraying Mantis takes no movement penalty when walking on webbed surfaces

Fanged Forearms: The Spraying Mantis' hooked and fanged carapace allows it to cling onto targets more tightly – taking check advantage on all grappling checks.

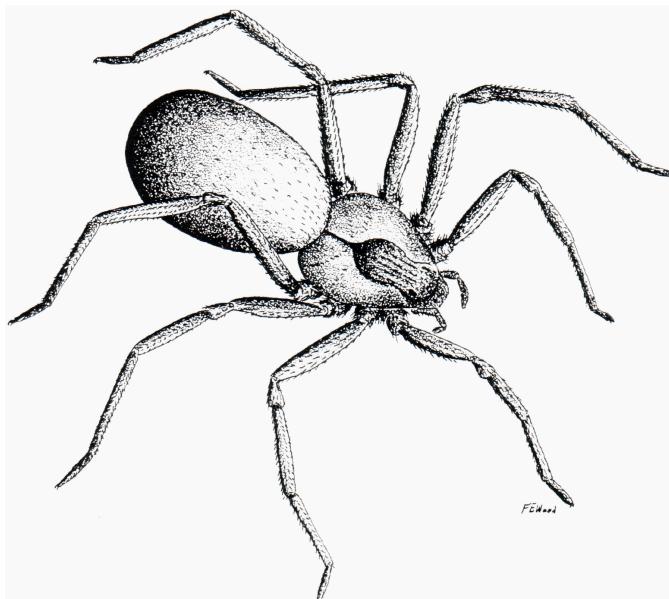
Four Forearms: The Spraying Mantis has two sets of arms, and so can grapple up to two individuals at a time.

Actions

Lunge: (melee attack, +3 to hit) The Spraying Mantis leaps forward up to 5 metres, and lashes out with its hinged arms, dealing 2d6 +2 piercing damage, and initiating a grappling action.

Acid Injection: When holding a grappled target, the Spraying Mantis may use their full turn to pump their prey full of digestive juices. The target gets an additional chance to break free of the grapple, but on a failure takes 4d6 acid damage.

Acid Spray: As a major action, the Spraying Mantis releases a horrifying spray of acid, coating a cone up to 3 metres long. All beings in this area take 3d6+2 acid damage, halved on a successful Acrobatics or Speed Resist. This ability recharges after 3 turns.



Brood Mother

Habitat:

Underground

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.

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BROOD MOTHER

Egg-collecting spider (Non-sapient Beast)

MoM Rating: III

Health: 60 Points

Block: 13

Speed : 3 metres (walking,
climbing)

Dodge: 11

Legspan 1 metre

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
5 (-3)	15 (+2)	9 (-1)	2 (-4)	6 (-2)	16 (+3)	6 (-2)	3 (-4)

Expertise: Stealth (+7)

Senses: Nightvision (15m)

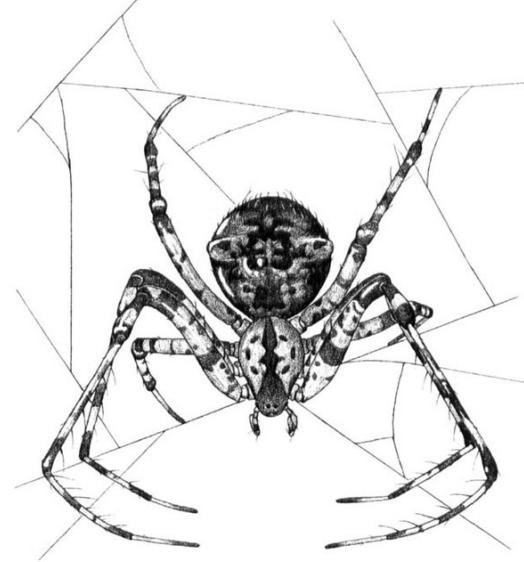
Immunity: Celestial damage

Understands: Spider Tongue

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

Web Walker: A Brood Mother takes no movement penalty when walked on webbed surfaces

Brood Nest: A Brood Mother typically resides in an elaborately nest constructed from web, fortified with nearby objects. Whilst inside her nest, a Brood Mother has access to Lair Actions.



Protective: The Brood Mother cannot willingly move more than 5 metres away from her nest. She can be tricked or forcibly removed.

Actions

Bite: (melee attack, +3 to hit) Deals 1d6 poison damage and on a failed DV 13 Vitality Resist deals another 2d6 poison damage

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

Lair Abilities

Forced Hatch: (2/recharge: 5-6) The Brood Mother may force one of the eggs in her nest to hatch early. The newly hatched spider has only half its normal max HP, but will defend its mother to the death.

Poison Pod: (5/day) The Brood Mother spends her day littering her nest with traps for the unwary. Whenever a foe takes a movement whilst in her nest, the Brood Mother can pull a special thread, exploding a venom sac over the threat. The target takes 3d4 poison **or** acid damage, halved on a DV 15 Vitality Resist.

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.



