

Game Master's Guide



Harry Potter
&
The Role Playing Game

Version 3.0

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Part I

Beasts, Beings & Monsters

1: Classifying Beasts

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

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

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

Minds

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

Sapient

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

For political reasons, the word **BEINGS** is often used to describe **SAPIENT** creatures, with **BEASTS** reserved for **NON-SAPIENT** creatures. However this is considered a very politically charged term, and **SAPIENTS** such as Centaurs and the Merpeople object to sharing this category with, for example, the hags, and hence are often classified as *beasts*, despite their evidently sapient nature.

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

Non-sapient

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

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

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

Ineffable

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

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

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

Types

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

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

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

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

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

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

DEMON: **DEMONS** are malevolent magical creatures, often possessing an intrinsic affinity for the **DARK ARTS**, and a thirst for human flesh. Demons can take many forms, and can be

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

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

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

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

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

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

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

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

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

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

UNDEAD: The UNDEAD are profane creations, the mortal remains of a once-living creature reanimated by powerful necro-

mantic magic, or possessed by an evil spirit. The Walking Corpses, as well as Vampires, fall into this category.

Rating

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

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

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

Beast Abilities

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

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

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

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

Movement

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

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

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

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

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

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

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

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

MoM Rating: III (*Non-Sapient Monstrosity*)



A newborn ACROMANTULA is tiny when compared to their full grown counterparts – though with a legspan of up to 40cm, they are still significantly larger than almost all non-magical spiders.

Their body is covered in a shiny, hairless and pale-grey carapace, which hardens and grows darker as they grow older – eventually they shed this skin as they enter the adult phase of their life.

Despite their limited intelligence and diluted poison, Acromantula Hatchlings are often encountered in nauseating flocks of thousands upon thousands, and in such large numbers, they pose a deadly threat to even the most powerful magic user.

HEALTH

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

FORTITUDE:



BLOCK	
DODGE	
ENDURE	

IMMUNE to Poison, Falling Damage

FITNESS	CHARM	INTELLIGENCE
PRECISION	DECEPTION	WILLPOWER
VITALITY	INSIGHT	PERCEPTION

ABILITIES:

COVERT:
SPEED:

CLIMB:
INHUMAN
SENSES:

WALKING SPEED: 5 metres per cycle

CLIMBING SPEED: 1.5 metres per cycle

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

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

Tiny: Acromantula Hatchlings can occupy the same space as another being, climbing over them. Their small size also grants them a non-damaging terminal velocity.

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 1+Successes

If the attack deals any damage, the victim takes the POISONED status (1 HARM, requires 5 successes)

ACROMANTULA ADULT

MoM Rating: V (*Sapient Monstrosity*)

From a nest of several thousand HATCHLINGS, only one or two survive the brutal and vicious ascent to adulthood within an ACROMANTULA colony, shedding their final adolescent carapace to become a full-grown ACROMANTULA.

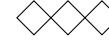
As a result of this violent and competitive environment, a fully grown ACROMANTULA is something to be greatly feared. No ACROMANTULA survives this long without a willingness and ability to brutally slay even their closest allies, so that only the most murderous, brutal and cunning spiders remain.

Though they can run incredibly quickly and they utilise a ranged web attack to ensnare their prey, the most terrifying aspect of a full-grown ACROMANTULA is their above-human level of intelligence, not only can they liquefy your innards, they can counter even the most elaborate plan to outwit them.

HEALTH

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

FORTITUDE:



BLOCK	
DODGE	
ENDURE	

IMMUNE to Poison and **RESISTANT** to Falling Damage

ABILITIES:

COVERT:

SPEED:

CLIMB:

INHUMAN SENSES:

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

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

ABILITIES:

CLIMB:	◆◆◆◆◆◆◆	SPEED:	◆◆◆◆◆◇◇
INHUMAN	◆◆◆◆◆◇◇	COVERT:	◆◆◆◆◇◇◇
SENSES:			
STRENGTH:	◆◆◆◆◇◇◇		

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

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

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

Languages: UNDERSTANDS: Human Languages SPEAKS: Spider Tongue

Armaments & Attacks**Poison Fangs:** (melee attack, 6 dice, DV 7)

Effect: STABBING DAMAGE, with Power 1+Successes

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

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

Effect: TRAPPED STATUS, with Power 1 + Successes

ACROMANTULA PATRIARCHMoM Rating: VI (*Sapient Monstrosity*)

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

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

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

HEALTH

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

FORTITUDE:

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

IMMUNE to Poison

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

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

ABILITIES:

