

# Game Master's Guide



## Harry Potter & The Role Playing Game

Version 3.0

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# 1: Potions & Ingredients

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

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

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

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

## Failed Mixings

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

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

## Modifying Potions

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

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

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

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

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

## Purchasing Potions

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

## Potion List

### Alchemic Grenade

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

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

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

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

#### Optional Ingredients:

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

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

### Alihotsy Draught

*A blue liquid which emits a powerful liquorice smell*

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Alihotsy Leaves, Billywig Sting

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

#### Optional Ingredients:

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

**Side Effect:** Fumes also effect the potioneer with laughter.

### Amortentia

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

Cost	Mixing Time	Dose	Difficulty
60	12 hours	1 dose	15

**Ingredients:** Ashwinder Eggs, Nightshade, Rose Petals

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

#### Optional Ingredients:

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

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

### Anti-Paralysis Potion

*A yellow gel that smells of cat urine*

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Aconite, Billywig Sting, Mandrake Root

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

#### Optional Ingredients:

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

**Side Effect:** Causes insomnia for 48 hours.

### Antidote to Common Poisons

*Colourless, but smells like antiseptic.*

Cost	Mixing Time	Dose	Difficulty
5f	1 hour	3 doses	10

**Ingredients:** Bezoar, Mandrake Root

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

#### Optional Ingredients:

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

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

### Astral Acid

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

Cost	Mixing Time	Dose	Difficulty
15f	4 hours	3 doses	10

**Ingredients:** Billywig Sting, Fairy Wings, Vodka

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

#### Optional Ingredients:

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

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

### Azimov's Awesome Acid

*Toxic green liquid, smells acid.*

Cost	Mixing Time	Dose	Difficulty
10f	3 hours	3 doses	10

**Ingredients:** Bundium Fluid, Dragon Blood, Sphinx Saliva

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

#### Optional Ingredients:

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

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

### Baruffio's Brain Elixir

*A green liquid which smells of strawberries*

Cost	Mixing Time	Dose	Difficulty
20	12 hours	3 doses	15

**Ingredients:** Centaur Hoof, Dragon Claw, Runespoor Egg

For one hour, gain an intelligence boost of 2 points

#### Optional Ingredients:

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

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

### Beautification Potion

*An iridescent liquid that seems to move of its own accord*

Cost	Mixing Time	Dose	Difficulty
20	12 hours	3 doses	15

**Ingredients:** Fairy Wings, Morning Dew, Rose Petals

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

#### Optional Ingredients:

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

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

### Befuddlement Beverage

*A brown sludge which smells like chocolate*

Cost	Mixing Time	Dose	Difficulty
5f	1 hour	3 doses	10

**Ingredients:** Doxy Venom, Hemlock Essence, Lethe River Water

Applies the *confused* status for 2 minutes

#### Optional Ingredients:

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

**Side Effect:** The target instead flies into a rage

### Blemish Blitzer

*A yellow paste which smells of antiseptic*

Cost	Mixing Time	Dose	Difficulty
5f	1 hour	3 doses	10

**Ingredients:** Honeywater, Murtlap Tentacles, Tormentil Tincture

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

#### Optional Ingredients:

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

**Side Effect:** Dyes the skin a permanent yellow

### Blood-Refilling Potion

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

Cost	Mixing Time	Dose	Difficulty
30	1 day	3 doses	15

**Ingredients:** Dittany, Slug Slime, Wiggentree Bark

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

#### Optional Ingredients:

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

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

## Burn-healing paste

An orange gel with a strong alcohol smell

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Frost Salamander Blood, Honeywater, Iron

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

### Optional Ingredients:

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

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

## Calming Draught

A lilac soup, with a lavender aroma

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Asphodel, Flobberworm Mucous, Lavender

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

### Optional Ingredients:

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

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

## Conduit Concoction

Looks like a lightning bolt, trapped in a bottle.

Cost	Mixing Time	Dose	Difficulty
65¢	1 week	1 dose	20

**Ingredients:** Mercury, Pheonix Feather, Thunderbird Feather

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

### Optional Ingredients:

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

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

## Curse-Countering Concoction

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

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

**Ingredients:** Diricawl Feather, Moly, Unicorn Hair

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

### Optional Ingredients:

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

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

## Draconic Protection Draught

A fiery red liquid that smells like chalk.

Cost	Mixing Time	Dose	Difficulty
10f	3 hours	3 doses	10

**Ingredients:** Dragon Scale, Iron, Pogrebin Shell

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

### Optional Ingredients:

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

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

## Dragonbreath Solution

Looks like molten lava, and smells like sulphur.