ERUMPET

Exploding-horned Rhinoceros (Non-sapient Beast)

MoM Rating: V

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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



Graphorn

hey

GRAPHORN

Aggressive Horned Bovine (Non-sapient Beast)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

Erumpet

hey



Re'em

hey

RE'EM

Giant Golden Ox (Non-sapient Beast)

MoM Rating: IV

Health: NaN Points

Dodge: NaN

Speed :

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

Chimera



CHIMERA

CHIMERI *(Non-sapient Monstrosity)*

(Next Chapter MoM)

Health: NaN Points

Health: NaN
Block: NaN

Block:
Speed :

Dodge: NaN

Habitat:

Cloaked Spirits

d



Dementor

hey

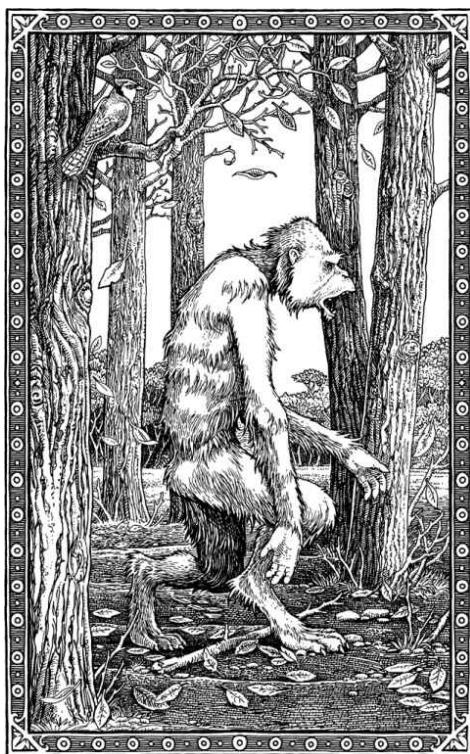
DEMENTOR	NaN Points
<i>(Ineffable Abomination)</i>	
MoM Rating:	VI
Health:	NaN
Block:	NaN
Dodge:	NaN
Speed :	
FIT	0 (-5)
PRS	0 (-5)
SPR	0 (-5)
CHR	0 (-5)
INT	0 (-5)
PCP	0 (-5)
POW	0 (-5)
EVL	0 (-5)

Lethifold

hey

Creations

b



Hidebehind

hey

HIDEBEHIND	
<i>(Sapient Sprite)</i>	
MoM Rating: III	
Health:	NaN Points
Block:	NaN
Dodge:	NaN
Speed :	
FIT	PRS
0 (-5)	0 (-5)
SPR	CHR
0 (-5)	0 (-5)
INT	PCP
0 (-5)	0 (-5)
POW	EVL
0 (-5)	0 (-5)

Blast-Ended Skrewt

hey

BLAST-ENDED SKREWWT
(Non-sapient Monstrosity)
MoM Rating: III

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

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

hey

Habitat:

DEMIGUISE

DEMIGEASE *(Non-sapient Beast)*

MoM Rating: II

Health: NaN Points

Health: NaN
Block: NaN

Speed :

Dodge: NaN

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

Romanian Longhorn

hey

ROMANIAN LONGHORN
(Non-sapient Draconid)
MoM Rating: VI

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

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

Swedish Shortsnout

hey

Swedish Shortsnout							
(Sapient Draconid)				MoM Rating: VI			
Health:		NaN Points		Dodge:		NaN	
Block:		NaN					
Speed :							
FIT		PRS		SPR		CHR	
0 (-5)		0 (-5)		0 (-5)		0 (-5)	
INT		PCP		POW		EVL	
0 (-5)		0 (-5)		0 (-5)		0 (-5)	

Ukrainian Ironbelly

hey

Elemental Avatar

b

Avatar of Fire

hey

Avatar of Ice

hey

Avatar of Storms

hey

Fairy

d

Doxy

hey

DOXY

(Non-sapient Imp)

MoM Rating: II

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

True Fairy

hey

TRUE FAIRY

(Non-sapient Imp)

MoM Rating: II

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

False Dragon

b

Draconic Guardian

hey

Hydra

hey

Fish

c

Lobalug

hey

LOBALUG

(Non-sapient Beast)

MoM Rating: I

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

RAMORA

(Non-sapient Phantasm)

MoM Rating: VI

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

Mackled Malaclaw

hey

MACKLED MALACLAWS

(Non-sapient Beast)

MoM Rating: V

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

Plimpy

hey

PLIMPY

(Non-sapient Beast)

MoM Rating: I

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

Ramora

hey

Flora

d

Bundimun

hey

Horklump

hey

Mandrake

hey

Golem

b

Crystal Golem

hey

Iron Golem

hey

IRON GOLEM	
<i>(Ineffable Construct)</i>	
MoM Rating:	V
Health:	NaN Points
Block:	NaN
Dodge:	NaN
Speed :	
FIT	0 (-5)
PRS	0 (-5)
SPR	0 (-5)
CHR	0 (-5)
INT	0 (-5)
PCP	0 (-5)
POW	0 (-5)
EVL	0 (-5)

Stone Golem

hey

STONE GOLEM	
<i>(Ineffable Construct)</i>	
MoM Rating:	V
Health:	NaN Points
Block:	NaN
Dodge:	NaN
Speed :	
FIT	0 (-5)
PRS	0 (-5)
SPR	0 (-5)
CHR	0 (-5)
INT	0 (-5)
PCP	0 (-5)
POW	0 (-5)
EVL	0 (-5)