INHUMAN	◆◆◆◆◆◆◆	COMMAND:	◆◆◆◆◆◆◆
SENSES:			
STRENGTH:	◆◆◆◆◆◇◇	CLIMB:	◆◇◇◇◇◇

WALKING SPEED: 4 metres per cycle**CLIMBING SPEED:** 0.5 metres per cycle

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

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

Languages: SPEAKS: Human Languages, Spider Tongue

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 4+Successes
If the attack deals any damage, the victim takes the POISONED status (5 HARM, requires 10 successes)

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

Effect: TRAPPED, with Power 1 + Successes

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

ANGELS

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

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

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

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

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

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

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

CHERUBIM

MoM Rating: IV (*Ineffable Celestial*)



The Cherubim are the lowest (and youngest) order of ANGELS, and as such are typically given the least dangerous quests. It is thought that this is the reason that MUGGLE art has depicted them as chubby little babies with wings. Of course, even the most lowly angel wields immense power, and the idea of them taking on such a lowly form is considered highly insulting. Instead they appear as the typical 'angel', a beautiful, winged individual of indeterminate gender, whose voice sings out like a choir.

The holy quests assigned to the Cherubim are those which most commonly involve mortal beings, they are often tasked with delivering important missives to Emperors, providing visions of the future to prompt heroes to venture forth to vanquish evil, or to act as a guardian for an important individual as they grow.

With these gentle prompts, the Cherubim are able to alter the course of events across the multiverse.

HEALTH

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

FORTITUDE:



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

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

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

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

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

ABILITIES:

SPEED:	◆◆◆◆◆◆◆◆	CONVICTION:	◆◆◆◆◆◆◆◆
STRENGTH:	◆◆◆◆◆◆◆◆	FLIGHT:	◆◆◆◆◆◆◆◆
KINDNESS:	◆◆◆◆◆◆◆◆	SPELLCASTING:	◆◆◆◆◆◆◆◆
MARKSMAN:	◆◆◆◆◆◆◆◆	COVERT:	◆◆◆◆◆◆◆◆
SKIRMISH:	◆◆◆◆◆◆◆◆	SHAPECHANGE:	◆◆◆◆◆◆◆◆

WALKING SPEED: 8 metres per cycle

FLYING SPEED: 16 metres per cycle

Light in the Darkness: If the target of an attack has more than one rating in VILLAINY, or has used a DARK ARTS spell in the past 24 hours, the Cherubim gets +1d for all attacks against them.

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

Master of Mind and Body: A Cherubim is immune to spells

which would alter its mind or perception of reality, and it cannot have its form altered by magic unless it wishes to.

Languages: SPEAKS: All spoken languages

Armaments & Attacks

Heavenly Sword: (melee attack, 6 dice, DV 6)

Effect: SLASHING DAMAGE, with Power 3 + Successes

Bow & Arrow: (ranged attack: 50m, 8 dice, DV 6)

Effect: STABBING DAMAGE, with Power 2 + Successes

Celestial Spells: A Cherubim may use their SPELLCASTING ability to cast the REFINE, CHARM, MIRAGE, COMMUNICATE, INSPIRE, FORGE, HEAL, PURIFY, MOVE, SEEK and SHIELD spells.

SERAPHIM

MoM Rating: VI (*Ineffable Celestial*)

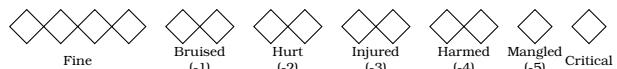


The most numerous class of ANGELIC WARRIOR, the Seraphim are the righteous smiters of the universe. Appearing as a magnificent armoured humanoid with multiple pairs of soft, golden wings extending from their back, they wield spears forged from pure light and a soft golden halo is ever-present above their head.

The primary goal of the Seraphim is to fight evil and slay those who would threaten others and upset the balance between good and evil across the planes. They are often regarded amongst the mightiest warriors in existence, though this comes with a certain amount of hubris.

Though they are powerful warriors in their own right, the Seraphim are most powerful when working in unison, being sent out in large groups (a CHOIR) to take down evildoers.

HEALTH



FORTITUDE:



BLOCK	
DODGE	
ENDURE	

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

FITNESS		CHARM		INTELLIGENCE	
PRECISION		DECEPTION		WILLPOWER	
VITALITY		INSIGHT		PERCEPTION	

ABILITIES:

SPEED:		SKIRMISH:	
FLIGHT:		STRENGTH:	
ALERTNESS:		BRAVERY:	
CONVICTION:		SPELLCASTING:	
COVERT:		INTIMIDATION:	

WALKING SPEED: 10 metres per cycle

FLYING SPEED: 24 metres per cycle

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

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

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

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

Languages: SPEAKS: All spoken languages

Armaments & Attacks

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

Effect: SLASHING DAMAGE, with Power 3 + Successes

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

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

THRONE

MoM Rating: VII (*Ineffable Celestial*)

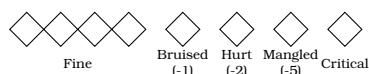


It is incredibly rare to see a Throne outside of the SILVER CITY, for they are not messengers or mighty warriors – but instead scholars, guardians of knowledge and secrets.