Cost	Mixing Time	Dose	Difficulty
3¢	1 day	3 doses	15

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

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

### Optional Ingredients:

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

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

## Draught of Living Death

Thick, black, odourless goo.

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

**Ingredients:** Asphodel, Valerian, Wormwood

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

### Optional Ingredients:

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

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

## Drink of Despair

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

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

**Ingredients:** Eye of Newt, Manticore Skin, Nettles, Nogtail Trotter

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

### Optional Ingredients:

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

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

## Druid's Delight

Looks like an acorn. In a bottle.

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

**Ingredients:** Abyssinian Shrivelfigg, Caterpillar, Fire Seed, Fluxweed

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

### Optional Ingredients:

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

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

## Duplicating Draught

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

Cost	Mixing Time	Dose	Difficulty
28¢	3 days	1 dose	15

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

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

### Optional Ingredients:

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

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

## Emanation Elimination Elixir

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

Cost	Mixing Time	Dose	Difficulty
15f	1 hour	3 doses	15

**Ingredients:** Dragon Fire Gland, Octopus Powder, Peppermint

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

### Optional Ingredients:

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

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

## Fatiguing Infusion

A dark blue liquid with an odour of rotting vegetation

Cost	Mixing Time	Dose	Difficulty
5f	5 hours	3 doses	15

**Ingredients:** Antimony, Dementor Cloak, Mercury

Drains the afflicted of 10 FP

### Optional Ingredients:

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

**Side Effect:** Restores FP, instead of draining it.

## Felix Felicis

Looks like liquid gold, and smells of warm hugs.

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

**Ingredients:** Ashwinder Eggs, Occamy Egg, Squill Bulb

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

### Optional Ingredients:

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

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

## Final Goodnight

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

Cost	Mixing Time	Dose	Difficulty
65ℳ	1 week	1 dose	20

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

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

### Optional Ingredients:

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

**Side Effect:** The fumes do half damage to the poisoner

## Finder' Friend

*A glowing silver liquid that smells like treasure and opportunity.*

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

**Ingredients:** Kneazle Claw, Lemon Juice, Niffler Fang

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

### Optional Ingredients:

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

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

## Flask of Freezing

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

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

**Ingredients:** Antimony, Dementor Cloak, Frost Salamander Blood

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

### Optional Ingredients:

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

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

## Fleet Foot Fluid

*This blue liquid swirls into a vortex of its own accord*

Cost	Mixing Time	Dose	Difficulty
3ℳ	1 day	3 doses	15

**Ingredients:** Diricawl Feather, Honeywater, Nogtail Trotter

Your movement speed is doubled for 30 seconds

### Optional Ingredients:

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

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

## Forgetting Fog

*Looks like a living cloud, trapped in a jar.*

Cost	Mixing Time	Dose	Difficulty
29ℳ	3 days	1 dose	20

**Ingredients:** Doxy Venom, Lethe River Water, Lovage

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

### Optional Ingredients:

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

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

## Garotting Gas

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

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

**Ingredients:** Ash, Grindylow Claw, Kelpie Hair

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

### Optional Ingredients:

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

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

## Gift of the Gab

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

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Daisy, Honeywater, Puffskein Tongue, Silver

Charisma bonus 2 Points

### Optional Ingredients:

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

**Side Effect:** Tongue stained permanently silver.

## Gilly Concoction

*Green-blown sludge. Looks and taste disgusting.*

Cost	Mixing Time	Dose	Difficulty
0f	0.5 hour	1 dose	10

**Ingredients:** Gillyweed

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

### Optional Ingredients:

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

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

## Girding Potion

*A golden liquid with suspicious lumps in it.*

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

**Ingredients:** Doxy Eggs, Fairy Wings, Hippocampus Hair

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

### Optional Ingredients:

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

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

## Gloom-inducing Agent

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

Cost	Mixing Time	Dose	Difficulty
5f	1 hour	3 doses	10

**Ingredients:** Glumbumble Treacle

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

### Optional Ingredients:

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

**Side Effect:** Target loses the ability to speak entirely.

## Growing Agent

*A green paste which seems to pulse with power*

Cost	Mixing Time	Dose	Difficulty
5f	5 hours	3 doses	15

**Ingredients:** Caterpillar, Mercury, Occamy Egg

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

### Optional Ingredients:

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

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

## Herbicide Potion

*A thin, pale green oil*

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Bundium Fluid, Flobberworm Mucous, Horklump Juice

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

### Optional Ingredients:

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

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

## Hero's Brew

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

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Griffin Claw, Troll Snot, Vodka

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

### Optional Ingredients:

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

**Side Effect:** Intelligence suffers a permanent 1 point penalty.



## Infusion of Strength

A solid yellow liquid with an incredibly sweet smell.