Guardian Spirit

c

Kneazle

hey

Porlock

hey

Hag

d

Druidic Hag

hey

DRUIDIC HAG

(Sapient Humanoid)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

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

Dodge: NaN

WATER HAG

(Sapient Humanoid)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

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

Hag

hey

HAG

(Sapient Humanoid)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

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

Dodge: NaN

Necrotic Hag

hey

NECROTIC HAG

(Sapient Humanoid)
MoM Rating: VI

Health: NaN Points

Block: NaN

Speed :

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

Dodge: NaN

Water Hag

hey

Hellion

b

Hell Hound

hey

Hellion

hey

HELLION	
(Sapient Demon)	
MoM Rating: V	
Health:	NaN Points
Block:	NaN
Dodge:	NaN
Speed :	
FIT	0 (-5)
PRS	0 (-5)
SPR	0 (-5)
CHR	0 (-5)
INT	0 (-5)
PCP	0 (-5)
POW	0 (-5)
EVL	0 (-5)

Herald

c

Augrey

hey

Pheonix

hey

Hobgoblin

d

Erkling

hey

ERKLING

(Non-sapient Imp)
MoM Rating: III

Health: NaN Points

Block: NaN

Speed :

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

RED CAP

(Sapient Imp)
MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

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

Gnome

hey

GNOME

(Non-sapient Imp)
MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

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

Gringwart Goff

hey

GRINGWART GOFF

(Sapient Imp)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

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

Red Cap

hey

Hybrid

b

Griffin

hey

Hippogriff

hey

Inhabitor

hey

Habitat:

Lich

b

Et Iniquum

When a powerful wizard seeks to defy death, they may tear their soul asunder, and store a portion inside a Horcrux. In doing so, the wizard stops being fully human, and becomes an *Et Iniquum*, the Tethered Soul.

Outwardly human, the Et Iniquum differ only in their affinity for Dark Magic, and their inability to die.

ET INIQUUM

Horcrux-Possessing Human (Sapient Humanoid)

MoM Rating: VI

Health:	150 Points	Fortitude:	220 Points
Block:	11	Dodge:	14
Speed :	8 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
11 (0)	17 (+3)	15 (+2)	16 (+3)	20 (+5)	18 (+4)	24 (+7)	16 (+3)

Expertise: Vitality (+6), Willpower (+8), Arcane (+11), Unnature (+11), Intimidation (+12). Wandless Spellcasting, Silent Spellcasting, Apparation.

Resistance: Celestial, Necrotic

Speaks: Whatever they spoke as a human

Almost human: As a near-human entity, the Et Iniquum have all the abilities that a normal magical NPC has. If a character becomes an Et Iniquum, they retain all their previous attributes in place of those stated here, taking a + 4 bonus to Power.

Opposable Thumbs: The Et Iniquum may use items, equip armour, learn spells, and otherwise interact with the world as any other human does.

Outwardly Unchanged: The process of turning a human into an Et Iniquum changes them fundamentally on a spiritual level, but leaves their outward appearance unchanged. They cannot be differentiated from a normal human.

Great Power: An Et Iniquum has incredibly powerful magical abilities. As such they are considered proficient in all schools of magic (proficiency bonus is +6), and take advantage on all Resist checks against magical effects.

Unkillable: Whilst at least one of their Horcruxes remains intact, an Et Iniquum cannot be truly killed. If their hitpoints are reduced to zero, their body is destroyed, leaving behind an *Inōtator*, which flees in order to regroup.

Unstable Soul: The process of creating an Et Iniquum leaves their soul fractured and unstable. The maximum number of Horcruxes an individual can support is given by $1d4 + \text{Spirit modifier}$. If they exceed this, they instantly die and rise as an Abserstath.

Actions

Spellcasting: An Et Iniquum is a Master Level spellcaster. It retains any spells it knew as a human, however their dark nature gives them a preference for the following spells:

Beginner	Taste of Blood, Force Shield, Shadow Blast, Control Fire, Mage Hands, Animal Eyes, Chaotic Whispers, Knockback, Vicious Slash
Novice	Abyssal Fluid, Necrosis, Crippling Fatigue, Blight, Summon Snake, Horrific Armaments, Mental Burden, Strangle, Psychic Crush, Dancing Bolt
Adept	Fireball, Freeze, Fury, Dilute Blood, Spiral Inversion, Blood Barrier, Torture
Expert	Arctic Blast, Contagion, Create Thrall, Create Zombie, Shield Breaker
Master	Flame Whip, Psionic Overload, Corrupt Object, Self-shift, Create Horcrux, Word of Death, Burning Blood

Înōtator

When the body of an Et Iniquum or an Aileni is destroyed, their spirit remains bound to the Mortal Plane, as long as their Horcrux(es) remain intact.

With nowhere else to go, this spirit manifests as a dark apparition called an Înōtator. A formless wisp, the Înōtator seeks out living beings and whispers in their ear, attempting to corrupt them into its service and allow them to merge together. Many Dark Wizards which go down the path of creating a Horcrux have a dedicated lieutenant who will act as a host for them until a new body can be created.