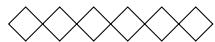
Their physical form is hard for a mortal being to comprehend – the closest anyone has ever really got is *wheels within wheels, covered in eyes*, and even that image was enough to break the mind of the human who witnessed it. They are certainly the least humanoid of the ANGELS, and their intellect is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

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

HEALTH



FORTITUDE:



BLOCK	
DODGE	
ENDURE	

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

INTELLIGENCE

FITNESS	CHARM	
		 +
PRECISION	DECEPTION	
VITALITY	INSIGHT	

ABILITIES:

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

FLYING SPEED: 4 metres per cycle

Eyes Everywhere: A Throne has perfect 360° magical vision, and cannot be snuck up on, or deceived by invisibility, mirages or other such visual deceptions.

Light in the Darkness: If the target of an attack has more than one rating in VILLAINY, or has used a DARK ARTS spell in the past 24 hours, the Throne gets +1d for all attacks against them.

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

Mindmelting Form: Any mortal being, when seeing a Throne for the first time, must perform a DV 10 WILLPOWER (CONVICTION) check. On a failure, they are PARALYZED, and must repeat the check once per round until they succeed.

Languages: SPEAKS: All possible languages

Armaments & Attacks

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

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

ARCHANGEL

MoM Rating: VII (*Ineffable Celestial*)

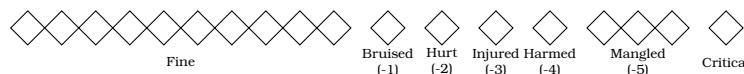


An Archangel is one of the most powerful entities in existence. The mightiest, wisest and fiercest warriors in the ANGELIC HOST, they serve as generals in the eternal war against ABOMINATIONS and DEMONS.

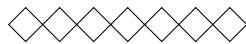
The existence of the Archangels has seeped into the cultural knowledge of almost every society on every plane – seen as servants of deities, protectors of light and life – and are revered and loved by all.

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

HEALTH

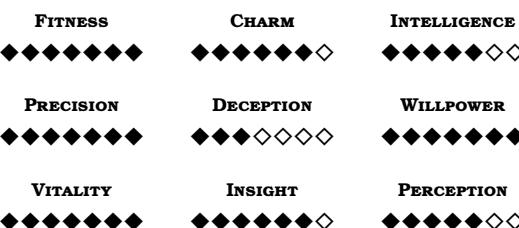


FORTITUDE:



BLOCK	
DODGE	
ENDURE	

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



ABILITIES:

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

WALKING SPEED: 10 metres per cycle

FLYING SPEED: 28 metres per cycle

Walk Among Mortals: An Archangel may use their SHAPECHANGE ability to take on a human form, hiding their

wings. However, they remain almost supernaturally beautiful appearances.

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

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

Languages: SPEAKS: All spoken languages

Armaments & Attacks

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

Effect: SLASHING DAMAGE, with Power 3 + Successes

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

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

Effect: INCANDESCENCE, with Power 1+Successes

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

APPARITIONS

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

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

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

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

GHOST

MoM Rating: (*Ineffable Phantasm*)



A ghost is the imprint of the soul of a once-living wizard or witch, left to wander the material realm after their physical form has died. A ghost resembles their former selves at the moment of their death, though in a translucent, silver-grey form. No-one knows what causes a ghost to remain behind, though it is posited that these fleshless spirits were mortally afraid of death or have some extraordinarily strong connection to the locations they haunt.

HEALTH

Critical

FORTITUDE:**IMMUNE** to All damage

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

ABILITIES:

HISTORY: ◆◆◆◇◇◇ Flight: ◇◇◇◇◇◇

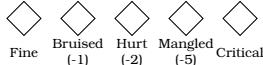
INTIMIDATION: ◆◆◇◇◇◇

FLYING SPEED: 4 metres per cycle**Incorporeal Form:** A Ghost has no physical form, and so may move through solid objects at their flight speed, and is immune to all normal attacks.**Wisdom of Life:** A Ghost gains additional KNOWLEDGE abilities based on their experiences during their life.**Languages:** SPEAKS: The languages they spoke in life**Armaments & Attacks****Haunting:** (ranged attack: 5m, 5 dice, DV 6)

Effect: TERRIFIED STATUS, with Power 1 + Successes

POLTERGEISTMoM Rating: II (*Ineffable Phantasm*)

A poltergeist is an amortal, indestructable spirit of chaos and mischief. They appear as a short, childlike figure dressed in a motley jester's garb, with glowing orange eyes, which twinkle with mischief. Brought into existence by a critical mass of humans, trickery and mischief, poltergeists haunt the specific place which they are tied to. Unusually out of apparitions and other spiritual creatures, poltergeists are able to take on physical form and cast primitive forms of magic - which they use to wreak chaos and play pranks on unsuspecting humans.