Cost	Mixing Time	Dose	Difficulty
30	1 day	3 doses	15

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

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

**Optional Ingredients:**

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

**Side Effect:** Permanent 2 point penalty to Finesse attribute

## Insulation Inoculation

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

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

**Ingredients:** Coffee Beans, Fire Seed, Honeywater

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

**Optional Ingredients:**

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

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

## Magi-Me-More

A red liquid that smells of almonds.

Cost	Mixing Time	Dose	Difficulty
40	2 days	3 doses	10

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

For 5 minutes, Power attribute increases by 2 points

**Optional Ingredients:**

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

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

## Malevolent Mixture

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

Cost	Mixing Time	Dose	Difficulty
60	2 days	3 doses	15

**Ingredients:** Dragon Fire Gland, Hellebore, Quintaped Leg

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

**Optional Ingredients:**

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

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

## Merlin's Surprise

A clear, colourless and odourless liquid.

Cost	Mixing Time	Dose	Difficulty
190	2 days	1 dose	15

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

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

**Optional Ingredients:**

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

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

## Midas' Mixture

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

Cost	Mixing Time	Dose	Difficulty
960	2 weeks	1 dose	20

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

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

**Optional Ingredients:**

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

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

## Mopsus' Tincture

Looks and smells like milk, but tastes of popcorn.

Cost	Mixing Time	Dose	Difficulty
30	1 day	3 doses	10

**Ingredients:** Centaur Hoof, Fairy Wings, Kneazle Claw

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

**Optional Ingredients:**

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

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

## Navigator's Necessity

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

Cost	Mixing Time	Dose	Difficulty
15f	12 hours	3 doses	10

**Ingredients:** Iron, Owl Feather, Runespoor Egg

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

**Optional Ingredients:**

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

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

## Paralyzing Poison

A thick white paste

Cost	Mixing Time	Dose	Difficulty
0f	3 hours	3 doses	15

**Ingredients:** Lobalug Venom, Mercury, Nettles

Applies the *Paralyzed* status effect for 15 seconds

**Optional Ingredients:**

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

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

## Pepperup Potion

Bright blue gel, with a strong, spicy odour.

Cost	Mixing Time	Dose	Difficulty
5f	1 hour	3 doses	10

**Ingredients:** Chizpurfle Fang, Ginger, Tea Leaf

Restores FP by 5 points

**Optional Ingredients:**

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

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

## Philosopher's Stone

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

Cost	Mixing Time	Dose	Difficulty
96690	3 years	1 dose	30

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

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

**Optional Ingredients:**

Name	Bonus	DV Cost
Silver	+50%	2

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

## Polyjuice Potion

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

Cost	Mixing Time	Dose	Difficulty
100	1 day	1 dose	15

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

Transfigure yourself into another human for 1 hour

**Optional Ingredients:**

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

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

## Potion of Extreme Energy

A thin, brown liquid that smells of fresh coffee.