INÔTATOR

Disembodied Spirit (Sapient Phantasm)

MoM Rating: IV

Health:	10 Points	Fortitude:	50 Points
Block:	0	Dodge:	13
Speed :	15 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
3 (-4)	10 (0)	13 (+1)	14 (+2)	20 (+5)	12 (+1)	10 (0)	18 (+4)

Expertise: Willpower (+5), Stealth (+5), Arcane (+9), Unnature (+9).

Immunity: All physical damage

Susceptible: Celestial

Speaks: Whatever they spoke as a human

Incorporeal: The Înōtator has no physical form, and as such can pass through solid matter at will. When phasing through matter, the Înōtator is effectively blind and deaf.

Floating: The Înōtator can fly freely in all 3 vertical dimensions.

Unliving: As a phantasm, an Înōtator does not require sleep, food or air in order to survive.

Unkillable: Whilst a Horcrux still exists, the Înōtator cannot be killed. If their HP is reduced to 0, they temporarily dissipate, and then reform near one of their remaining Horcruxes over a period of 1d10 days.

Actions

Intrinsic Spellcasting: Greatly weakened from their physical form, an Înōtator is only a Novice-level spellcaster. An Înōtator may cast the following spells as silent, wandless major actions:

Beginner	Control Fire, Animal Eyes, Chaotic Whispers
Novice	Crippling Fatigue, Mental Burden, Psychic Crush

Possess: An Înōtator may take refuge in the body of a willing acolyte, often manifesting in the form of a face in the back of their head, or an eye in the centre of the palms of the host. The host and Înōtator may communicate telepathically whilst bound together.

Regenerate: Whilst possessing an individual, an Înōtator may attempt to forcibly take control of their body, by contesting a Willpower check against that of their host. Alternatively, there is a complex ritual involving the blood of the Înōtator's worst enemy. Whichever method is chosen, the Înōtator is reborn, either warping the body of their host into a new form, or creating an entirely new body. The Înōtator is reborn as an Aileni.



Aileni

When an Înōtator regenerates itself a new body, the result is something more than human. An imprint of the true form of the being's soul is left on the new form - resulting in a being which is more animalistic, sadistic, and much, much more powerful.

The most famous Aileni is Lord Voldemort, who rose as an Aileni in 1995 after 14 years as an Înōtator. His pride in his Slytherin heritage imprinted a serpentine form on his Aileni form, with red eyes and snake-slit slits, rather than a nose. Many other deformities have been reported in Aileni throughout history - Herpo the Foul was said to be more spider than man by the time he died his final death.

This warping of their human form allows an Aileni to wield more power, and the further they deviate from their human origins, the more powerful and deadly they become.

AILENI

Reincarnated Individual (Sapient Humanoid)

MoM Rating: VI

Health:	200 Points	Fortitude:	250 Points
Block:	13	Dodge:	16
Speed :	10 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	17 (+3)	17 (+3)	17 (+3)	20 (+5)	18 (+4)	25 (+7)	20 (+5)

Expertise: Vitality (+9), Willpower (+10), Arcane (+12), Unnature (+12), Intimidation (+12). Wandless Spellcasting, Silent Spellcasting, Apparation.

Resistance: Celestial, Necrotic

Speaks: Whatever they spoke as a human

Human(ish): The Aileni may use items, equip armour, learn spells, and otherwise interact with the world as any other human does.

Great Power: An Aileni has incredibly powerful magical abilities. As such they are considered proficient in all schools of magic (proficiency bonus is +7), and take advantage on all Resist checks against magical effects.

Unkillable: Whilst at least one of their Horcruxes remains intact, an Aileni cannot be truly killed. If their hitpoints are reduced to zero, their body is destroyed, leaving behind an Înōtator, which flees in order to regroup.

Unstable Soul: The process of creating a Horcrux leaves their soul fractured and unstable. The maximum number of Horcruxes an individual can support is given by $1d4 + \text{Spirit modifier}$. If they exceed this, they instantly die and rise as an Abserstath.

Actions

Spellcasting: An Aileni is an Ascendant Level spellcaster. It retains any spells it knew as a human, however their dark nature gives them a preference for the following spells:

Beginner	Taste of Blood, Force Shield, Shadow Blast, Control Fire, Mage Hands, Animal Eyes, Chaotic Whispers, Knockback, Vicious Slash
Novice	Abyssal Fluid, Necrosis, Crippling Fatigue, Blight, Summon Snake, Horrific Armaments, Mental Burden, Strangle, Psychic Crush, Dancing Bolt
Adept	Fireball, Freeze, Fury, Dilute Blood, Spiral Inversion, Blood Barrier, Torture
Expert	Arctic Blast, Contagion, Create Thrall, Create Zombie, Shield Breaker
Master	Flame Whip, Psionic Overload, Corrupt Object, Create Horcrux, Word of Death, Burning Blood
Ascendant	Army of the Dead, Soul Snare, Incineration Field, Taboo, Revoke Power

Aberstath

An Aberstath is a truly terrifying being, the result of a Dark Wizard gone too far in their quest for immortality, leaving behind a shattered shell of their former self, inhabited by a powerful and destructive demon.