HEALTH

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

FORTITUDE:

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

RESISTANT to All damage

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

ABILITIES:

COVERT: ◆◆◆◆◆◇

MARKSMANSHIP: ◆◆◆◇◇◇

FLIGHT: ◆◆◆◇◇◇

SPELLCASTING: ◆◆◇◇◇◇

FLYING SPEED: 12 metres per cycle**Phaseshift:** A Poltergeist may use an action to shift between corporeal and incorporeal form and vice versa. Whilst in incorporeal form the Poltergeist is immune to all harm, can fly and can pass through solid objects.**Languages:** SPEAKS: Human languages**Armaments & Attacks****Throw Objects:** (ranged attack: 10m, 7 dice, DV 5)

Effect: BASHING DAMAGE, with Power 1 + Successes

Arcane Trickster: A Poltergeist may use their SPELLCASTING ability to cast the MOVE, DEGRADE, MIRAGE and BYPASS spells.**BOGGART**MoM Rating: II (*Ineffable Phantasm*)

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

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

HEALTH

Critical

FORTITUDE:

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

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

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

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

ABILITIES:

SHAPESHIFT: ◆◆◆◆◆◆◆

SPEED: ◆◆◇◇◇◇◇

INTIMIDATION: ◆◆◆◆◇◇◇

WALKING SPEED: 5 metres per cycle

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

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

Armaments & Attacks

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

Incite Terror: (ranged attack: 5m, 7 dice, DV 7)

Effect: TERRIFIED STATUS, with Power 1 + Success

ARACHNID

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

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

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

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

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

GREAT WIDOW

MoM Rating: III (*Non-sapient Beast*)

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

HEALTH

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

FORTITUDE:

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

IMMUNE to Poison

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

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

ABILITIES:

COVERT: ◆◆◆◆◆◆◆

INHUMAN: ◆◆◆◆◇◇

SENSES:

CLIMB:

◆◆◆◆◆◆◆

SPEED:

◆◇◇◇◇◇

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

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

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

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 1+Successes

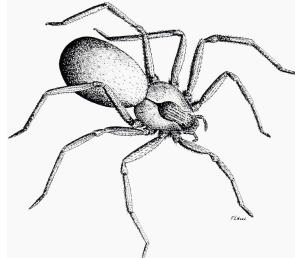
If the attack deals any damage, the victim takes the POISONED status (1 HARM, requires 5 successes)

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

Effect: ACID DAMAGE, with Power 1 + Successes

HOWLING TICK

MoM Rating: III (*Non-sapient Beast*)



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

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

HEALTH

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

FORTITUDE:



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

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

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

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

ABILITIES:

SPEED:	◆◆◆◆◆◇◇	COVERT:	◆◆◆◆◇◇◇
INHUMAN	◆◆◇◇◇◇		
SENSES:			

WALKING SPEED: 7 metres per cycle

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

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

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

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

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

Effect: STABBING DAMAGE, with Power 2 + Successes

SPRAYING MANTIS

MoM Rating: III (*Non-sapient Beast*)



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

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

HEALTH

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

FORTITUDE:



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

IMMUNE to Acid, Poison

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

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

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

ABILITIES:

SPEED:	◆◆◆◆◆◇◇	COVERT:	◆◆◆◆◆◆◆
BRAWL:	◆◆◆◆◆◆◆		

WALKING SPEED: 6 metres per cycle

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

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

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 2 + Successes

The Spraying Mantis then initiates a GRAPPLE action

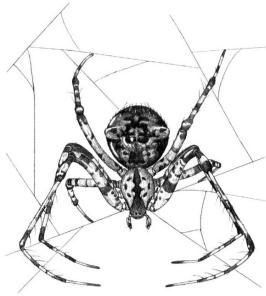
Acid Spray: (area attack: Cone, 3m in length from Spraying Mantis's mouth, 5 dice, DV 7)