Cost	Mixing Time	Dose	Difficulty
10f	2 hours	3 doses	10

**Ingredients:** Coffee Beans, Dragon Claw, Tea Leaf

When consumed, removes the need for sleep for 2 days

**Optional Ingredients:**

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

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



## Potion of Living Dreams

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

Cost	Mixing Time	Dose	Difficulty
60	2 days	3 doses	15

**Ingredients:** Flobberworm Mucous, Hippocampus Hair, Knotgrass

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

**Optional Ingredients:**

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

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

## Potion of Safe Harbour

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

Cost	Mixing Time	Dose	Difficulty
100	3 days	3 doses	20

**Ingredients:** Diricawl Feather, Horklump Juice, Thunderbird Feather

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

**Optional Ingredients:**

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

**Side Effect:** The teleportation occurs randomly.

## Potion of Sustenance

*Looks, tastes and smells like porridge.*

Cost	Mixing Time	Dose	Difficulty
460	5 days	1 dose	15

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

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

**Optional Ingredients:**

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

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

## Sapping Solution

*A milky white fluid with an incredibly sweet smell*

Cost	Mixing Time	Dose	Difficulty
100	1 day	1 dose	15

**Ingredients:** Caterpillar, Doxy Eggs, Silver

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

**Optional Ingredients:**

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

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

## Savage Toxin

*A poisonous green colour accompanies a foul rotting odour.*

Cost	Mixing Time	Dose	Difficulty
60	2 days	3 doses	15

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

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

**Optional Ingredients:**

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

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

## Shrinking Agent

*A red paste which seems to pulse with power*

Cost	Mixing Time	Dose	Difficulty
5f	5 hours	3 doses	15

**Ingredients:** Abyssinian Shrivelfig, Mercury, Occamy Egg

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

**Optional Ingredients:**

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

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

## Skele-grow

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

Cost	Mixing Time	Dose	Difficulty
10f	8 hours	3 doses	15

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

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

**Optional Ingredients:**

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

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

## Sleeping Serum

*A dark purple fluid, with sparks of gold within*

Cost	Mixing Time	Dose	Difficulty
15f	12 hours	3 doses	10

**Ingredients:** Flobberworm Mucous, Lavender, Valerian

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

**Optional Ingredients:**

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

**Side Effect:** The target dies instantly.

## Solution of Nature's Ally

*An oily substance, the colour of a vibrant forest.*

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

**Ingredients:** Dugbog Bark, Lemon Juice, Owl Feather

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

**Optional Ingredients:**

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

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

## Solution of Remembrance

*This clear fluid seems to glow from within*

Cost	Mixing Time	Dose	Difficulty
190	2 days	1 dose	15

**Ingredients:** Centaur Hoof, Galanthus Nivalis, Hippocampus Hair

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

**Optional Ingredients:**

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

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

## Solution of Vulnerability

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

Cost	Mixing Time	Dose	Difficulty
30	1 day	3 doses	15

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

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

**Optional Ingredients:**

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

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

## Stew of Near-Invisibility

*An invisible liquid, can be felt but not seen.*

Cost	Mixing Time	Dose	Difficulty
100	1 day	1 dose	15

**Ingredients:** Bowtruckle Thorn, Demiguise Hair, Niffler Fang

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

**Optional Ingredients:**

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

**Side Effect:** Target suffers uncontrollable flatulence.

## Ulgard's Unstable Catalyst

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

Cost	Mixing Time	Dose	Difficulty
30	5 hours	1 dose	15

**Ingredients:** Ash, Bulbadox Powder, Chizpurfle Fang

Add to another potion to increase the potency by 50 %

**Optional Ingredients:**

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

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

## Vampiric Savior

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

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

**Ingredients:** Dragon Blood, Salamander Blood, Slug Slime

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

### Optional Ingredients:

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

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

## Veritaserum

*Colourless, odourless liquid. Indistinguishable from water.*

Cost	Mixing Time	Dose	Difficulty
63ℳ	1 week	1 dose	15

**Ingredients:** Jobberknoll Feather, Moonstone, Wormwood

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

### Optional Ingredients:

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

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

## Viper's Venom

*A blue liquid with a slight acrid odour.*

Cost	Mixing Time	Dose	Difficulty
10℟	2 hours	3 doses	10

**Ingredients:** Asp Tail, Lobalug Venom, Nightshade

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

### Optional Ingredients:

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

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

## Weasley's Patented Stinking Solution

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

Cost	Mixing Time	Dose	Difficulty
3ℳ	1 day	3 doses	15

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

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

### Optional Ingredients:

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

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

## Wiggenweld Potion

*Vibrant red fluid with a pleasant, herbal aroma.*

Cost	Mixing Time	Dose	Difficulty
5℟	1 hour	3 doses	10

**Ingredients:** Dittany, Horklump Juice, Wiggentree Bark

Restores HP 5 points

### Optional Ingredients:

Name	Bonus	DV Cost
Leeches	+75%	1
Moly	+400%	7
Murtlap Tentacles	+50%	1
Nettles	+50%	1

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

## Wolfsbane

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

Cost	Mixing Time	Dose	Difficulty
29ℳ	3 days	1 dose	18

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

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

### Optional Ingredients:

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

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

# Ingredients

## Abbyssinian Shrivelfig (15℟)

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

**Required in:** Druid's Delight and Shrinking Agent

## Aconite (5℟)

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

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

## Acromantula Venom (58ℳ 15℟)

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

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

## Alihotsy Leaves (4℟)

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

**Required in:** Alihotsy Draught

## Antimony (2ℳ)

*A silver metal used as a cosmetic throughout muggle history*

**Required in:** Fatiguing Infusion and Flask of Freezing  
**Optional in:** Beautification Potion, Duplicating Draught and Garotting Gas