The process of creating a Horcrux requires the subject to shatter their soul, which leaves their essence unstable, pushing them closer to insanity and abject evil. If a Wizard pushes this process to its logical conclusion, they will eventually damage their soul so much that it can no longer retain cohesiveness, and it will splinter away from their body. Their quest for immortality, ironically, killing them and denying their soul any chance of eternal life beyond the veil.

This destruction of the soul is the spiritual equivalent of splitting the atom, releasing a tremendous amount of energy into the higher planes, even to the point of weakening the barriers between worlds.

Such a release of energy rarely goes unnoticed by the creeping, crawling horrors lying in the void – driven insane by their time spent in abject nothingness. The instant they become aware of a free vessel, they burst through the walls of reality, and attempt to make their home in the shattered remains of the unfortunate Aileni.

This forces the host to undergo a horrific transformation which rips away the last shreds of humanity, turning them into a dreaded Aberstath.

Tears of the Void: Initially, the only visible change when a being undergoes the transition from Et Iniquum or Aileni to a full-blood Aberstath is that the eyes of the Aileni will suddenly turn into inky black orbs, blacker than the darkest night. Over time, their form warps and becomes inhumane, even undead and skeletal. However, no matter what form the Aberstath takes, they cannot hide their voidic eyes.

Consumer of Life: The being which now resides inside the mortal remains of the host was a resident of the Void, the inky black nothingness between dimensions. Perhaps it is native to that horrifying realm, or perhaps it was originally a powerful being which fell into the void, eons ago. Either way, an Aberstath has been driven to utter insanity by this experience – their motivations are often deeply insane and

disturbed, and mostly focus on the destruction of all life.

Memories of the Shell: The Aberstath retains all the memories, experiences and skills of its original host.

Soulless: With the destruction of the original host's soul, the Aberstath loses the ability to create new Horcruxes themselves. They must rely on harvesting the souls of others to continue their existence.



ABERSTATTH

Demon in Human Form (*Ineffable Abomination*)

MoM Rating: VII

Health:	250 Points	Fortitude:	300 Points
Block:	15	Dodge:	16
Speed :	15 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
17 (+3)	18 (+4)	18 (+4)	14 (+2)	22 (+6)	22 (+6)	27 (+8)	25 (+7)

Expertise: Vitality (+13), Conviction (+14), Willpower (+14), Arcane (+16). Wandless Spellcasting, Silent Spellcasting, Apparation.

Immunity: Necrotic, Poison, Diseases

Resistance: All magical damage

Speaks: Whatever they spoke as a human

Human(ish): An Aberstath may use items, equip armour, learn spells, and otherwise interact with the world as any other human does.

Great Power: An Aberstath has incredibly powerful magical abilities. As such they are considered proficient in all schools of magic (proficiency bonus is +10), take advantage on all Resist checks against magical effects, and are considered Resistant to all magical attacks.

Unkillable: Whilst at least one of their Horcruxes remains intact, an Aberstath cannot be truly killed. If their hitpoints are reduced to zero, their body is destroyed. One of the remaining Horcruxes is then instantly incinerated in a mighty inferno, which dies down to reveal the Aberstath reborn.

Unliving: An Aberstath does not require food, sleep or air to survive, and does not age.

Actions

Spellcasting: An Aberstath is an Ascendant Level spellcaster. It retains any spells it knew as a human, and can cast them as such. They may also cast the following spells as Wandless, Silent, Minor actions.

Beginner	<i>Taste of Blood, Force Shield, Shadow Blast, Control Fire, Chaotic Whispers, Vicious Slash</i>
Novice	<i>Abyssal Fluid, Necrosis, Blight, Summon Snake, Horrific Armaments, Strangle, Psychic Crush</i>
Adept	<i>Fireball, Freeze, Fury, Dilute Blood, Spiral Inversion, Blood Barrier, Torture, Shadow Demon, Voidsphere</i>
Expert	<i>Arctic Blast, Contagion, Create Thrall, Create Zombie, Shield Breaker, Detonation, Curse Being, Psychosis</i>
Master	<i>Flame Whip, Psionic Overload, Corrupt Object, Cursed Step, Selfshift, Word of Death, Burning Blood, Crush Bones</i>
Ascendant	<i>Army of the Dead, Soul Snare, Incineration Field, Taboo, Revoke Power, Destroy Mind, Mass Delusion, Channel Cataclysm, Immolation</i>

Lifedrain: (melee attack, +6 to hit) By grasping a victim by the throat, an Aberstath can siphon off life energy from them. The victim takes $3d8+5$ necrotic damage, half of which is restored to the Aberstath. This also initiates a grappling action.

Defy Magic: As an instantaneous action, the Aberstath can choose to automatically succeed on a Resist check against a spell. This ability can be used three times per day.

Imprison Soul: By targeting an incapacitated being in melee range, the Aberstath can force them to perform a DV 18 Conviction Resist. On a fail, they take $10d12$ force damage. If this reduces them to zero HP, then their soul is imprisoned in a nearby object. If this object is not destroyed within 24 hours, it is considered a new Horcrux for the Aberstath.