Effect: ACID DAMAGE, with Power 1 + Successes

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

BROOD MOTHER

MoM Rating: III (*Non-sapient Beast*)



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

HEALTH

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

FORTITUDE:



BLOCK	
DODGE	
ENDURE	

RESISTANT to Poison

FITNESS	CHARM	INTELLIGENCE
PRECISION	DECEPTION	WILLPOWER

VITALITY	INSIGHT	PERCEPTION

ABILITIES:

INHUMAN SENSES:		COVERT:	
CLIMB:		COMMAND:	
SPEED:			

WALKING SPEED: 4 metres per cycle

CLIMBING SPEED: 1.5 metres per cycle

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

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

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

Languages: UNDERSTANDS: Spider Tongue

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 1 + Successes

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

Hatch Brood: Perform a DV 7 COMMAND check, hatching a number of spiders equal to the successes into a space adjacent to the Brood Mother. Each hatchling has 1 level of health, but otherwise has the same statistics as the Brood Mother,

without the HATCH BROOD ability..

BEAST DEMON

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

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

NOGTAIL

MoM Rating: IV (*Ineffable Demon*)



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

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

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

HEALTH

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

FORTITUDE:



BLOCK	
DODGE	
ENDURE	

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

FITNESS	CHARM	INTELLIGENCE
PRECISION	DECEPTION	WILLPOWER

VITALITY	INSIGHT	PERCEPTION

ABILITIES:

SPEED: ♦♦♦♦♦♦♦♦ + **INTIMIDATION:** ♦♦♦♦♦♦♦♦

WALKING SPEED: 11 metres per cycle

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

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

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

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 1 + Successes

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

Effect: NECROTIC DAMAGE, with Power 1 + Successes

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

KISHI

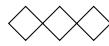
MoM Rating: V (*Ineffable Demon*)



Native to the southern part of Africa, this demonic entity takes the form of a beautifully sleek and well-kept hyena, marred only by the addition of a humanoid head protruding from the back of its normal snouted face. This human face speaks honeyed words in a calming, almost hypnotic voice and is known to lure children out into the darkness, where the hyena mouth uses its wickedly long teeth and near-unbreakable grip to maul any who cross its path.

HEALTH

♦♦	♦♦	♦♦	♦♦	♦♦
Fine	Bruised (-1)	Injured (-3)	Mangled (-5)	Critical

FORTITUDE:

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

ABILITIES:

ELOQUENCE: ♦♦♦♦♦♦♦♦ **SPEED:** ♦♦♦♦♦♦♦♦
COVER: ♦♦♦♦♦♦♦♦ **SPELLCASTING:** ♦♦♦♦♦♦♦♦
INTIMIDATION: ♦♦♦♦♦♦♦♦

WALKING SPEED: 6 metres per cycle

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

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

Languages: SPEAKS: Human languages, Abyssal

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 3 + Successes

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

Effect: CUTTING DAMAGE, with Power 1 + Successes

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

Effect: GRAPPLED STATUS, with Power 6 + Successes

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

BOWTRUCKLE

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

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

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

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

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

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

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

SOFTWOOD BOWTRUCKLE

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



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

The Softwood branch of the family are incredibly flexible, able to contort themselves through even the smallest of gaps as they hunt for insects, though this comes at the expense of a natural armour. The softwood is the most friendly of the bowtruckle species, often forming friendships with humans and other animals which they pass down through generations. However, they have also shown a tendency to become emotional and sulk when their 'friend' gives them insufficient attention.

HEALTH



FORTITUDE:



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

SUSCEPTIBLE to Fire

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

ABILITIES:

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

WALKING SPEED: 1 metres per cycle

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

Languages: UNDERSTANDS: Human language

Armaments & Attacks

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

Effect: STABBING DAMAGE, with Power 1 + Successes

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

Effect: BLINDED CONDITION, with Power 1 + Successes

HARDWOOD BOWTRUCKLE

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



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

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

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

HEALTH



FORTITUDE:



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

SUSCEPTIBLE to Fire

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

ABILITIES:

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

WALKING SPEED: 2 metres per cycle

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

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

Languages: UNDERSTANDS: Human language

Armaments & Attacks

Poke: (melee attack, 6 dice, DV 5)

Effect: STABBING DAMAGE, with Power 1 + Successes

Go for the eyes: (melee attack, 7 dice, DV 6)

Effect: BLINDED CONDITION, with Power 1 + Successes

WALKING SPEED: 6 metres per cycle

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

Armaments & Attacks

Impale: (melee attack, 7 dice, DV 6)

Effect: STABBING DAMAGE, with Power 2 + Successes

Attempts to BLOCK this attack automatically fail.