## Ash (15ℳ)

*Burned and blackened organic matter.*

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

## Ashwinder Eggs (2ℳ 5℟)

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

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

## Asp Tail (2ℳ)

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

**Required in:** Viper's Venom

## Asphodel (5℟)

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

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

## Basilisk Venom (58ℳ 15℟)

*Potent purple venom from the fangs of a monstrous snake.*

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

## Bezoar (5℟)

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

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

## Bicorn Horn (8ℳ 15℟)

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

**Optional in:** Gloom-inducing Agent

## Billywig Sting (15℟)

*The venom inside causes giddiness and levitation.*

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

## Boomberry (15℟)

*A small brown nut that explodes when disturbed.*

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

## Boomslang Skin (5℟)

*The brown, sloughed of skin of a nonmagical snake.*

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

## Bowtruckle Thorn (2ℳ 5℟)

*Living green wood harvested from the forest-dweller*

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

## Bubotuber Juice (15℟)

*White sap from the magic tree causes boils on contact.*

**Optional in:** Beautification Potion and Midas' Mixture

## Bulbadox Powder (4℟)

*Volatile orange powder capable of causing boils and itching*

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

## Bundium Fluid (4f)

A powerfully acidic, foul smelling grey secretion.

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

## Caterpillar (15x)

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

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

## Centaur Hoof (8G 15f)

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

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

## Chizpurfle Fang (15f)

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

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

## Coffee Beans (15x)

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

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

## Copper (5f)

A chemical element with many intriguing properties.

- Optional in:** Merlin's Surprise

## Daisy (15x)

A small white and yellow flower familiar to muggles.

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

## Dementor Cloak (8G 15f)

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

- Required in:** Fatiguing Infusion and Flask of Freezing

## Demiguise Hair (8G 15f)

An invisible strand of hair, with many beneficial properties.

- Required in:** Stew of Near-Invisibility

## Diricawl Feather (2G 5f)

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

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

## Dittany (5f)

A mundane green leaf with powerful healing properties.

- Required in:** Blood-Refilling Potion and Wiggenswelt Potion  
**Optional in:** Skele-grow

## Doxy Eggs (15f)

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

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

## Doxy Venom (15f)

This clear fluid deeply affects the brain of the victim.

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

## Dragon Blood (8G 15f)

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

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

## Dragon Claw (8G 15f)

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

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

## Dragon Fire Gland (8G 15f)

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

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

## Dragon Liver (8G 15f)

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

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

## Dragon Scale (8G 15f)

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

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

## Dugbog Bark (15f)

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

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

## Erumpet Horn (8G 15f)

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

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

## Eye of Newt (15x)

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

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

## Fairy Wings (15f)

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

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

## Fire Crab Shell (2G 5f)

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

- Optional in:** Duplicating Draught and Potion of Living Dreams

## Fire Seed (15f)

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

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

## Flobberworm Mucous (15x)

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

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

## Fluxweed (4f)

A magical plant known for its healing and transformative properties.

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

## Frost Salamander Blood (2G 5f)

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

- Required in:** Burn-healing paste and Flask of Freezing

## Galanthus Nivalis (2G)

A mundane herb known for its memory-inducing effects.

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

## Gillyweed (2G 5f)

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

- Required in:** Gilly Concoction

## Ginger (15x)

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

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

## Glumbumble Treacle (15f)

A melancholy inducing substance that looks like pink honey.

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

## Gold (5G 15f)

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

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

## Griffin Claw (2G 5f)

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

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

## Grindylow Claw (15f)

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

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

## Hellebore (2G)

A poisonous plant that interferes with sleep.

- Required in:** Final Goodnight and Malevolent Mixture

## Hemlock Essence (2G)

A well known poison, known for its purple hue.

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

## Hippocampus Hair (2G 5f)

This multicoloured hair is said to help the memory.

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

## Honeywater (4f)

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

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

## Horklump Juice (4f)

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

- Required in:** Herbicide Potion, Potion of Safe Harbour and Wiggenswelt Potion  
**Optional in:** Malevolent Mixture

## Iron (5f)

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

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

## Jarvey Fang (15f)

A curved fang containing a venom that causes involuntary babbling.

- Optional in:** Alchemic Grenade and Midas' Mixture

## Jobberknoll Feather (2G 5f)

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

- Required in:** Merlin's Surprise and Veritas serum  
**Optional in:** Gift of the Gab and Solution of Remembrance

## Kelpie Hair (15f)

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

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



## Kneazle Claw (20 5f)

When powdered, increases the consumer's perception enormously.

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

## Knotgrass (15x)

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

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

## Lacewing Flies (15x)

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

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

## Lavender (15x)

A pleasant smelling purple plant with powerful calming effects.

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

## Leeches (5f)

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

**Optional in:** Draught of Living Death and Emanation Elimination Elixir

## Lemon Juice (15x)

Cloudy, acidic juice with healing properties.