Sacrifice: An Aberstath may deliberately destroy one of their own Horcruxes. In doing so, they restore themselves to full HP and FP, remove all status effects, and otherwise regenerate to pristine health.

Manticore

hey

Habitat:

MANTICORE

(Non-sapient Monstrosity)

MoM Rating: VI

Health: NaN Points

Dodge: NaN

Speed :

Mundane Animal

b

Bluebirds

hey

Viper

hey



Nogtail

hey

Habitat:

NOGTAIL

Wolf Demon (Ineffable Demon)

MoM Rating: IV

Health: NaN Points

Dodge: NaN

Block:

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

Nundu

hey

Habitat:

Ogre

d

Ghoul

hey

GHOUL

(Non-sapient Gigantoid)
MoM Rating: III

141 N.N.

Health: NaN Points
Block: NaN

Block:

Troll

hey

TROLL

(*Sapient Gigantoid*)
M.M.B. 1911. II.

MoM Rating: IV

W 141 N 3

Health: NaN
Bleak: NaN

FIT **PRS** **SPR** **CHR** **INT** **PCP** **POW** **EVL**

Yeti

hey

YETI

(Non-sapient Gigantoid)
M.M.B. - H.

MoM Rating: IV

W = 1tb · N = N

Health: Blacks

FIT **PRS** **SPR** **CHR** **INT** **PCP** **POW** **EVL**

Ophidian

c

Basilisk

hey

BASILISK
(Non-sapient Monstrosity)
MoM Rating: VI

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

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

hey

Runespoor

hey

Ornithes Magicae

b

Diricawl

hey

DIRICAWL

(Non-sapient Beast)

MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

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

SNIDGET

(Non-sapient Beast)

MoM Rating: I

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

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

Fwooper

hey

FWOOPER

(Non-sapient Beast)

MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

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

Jobberknoll

hey

JOBBERKNOLL

(Non-sapient Beast)

MoM Rating: I

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

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

Snidget

hey

Pegasus

c

Hippocampus

hey

Thestral

hey

Winged Horse

hey

Pixie

hey

Habitat:

PIXIE

(Non-sapient Imp)

MoM Rating: II

Health: NaN Points

Dodge: NaN

Speed :

Pogrebin

hey

Habitat:

Puffskeins

d

Puffskein

hey

Pygmy Puff

hey

Quintaped

hey

Habitat:

QUINTAPED

(Sapient Monstrosity)

MoM Rating: VI

Health: NaN Points

Dodge: NaN

Speed :

Raised Dead

b

Banshee

hey

BANSHEE

(Ineffable Undead)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

hey

INFERIUS

(Ineffable Undead)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

d

Ashwinder

hey

ASHWINDER

(Non-sapient Elemental)

MoM Rating: III

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

MOKE

(Non-sapient Elemental)

MoM Rating: I

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

Fire Salamander

hey

FIRE SALAMANDER

(Non-sapient Elemental)

MoM Rating: III

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

Frost Salamander

hey

FROST SALAMANDER

(Non-sapient Elemental)

MoM Rating: III

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

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

Moke

hey

Shadow Demon

hey

Habitat:

SHADOW DEMON

(Ineffable Demon)

MoM Rating: V

Health: NaN Points

Dodge: NaN

Block: NaN **Dodge:** NaN
Speed :

Swooping Evil

hey

Habitat:

SWOOPING EVIL

(Non-sapient Monstrosity)

MoM Rating: VI

Health: NaN Points

Dodge: NaN

Speed :

Thunderbird

hey

Habitat:

Unicorns

Bicorn

hey

Tebo

hey

Unicorn

hey

UNICORN							
(Sapient Phantasm)							
MoM Rating: VI							
Health: NaN Points				Dodge: NaN			
Block: NaN							
Speed :							
FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)

Water Demons



Grindylow

hey



Kappa

hey

Kelpie

hey

Werewolf

Human-form

hey

Wolf-form

hey

Whomping Willow

hey

Habitat:

WHOMPING WILLOW

(Non-sapient Flora)

MoM Rating: IV

Health: NaN Points

Dodge: NaN

Block: NaN **Dodge:** NaN
Speed :

Wyverns

Occamy

hey

Sea Serpent

hey

3: 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.

Throughout most of the modern history of the Western world, it has been held that there are three planes of existence: the Mortal world, where we reside, and then two higher planes: Heaven and Hell. In contrast, modern atheism holds that there is but one plane, and some adherents of a particular interpretation of Quantum Mechanics believe that there are an infinite number of copies of the Mortal plane. It seems unlikely that the true nature of these 'Planes' will ever be understood by mortal minds.

The Department of Mysteries, however, was created with the primary goal of studying these 'Planes of Existence'. The Department has established that there are in indeed multiple 'realms', or planes of existence. The total number of planes is actually unknown, for they are difficult to map, but the Department has so far managed to place them into 5 categories.