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

Effect: CRUSHING DAMAGE, with Power 3 + Successes

This ability leaves the Erumpent PRONE

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

RE'EM

MoM Rating: IV (Non-sapient Beast)

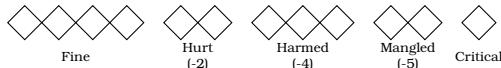


Once abundant across the North American continent, the mighty Re'em has been hunted to near extinction. Their mighty frames reach up to 3m, and are completely covered in a lustrous golden hide.

Though exquisite, this hide is not the reason for their desirability as prey: rather it is their blood, which acts as a powerful alchemical reagent, imparting on the drinker a fraction of the immense strength of the Re'em.

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

HEALTH



FORTITUDE:



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

RESISTANT to Physical damage

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

ABILITIES:

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

WALKING SPEED: 5 metres per cycle

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

Armaments & Attacks

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

Body Slam: (melee attack, 6 dice, DV 5)

Effect: CRUSHING DAMAGE, with Power 3 + Successes

This ability leaves the Re'em PRONE

CHIMERA

MoM Rating: VII (Non-sapient Monstrosity)

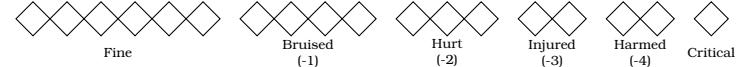


One of the most dangerous, and notorious, artificial magical creatures in all of history, the CHIMERA truly is a terrifying beast. Said to have been created by the mad witch ECHIDNA, the 'mother of monsters', the Chimera escaped into the world and began their reign of terror.

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

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

HEALTH



FORTITUDE:



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

RESISTANT to ENERGETIC DAMAGE

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

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

ABILITIES:

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

WALKING SPEED: 8 metres per cycle

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

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

Armaments & Attacks

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

Lion's Bite: (melee attack, 12 dice, DV 5)

Effect: STABBING DAMAGE, with Power 1 + Successes

Lion's Roar: (area attack: all beings within 30m who can hear, 7 dice, DV 7)

Effect: TERRIFIED STATUS, with Power 4 + Successes

Goat's Flame: (ranged attack: 10m, 6 dice, DV 6)

Effect: FIRE DAMAGE, with Power 3 + Successes

Goat's Electrification: (melee attack, 5 dice, DV 6)

Effect: ELECTRIC DAMAGE, with Power 4 + Successes

Snake's Bite: (melee attack, (range 2m) 8 dice, DV 6)

Effect: STABBING DAMAGE, with Power 1 + Successes

Snake's Poison: (ranged attack: 10mm, 7 dice, DV 7)

Effect: POISON DAMAGE, with Power 1 + Successes.

If the being takes harm from this attack, they take the POISONED status (2 HARM, requires 10 SUCCESSES)

CLOAKWRAITHS

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

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

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

LETHIFOLD

MoM Rating: IV (*Ineffable Abomination*)



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

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

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

HEALTH

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

FORTITUDE:

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

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

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

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

ABILITIES:

COVERT: ◆◆◆◆◆◆◆ FLIGHT: ◆◆◆◆◆◆◆

FLYING SPEED: 8 metres per cycle

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

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

Digestion: A being trapped by the ENVELOP ability is trapped

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

Armaments & Attacks

Subdue Prey: (area attack: sphere 3m around Lethifold, 4 dice, DV 7)

Effect: SLEEP STATUS, with Power 1 + Successes (once per day)

Envelop: (melee attack, 4 dice, DV 6)

Effect: INCAPACITATED STATUS, with Power 3 + Successes

DEMENTOR

MoM Rating: V (Ineffable Abomination)

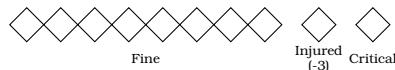


Perhaps the most feared (and certainly the most well-known) of the CLOAKWRAITHS, the Dementor appear as exceptionally tall, gaunt and necrotic humanoids beneath their cloak, as their float effortlessly through space.

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

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

HEALTH



FORTITUDE:



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

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

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

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

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

ABILITIES:

INTIMIDATION: ◆◆◆◆◆◇

FLIGHT: ◆◆◆◆◇◇

FLYING SPEED: 16 metres per cycle

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

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

hindrance.