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

## Lethe River Water (80 15f)

Water from a magic river. A powerful amnesiac.

**Required in:** Befuddlement Beverage and Forgetting Fog

## Lobalug Venom (15f)

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

**Required in:** Paralyzing Poison and Viper's Venom

## Lovage (5f)

A mundane plant with nausea inducing qualities.

**Required in:** Forgetting Fog  
**Optional in:** Befuddlement Beverage

## Mackled Malaclaw Tail (80 15f)

A powerful iridescent blue ingredient, useful but unstable.

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

## Magnesium (5f)

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

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

## Mallowsweet (15x)

The yellow berries of this plant have many beneficial properties.

**Optional in:** Draught of Living Death and Midas' Mixture

## Mandrake Root (20 5f)

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

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

## Manticore Skin (80 15f)

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

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

## Mercury (5f)

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

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

## Mint (15x)

A pleasant smelling and tasting herb. Fresh!

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

## Moke Skin (20 5f)

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

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

## Moly (80 15f)

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

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

## Mooncalf Tears (15f)

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

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

## Moondew (15x)

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

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

## Moonstone (20 5f)

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

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

## Morning Dew (15x)

Blah

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

## Murtlap Tentacles (15f)

The pink tentacles have a soothing effect on the skin.

**Required in:** Blemish Blitzer  
**Optional in:** Wiggenweld Potion

## Nettles (15x)

Stinging plant, but has restorative properties when brewed.

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

## Niffler Fang (20 5f)

A small white fang that exudes mischief.

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

## Nightshade (15f)

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

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

## Nogtail Trotter (80 15f)

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

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

## Nundu Venom Sac (580 15f)

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

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

## Occamy Egg (80 15f)

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

**Required in:** Felix Felicis, Growing Agent and Shrinking Agent

## Octopus Powder (20)

A disgusting orange powder, but a powerful catalyst.

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

## Owl Feather (5f)

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

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

## Pearl Dust (20)

A lustrous powder that gleams with positive energy.

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

## Peppermint (15x)

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

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

## Phoenix Feather (580 15f)

A scarlet feather with many wonderful magical properties.

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

## Pogrebin Shell (80 15f)

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

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

## Puffskein Tongue (15f)

A long ribbon of flesh harvested from a puffskein.

**Required in:** Gift of the Gab

## Pungent Onion (4f)

A bright green onion with a powerfully repulsive odour.

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

## Quintaped Leg (80 15f)

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

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

## Re'em Blood (80 15f)

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

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

## Rose Petals (15x)

Red petals that exude lust.

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

### Runespoor Egg (2G 5f)

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

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

### Salamander Blood (2G 5f)

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

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

### Scarab Beetles (5f)

- Required in:** Skele-grow  
**Optional in:** Astral Acid

### Sea-Serpent Spine (2G 5f)

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

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

### Silver (5G 15f)

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

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

### Sloth Brain (2G)

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

- Optional in:** Philosopher's Stone and Wolfsbane

### Slug Slime (4f)

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

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

### Sphinx Saliva (2G 5f)

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

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

### Squill Bulb (5f)

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

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

### Stinksap (4f)

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

- Optional in:** Solution of Nature's Ally

### Styx River Water (8G 15f)

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

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

### Tea Leaf (15x)

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

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

### Thunderbird Feather (8G 15f)

Blah

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

### Tormentil Tincture (5f)

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

- Required in:** Blemish Blitzer  
**Optional in:** Calming Draught and Skele-grow

### Troll Snot (15f)

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

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

### Unicorn Blood (58G 15f)

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

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

### Unicorn Hair (8G 15f)

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

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

### Valerian (5f)

A sleep-inducing plant. Poisonous in high concentrations.

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

### Venomous Tentacula (15f)

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

- Optional in:** Alchemic Grenade

### Vodka (5f)

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

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

### Wartcap Powder (4f)

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

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

### Wiggentree Bark (4f)

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

- Required in:** Blood-Refilling Potion and Wiggeweld Potion  
**Optional in:** Druid's Delight, Calming Draught, Potion of Sustenance and Skele-grow

### Wormwood (5f)

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

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

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## 2: Enchanting Guidelines

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## 3: Beasts, Beings and Other Bad Business

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

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

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

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

### Acromantula

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

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

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

### Acromantula Hatchling

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

#### ACROMANTULA HATCHLING

*Newborn Giant Spider (Non-sapient Monstrosity)*

<b>Health:</b>	15 Points	<b>Dodge:</b>	12
<b>Block:</b>	10	<b>Legspan:</b>	1 metre
<b>Speed :</b>	10 metres		