1. The Mortal World
2. The Astral Realm
3. The Higher Planes
4. The Eldritch Domain
5. The Void

It seems that there is some form of notion of 'distance', although given the multidimensional nature of the realms, it is not what you or I would recognise as distance, but some realms are 'further' away from the mundane reality that we exist in, and it takes significant effort to traverse this 'distance'. The 'closer' a Plane is, the easier it is to access. Roughly speaking, as you traverse down the above list, you get further and further away from our reality.

The Mortal World

The Mortal World is the universe that we see around us. It contains every star in the sky, and is seemingly infinite in extent.

Events in this World follow well-established rules, what the Muggles call 'the laws of physics', though 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.

Every point in the Mortal World has a corresponding point in the Astral Realm, however, the notions of space and time that we are comfortable with do not seem to apply in the Astral Realm. Past, present and future coexist all at once, and paths through the astral realm have a habit of not ending up where you'd expect them to.

It is from the astral realm, therefore, that seers are able to glean information about the future. 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.

Visually, the Astral realm looks like a translucent mimicry of the mortal realm, filled with drifting mist, thick fog and ghostlike figures. One may therefore observe what is going on in the Mortal Realm from the Astral, but not the other way around without special training.

The Higher Planes

The Higher Planes is the collective name given to the realms which lie between the Astral Realm and the insanity-inducing Eldritch Domains.

Unlike the Astral Realm, the Higher Planes are far enough away from the Mortal World that most of them do not have a 1:1 correspondence with spatial point. Some of the Planes are as large as our universe, others may encompass only a single planet, or even a single room in extreme cases.

Most of the Planes in this category find themselves devoted to some elemental or conceptual aspect found in the real world – be it the Plane of Fire (Vulcan), or the Plane of Order (Machina). It is hypothesised that entities from these Planes that found their way to the Mortal Realm in the distant past were often mistaken for Gods.

Generally speaking, the only way to travel to one of the Higher Planes is by creating a Portal, and act that requires punching a hole through the walls of reality. This is an act so potentially destructive to all life on Earth that it is classified as a Dark Art, and should only be attempted by the most skilled wizards. A list of Planes that have previously been visited is found at the end of this section.

The Eldritch Domains

Little is known about the Eldritch Domains. It is thought that they are similar in structure to the Higher Planes, but are instead home to entities that have been dubbed the *Eldritch Horrors*. Only one Sapient – a muggle child in the late 1890s – has ever even glimpsed an Eldritch Domain and not been driven to complete insanity, and it is evident from his subsequent career as an author that he was not unscarred by the experience.

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.

The Void

The Void is, unlike the other realms, omnipresent. It is simultaneously the closest Realm to the Mortal World, and yet also the most distant. It is thought that the Void is the hyper-dimensional space in which all the other Planes move, the glue that holds the universe together.

The Void possesses at least 16 spatial dimensions, and 4 temporal dimensions, which means that even objects that enter the Void simultaneously (from the point of view of another plane) will end up dispersed across the 20-dimensional manifold that represents the void.

Utterly, completely empty, the Void is the true vacuum of the multiverse. So black that empty space seems like a thick soup, and so dark that no light may propagate. The Void truly lives up to its name.

Higher Planes

Abyss: The Plane of Terror

Abyss is a plane that warps itself according to the fears of those who enter it. Formed from an endless, parched wasteland under a black sun, at the centre of which lies an sinkhole so deep it seems to have no end. Embedded into the walls of the sinkhole, spiralling infinitely downwards are thousands – millions – of doors, each with an individuals name inscribed upon it.

Behind every door lies a room of indeterminate size, containing the thing that most terrifies the being named on the door, be it an infinite maze, a posse of evil clowns, or an ocean populated by bloodthirsty sharks. Once inside a room, it is impossible to leave until you conquer your fears.

When entering Abyss, each individual is teleported into the room bearing their own name, and upon escaping, formless beings of shadow and darkness will attempt to force you back inside.

Planemeld Effect: when melded with the mortal plane, Abyss causes all entities in the region take the Terrified status.

Aeolus: The Plane of Storms and Winds

A plane of infinite expanse, filled with swirling air, floating clouds and drifting chunks of earth, Aeolus is the Plane 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.

Aelous is home to powerful wind-mages, who can calm the skies with a word, or whip up a brisk wind with wave of their hand. It is these wind-mages who first constructed the Storm Avatars, and from Aeolus that Mortal wizards draw the stormclouds to construct their own facsimiles of the Avatars.

Planemeld Effect: when melded with the mortal plane, Aeolus causes a stormcloud fills the region giving severe obscuration, and targets inside take 2d10 electric damage per turn.

Eden: The Plane of Nature

A druidic paradise, Eden is a single, enormous garden that lies behind an enormous wall, which forms the boundary between this realm and the Void. Every single species of plant and

animal life across the multiverse can be found living in perfect balance in Eden – the circle of life made manifest in a single region, for all of eternity.

No artificial structure can be built in Eden (outside of the Wall, of course), so no true civilisations are found within. The denizens of this realm – the Gardeners – instead tend to the wildlife, curing the sick and resolving conflicts, and are rewarded with fruit and wool, in return for their role in the Circle.

Planemeld Effect: when melded with the mortal plane, Eden gives the caster the ability to manipulate all plant life at will, causing them to grow as desired.