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

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

Languages: SPEAKS: Abyssal, Human Languages

Armaments & Attacks

Intensify Aura: (area attack: sphere 15m around Dementor, 6 dice, DV 5)

Effect: COLD DAMAGE / TERRIFIED STATUS, with Power 2 + Successes, distributed between effects, (once per hour)

Clutching Claws: (melee attack, 6 dice, DV 5)

Effect: CUTTING DAMAGE, with Power 1 + Successes

Dementor's Kiss: (melee attack, 8 dice, DV 7)

Effect: NECROTIC DAMAGE, with Power 5 + Successes (Requires target to be INCAPACITATED)

SHUAGH

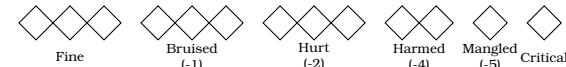
MoM Rating: VI (Ineffable Abomination)



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

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

HEALTH



FORTITUDE:



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

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

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

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

ABILITIES:

INTIMIDATION:	◆◆◆◆◆◆◆◆	SKIRMISH:	◆◆◆◆◆◆◇◇
SPELLCASTING:	◆◆◆◆◆◆◇◇	CONVICTION:	◆◆◆◆◆◆◇◇
STRENGTH:	◆◆◆◆◆◆◇◇	SPEED:	◆◆◆◆◆◆◇◇

WALKING SPEED: 5 metres per cycle

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

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

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

Languages: SPEAKS: All verbal languages

Armaments & Attacks

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

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

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

ELECTRIC ELEMENTAL

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

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

RAIJU

MoM Rating: III (Non-sapient Elemental)



Appearing as perfectly normal (albeit electric blue) dogs, Raiju do not seem to be magical upon first glance. However, when angered, electrical energy arcs from every surface of their body, and their growl shakes the ground like distant thunder. After an ambitious magical experiment went awry in 15th century Japan, a number of Raiju were stranded in this realm and promptly began to multiply – they are now considered relatively common, and many Japanese witches and wizards have been known to train them as guard dogs and family pets.

HEALTH

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

FORTITUDE:

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

IMMUNE to Electric Damage

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

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

ABILITIES:

SPEED:	◆◆◆◆◆◆◇◇	INTIMIDATION:	◆◆◆◆◆◆◇◇
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WALKING SPEED: 7 metres per cycle

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

Armaments & Attacks

Static Bite: (melee attack, 3 dice, DV 5)

Effect: STABBING/ELECTRIC, with Power 2 + Successes

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

Effect: ELECTRIC, with Power 1 + Successes

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

Effect: PUSHBACK, with Power 2 + Successes

HUMBABA

MoM Rating: VI (*Sapient Gigantoid*)



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

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

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

HEALTH

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

FORTITUDE:



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

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

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

ABILITIES:

STRENGTH: ◆◆◆◆◆◆◆
SPELLCASTING: ◆◆◆◆◆◆◆

SPEED: ◆◆◆◆◆◆◆
TUNNELLING: ◆◆◆◆◆◆◆

WALKING SPEED: 6 metres per cycle

TUNNELLING SPEED: 0.25 metres per cycle

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

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

Languages: SPEAKS: Abyssal, Giant

Armaments & Attacks

Deformed Claws: (melee attack, 12 dice, DV 5)

Effect: CUTTING DAMAGE, with Power 3 + successes

Fire Breath: (area attack: 3m cone originating from Humbaba, 8 dice, DV 7)

Effect: FIRE DAMAGE, with Power 2 + Successes

BASAJAUN

MoM Rating: IV (*Sapient Gigantoid*)

Now found only in scattered pockets in the most isolated forests in the world, the Basajaun are a peaceful and kindly race of Giantkin, who have taken the forests and woodlands as their hiding place.

Acting as guardians of the forests, they are devoted to the protection and nurturing of wildlife and the plants that they hold dear. A single Basajaun often personally attends to thousands upon thousands of acres of woodland, and will often know the names of all the creatures who reside there.

Their fur-covered appearance, lack of aggression, short stature (for giants) and general kindness has meant that Basajaun are rarely hunted or even feared by humans. Muggles have developed all sorts of strange myths around the Basajaun, giving them the name 'Bigfoot', though wizards have puzzled over the fact that their feet are not particularly large or out of proportion to their bodies.

HEALTH

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

FORTITUDE:



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

ABILITIES:

STRENGTH: ◆◆◆◆◆◆◆
SPEED: ◆◆◆◆◆◆◆

WALKING SPEED: 6 metres per cycle

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

Languages: SPEAKS: Giant

Armaments & Attacks

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

Effect: BASHING DAMAGE, with Power 1 + Successes

LIGHT ELEMENTAL

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

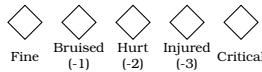
The **RADIANT GARDENS** are an almost heaven-like domain, filled at all times with a diffuse, golden glow, interspersed with rainbows containing more colours than the human mind can conceive of. **LIGHT ELEMENTALS**, having formed from this incandescent space, are all therefore naturally able to manipulate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