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

**Proficiency:** Stealth (+4), Nightvision

**Immunity:** Celestial damage

**Resistance:** Poison damage

**Languages:** Can speak in the spider tongue

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

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

#### Actions

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





## Acromantula

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

### ACROMANTULA

*Adult Giant Spider (Sapient Monstrosity)*

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

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

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

**Immunity:** Celestial damage

**Resistance:** Poison damage

**Susceptible:** Fire damage

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

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

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

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

### Actions

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

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

## Acromantula Patriarch

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

### ACROMANTULA PATRIARCH

*Ruler of the Spider Clan (Sapient Monstrosity)*

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

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

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

**Immunity:** Celestial damage

**Resistance:** Poison damage

**Susceptible:** Fire damage

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

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

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

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

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

### Actions

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

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

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



# Apparitions

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

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

## Ghost

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

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

### GHOST

*Remnant of deceased human (Alien Spirit)*

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

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

**Proficiency:** Stealth (+8)

**Immunity:** All damage types & status effects

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

## Actions

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



## Poltergeist

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

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

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

### POLTERGEIST

*(Mostly) Harmless Trickster (Alien Spirit)*

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

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

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

**Resistance:** Piercing, Bludgeoning & Slashing damage

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

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

## Actions

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

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

## Boggart

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

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

### BOGGART

*Aspect of Fear (Alien Eldritch)*

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

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

**Proficiency:** Empathy (+7)

**Immunity:** All damage types & status effects

**Susceptible:** Laughter

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

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

## Actions

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

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

## Arachnid

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

## Howling Tick

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

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

### HOWLING TICK

*Size-changing Spider (Non-sapient Beast)*

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

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

**Proficiency:** Stealth (+4), Nightvision

**Immunity:** Celestial damage

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

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

**Languages:** Can understand the spider tongue

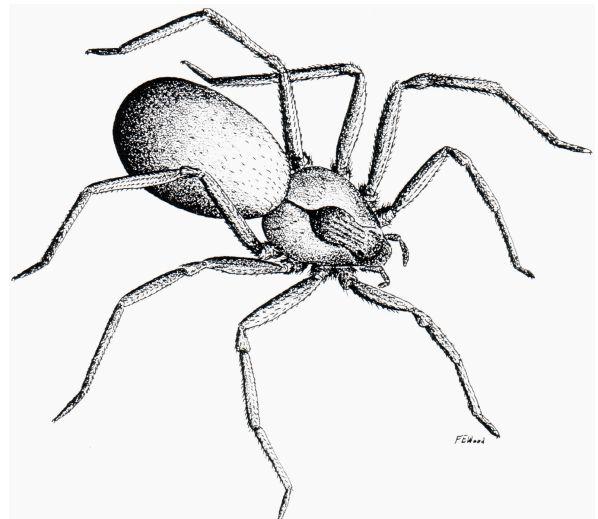
**Spider Climb:** A Howling Tick may climb across all surfaces, including ceilings as part of their normal movement

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

## Actions

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

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





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

*Poisonous spider (Non-sapient Beast)*

<b>Health:</b>	25 Points		
<b>Block:</b>	7	<b>Dodge:</b>	14
<b>Speed :</b>	8 metres	<b>Legspan</b>	40 centimetres

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

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

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

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

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]

None

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]





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

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

## Clockwork Soldier

**C**

## Clockwork Solider

## CLOCKWORK SOLIDER

(Alien Construct)

Health: NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible]

## LETHIFOLD

**Dodge:** NaN

**Speed :**

[illegible]



# Demiguise

b

## Demiguise

## DEMIGUISE

*(Non-sapient Beast)*

**Health:** NaN Points

**Dodge:** NaN

**Speed :**

[illegible]

## BLAST-ENDED SKREW

\_\_\_\_\_

**Speed :**

[illegible]



## d

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

[illegible]

## d

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

# Fish

**C**

## Lobalug

[illegible]

# Golem

b

## Crystal Golem

## CRYSTAL GOLEM

(Alien Construct)

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]

## Iron Golem

## IRON GOLEM

*(Alien Construct)*

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]

## Stone Golem

## STONE GOLEM

(Alien Construct)

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]

## WHOMPING WILLOW

*(Non-sapient Flora)*

[illegible]



## Herald

d

## Augrey

## AUGREY

(Non-sapient Beast)

**Health:** NaN Points

**Dodge:** NaN

**Block:** NaN

**Dodge:** NaN

[illegible]

## Pheonix

PHEONIX

(Sapient Spirit)