Elysium: The Plane of Blessings

Appearing as a gigantic city, constructed out of gleaming silver and shining marble, populated by beings that can only be described as Angels, it is said that Elysium is the place where dreams come true.

Indeed, one has to merely wish for something out loud, and a nearby Angel will promptly hand you the focus of your desires. Equally, the air in Elysium seems to be suffused with magic and positive energy, for every action that one attempts (even the most absurd), will succeed without question.

Of course, there is a price for such a blessed existence: an entity known as the Scribe – the chief angelic being – sits atop the highest tower in Elysium, judging the actions of all the inhabitants. If they fail her test, they are expelled from the Silver City.

Planemeld Effect: when melded with the mortal plane, Elysium grants all beings in the region check-advantage.

Hades: The Plane of Death

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.

Populated entirely by ghosts, echoes of the living, no one is quite sure what causes a soul to be left in Hades. Some lucky souls are able to escape through the cracks and back to the Mortal Realm, forming the ghosts that wizardkind are aware of, but these are only a fraction of the ghosts found in Hades.

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.

The Ministry of Magic possesses a portal to Hades, it lies deep beneath the Ministry itself, at the heart of the Department of Mysteries. However, this portal is one-way, so anyone who enters it without the ability to return home will surely perish.

Planemeld Effect: when melded with the mortal plane, Hades forces all beings below 50% health to pass an ATH(health) check (DV 10) or die instantly.

Hyperborea: The Plane of Ice

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.

Every time a wizard in the Mortal World summons an Avatar of Ice, he first begins by summoning a single snowflake from Hyperborea.

Planemeld Effect: when melded with the mortal plane, Hyperborea lowers the temperature in the region to -150 degrees Celsius, doing 3d8 cold damage per turn.

Machina: The Plane 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 millennia, 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 tessellating 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.

Planemeld Effect: when melded with the mortal plane, Machina imposes order on the region, forcing all beings into their true form. Illusions shatter, transfiguration spells fail and astral effects are nullified.

Nirvana: The Plane of Peace

Nirvana is an alien landscape to those who first arrive – it is seemingly and endlessly 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.

Planemeld Effect: when melded with the mortal plane, Nirvana imbues the region with peace, forbidding any being from taking combat actions in the region.

Pandæmonium: The Plane of Chaos

As the name suggests, Pandæmonium is a realm of pure unadulterated chaos, a whirling soup of matter, energy and magic.

A calm ocean sits metres away from a typhoon, which warps into a lake freezing in a bed of lava. Fragments of stable landscapes drift through the chaotic world, being destroyed and reformed by the whirling chaos that infuses this dimension. Even gravity is not a constant, sometimes normal, sometimes twice the usual strength, sometimes even negative.

Pandæmonium, however, will respond to an individual imposing their will on it. A simple individual may be able to impose normalcy on a region just large enough to prevent their atoms from shredding as the laws of physics morph. A particularly strong-willed individual, however, can impose order amongst the chaos – potentially for many dozens of metres, creating a safe haven for themselves. As soon as their will is broken, however, Pandæmonium will reclaim the land into its everlasting chaos.

Planemeld Effect: when melded with the mortal plane, Pandæmonium forces all beings in the region to pass a SPR(endurance) Resist check (DV 10), or be *True Shapeshift*-ed into a random animal for 1 minute.

Scholomancia: The Plane of Knowledge

Scholomancia is probably the smallest of the main Higher Planes, consisting as it does of a single reading room about 15 metres by 15 metres, 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 by providing new information to the Librarian, he will lead you to the knowledge you desire.

Planemeld Effect: when melded with the mortal plane, Scholomancia grants all beings in the region a temporary +4 bonus to the Arcane, History and Research proficiencies.

Tartarus: The Plane of Torture

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.

Planemeld Effect: when melded with the mortal plane, Tartarus Causes all beings to suffer as if the *Incomprehensible Torture* spell had been cast on them with 2PP.

Valhalla: The Plane of Bravery

Viking mythology tells that at the heart of Asgard, lies the great Mead Hall of Heroes: Valhalla. It is from this myth that the Plane of Bravery gets its name. Societies in Valhalla hold bravery and conquest up as the mightiest virtue, and fear to be the greatest weakness. At the heart of Valhalla, lies a stone henge – a series of portals to other plains. As a rite of passage to be considered an adult, every individual must pass through a random portal, and bring back some plunder. The greater the plunder, the more respected in society that that individual is.

As a result of this somewhat primitive plunder-centric economy, the civilisations of Valhalla are not technologically advanced, and mostly resemble the Middle Ages of the Mortal World, albeit studded with advanced technology and magics that have been stolen from other planes.

Most of the great adventures in the multiverse begin their story in Valhalla.

Planemeld Effect: when melded with the mortal plane, Valhalla grants a temporary +5 bonus to Willpower and Endurance proficiencies.

Vulcan: The Plane of Fire

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.

At the core of every summoned Avatar of Flame, lies a single ember drawn across the multiverse from Vulcan.

Planemeld Effect: when melded with the mortal plane, Vulcan ignites everything in the region, doing 3d12 fire damage per turn.