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

SOLON

MoM Rating: III (*Non-Sapient Elemental*)

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

HEALTH**FORTITUDE:**

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

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

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

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

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

ABILITIES:

SPELLCASING: ◆◆◆○○○○

FLIGHT: ◆◆○○○○○○

FLYING SPEED: 8 metres per cycle**Floating:** The Solon naturally floats in the air using its FLIGHT ability.**Languages:** SPEAKS: Celestial

Armaments & Attacks

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

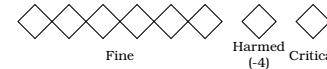
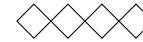
Elemental Magic: The solon may use its SPELLCASING ability to cast spells. It knows the ILLUMINATE, SENSE and MOVE spells.

PHLOGISTON

MoM Rating: IV (*Ineffable Elemental*)

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

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

HEALTH**FORTITUDE:**

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

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

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

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

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

ABILITIES:

FLIGHT: ♦♦♦♦♦♦♦ +
 SPELLCASTING: ♦♦♦♦♦♦♦♦

SHAPECHANGING: ♦♦♦♦♦♦♦♦

WALKING SPEED: 2 metres per cycle
FLYING SPEED: 40 metres per cycle

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

Languages: SPEAKS: Celestial

Armaments & Attacks

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

Effect: CELESTIAL, with Power 1 + Successes

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

CHALKYDRI

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



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

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

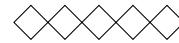
When the sunlight hits their copper-bronze skin, it splits off into a mesmerising rainbow display, and causes their entire body to hum with a resonance like a chorus of angels. Legend holds that it is this song which brings the dawn, rather than the other way around.

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

HEALTH

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



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

IMMUNE to Incandescent, Fire

FITNESS	CHARM	INTELLIGENCE
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦

ABILITIES:

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

FLIGHT: ♦♦♦♦♦♦♦♦
 SPEED: ♦♦♦♦♦♦♦♦

WALKING SPEED: 5 metres per cycle

FLYING SPEED: 20 metres per cycle

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

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

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

Languages: SPEAKS: Celestial

Armaments & Attacks

Reptilian Jaws: (melee attack, 10 dice, DV 7)

Effect: STABBING, with Power 3 + Successes

Jagged Tail: (melee attack, 10 dice, DV 9)

Effect: BASHING, with Power 5 + Successes (Reach 5m)

Downdraft: (area attack: circle 10m radius below current flying position), 8 dice, DV 7

Effect: PRONE, with Power 1 + Successes

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

WHOMPING WILLOW

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

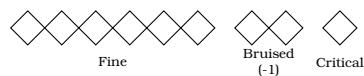


A Whomping Willow is an extremely rare species of articulated plant life. Though their thoughts are utterly alien and untouchable by wizardkind, it has long been recognised that these incredible plants are in fact sentient creatures – capable of independent, imaginative thought and complex processing of information.

Further study of this unusual form of life has been hampered, however, by the fact that Whomping Willow are, without exception, *incredibly* violent – even saplings of the species have been known to break an arm.

The sole saving grace of a Whomping Willow is that they are incapable of uprooting themselves – so simply running away is always a viable option.

HEALTH



FORTITUDE:



BLOCK	
DODGE	
ENDURE	

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

FITNESS	CHARM	INTELLIGENCE
Precision	Deception	Willpower
VITALITY	INSIGHT	PERCEPTION

ABILITIES:

STRENGTH:		LOGIC:	
NATURE:		REGENERATION:	

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

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

Armaments & Attacks

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

Whomp: (melee attack, range 6m, 3 dice, DV 6)

Effect: BLUDGEONING, with Power 4 + Successes

Any target taking damage from this attack is knocked prone

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.

Aeolus is home to powerful wind-mages, who can calm the skies with a word, or whip up a brisk wind with a wave of their hand. It is 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 millenia, the denizens of Machina have constructed enormous machines that enable them to control every aspect of reality down to the microsecond. The sun always rises at the same time every day, every coin toss lands on the same side, and the same events occur every single day.

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

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

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

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

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

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 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 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.

4: Roll Statistics

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

Analytic Probability

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

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

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

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

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

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

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

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

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

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

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

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

$$N_c = N - n_s - f$$

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

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

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

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

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

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

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

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

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

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

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

The probability of a benign failure is therefore:

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

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

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

Difficulty = 3

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

Difficulty = 4

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

Difficulty = 5

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

Difficulty = 6

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

Difficulty = 7

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

Difficulty = 8

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

Difficulty = 9

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

Difficulty = 10

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

Difficulty = 11

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