**Health:** NaN Points

**Dodge:** NaN

**Speed :**

**Dodge:** NaN

[illegible][illegible]

**Dodge:** NaN

[illegible]

**Dodge:** NaN

[illegible]

## Inhabitor

**C**

## Inhabitor

## INHABITOR

(Alien Eldritch)

**Health:** NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible]

## HIPPOCAMPUS

**Health:** NaN Points

**Dodge:** NaN

**Speed :**

[illegible]

HIPPOGRIF

**Health:** NaN Points

**Dodge:** NaN

**Speed :**

[illegible]

## d

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

## b

**LICH**  
(Alien Undead)

<b>Health:</b>	NaN	Points		
<b>Block:</b>	NaN		<b>Dodge:</b>	NaN
<b>Speed :</b>				

[illegible]

**C**

DUGBOG  
(Non-sapient Beast)

<b>Health:</b>	NaN Points		
<b>Block:</b>	NaN	<b>Dodge:</b>	NaN
<b>Speed :</b>			

[illegible]

JARVEY  
(Non-sapient Beast)

<b>Health:</b>	NaN Points		
<b>Block:</b>	NaN	<b>Dodge:</b>	NaN
<b>Speed :</b>			

[illegible]

KNEAZLE  
(Sapient Spirit)

<b>Health:</b>	NaN Points		
<b>Block:</b>	NaN	<b>Dodge:</b>	NaN
<b>Speed :</b>			

[illegible]

**MOONCALF**  
(Non-sapient Beast)

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]



# Nundu

b

## Nundu

**NUNDU**  
(Non-sapient Monstrosity)

<b>Health:</b>	NaN	Points		
<b>Block:</b>	NaN		<b>Dodge:</b>	NaN
<b>Speed :</b>				

[illegible]

## Ogre

**C**

## Ghoul

**GHOUL**  
(Non-sapient Beast)

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]

## Troll

**TROLL**  
(Non-sapient Gigantoid)

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]

## Yeti

**YETI**  
(Non-sapient Gigantoid)

<b>Health:</b>	NaN	Points		
<b>Block:</b>	NaN		<b>Dodge:</b>	NaN
<b>Speed :</b>				

[illegible]

# Ornithes Magicae

b

## Diricawl

## DIRICAWL

*(Non-sapient Beast)*

<b>Health:</b>	NaN Points		
<b>Block:</b>	NaN	<b>Dodge:</b>	NaN
<b>Speed :</b>			

[illegible]

## Fwooper

## FWOOPER

(Non-sapient Beast)

<b>Health:</b>	NaN Points		
<b>Block:</b>	NaN	<b>Dodge:</b>	NaN
<b>Speed :</b>			

[illegible]

## Jobberknoll

# JOBBERKNOLL

(Non-sapient Beast)

<b>Health:</b>	NaN Points		
<b>Block:</b>	NaN	<b>Dodge:</b>	NaN
<b>Speed :</b>			

[illegible]

## SNIDGET

<b>Health:</b>	NaN	Points	
<b>Block:</b>	NaN		<b>Dodge:</b> NaN
<b>Speed :</b>			

[illegible]



# Puffskein

d

## Puffskein

# PUFFSKEIN

(Non-sapient Beast)

**Health:** NaN Points

**Dodge:** NaN

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible]

## Pygmy Puff

## PYGMY PUFF

(Non-sapient Beast)

**Health:** NaN Points

**Dodge:** NaN

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible]

# Raised Dead

**C**

## Banshee

# BANSHEE

*(Alien Undead)*

**Health:** NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible]

## INFERIUS

**Health:** NaN Points

**Dodge:** NaN

**Speed :**

[illegible]

# Summoned

**C**

## Draconic Guardians

*(Non-sapient Construct)*

[illegible]

## Summoned Bird

*(Non-sapient Beast)*

[illegible]

## Summoned Snakes

(Non-sapient Beast)

[illegible][illegible]

# Thunderbird

**C**

## Thunderbird

# THUNDERBIRD

(Non-sapient Elemental)

**Health:** NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible][illegible]

## Wyvern

b

## Occamy

(Sapient Celestial)

(Non-sapient Draconid)

**Health:** NaN Points

**Health:** NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible][illegible]

## Sea Serpent

(Non-sapient Spirit)

(Non-sapient Draconid)

**Health:** NaN Points

**Health:** NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible][illegible]

(Non-sapient Celestial)

**Health:** NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible]

(Sapient Spirit)

**Health:** NaN Points

**Block:** NaN

**Dodge:** NaN

**Speed :**

[illegible]