

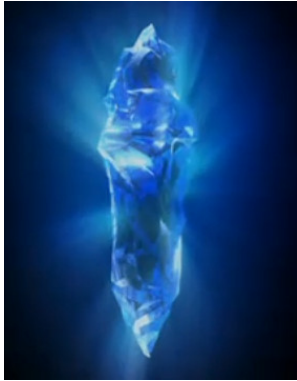
Peeve's “Light”-Hearted Fun

A simple encounter for low-level characters based out of Hogwarts. Peeves the Poltergeist is known for his trickery and his pranks – which sometimes veer off into the downright dangerous.

For this encounter, Peeves has somehow managed to get hold of a number of SOLONS, crystalline, elemental entities capable of manipulating 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.

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

ABILITIES:

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

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

FLYING SPEED: 8 metres per cycle

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

Languages: SPEAKS: 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 SPELLCASTING ability to cast spells. It knows the ILLUMINATE, SENSE and

MOVE spells.

For full Solon entry, see GM Guide page 25

Solon Participants

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HEALTH

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

FORTITUDE:



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

Solon 2

HEALTH

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

FORTITUDE:



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

Solon 3

HEALTH

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

FORTITUDE:



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

POLTERGEIST

MoM Rating: II (*Ineffable Phantasm*)



A poltergeist is an amortal, indestructible 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.

FITNESS



CHARM



INTELLIGENCE



PRECISION



DECEPTION



WILLPOWER



VITALITY



INSIGHT



PERCEPTION



ABILITIES:

COVERT: ◆◆◆◆◆◆◆◆

MARKSMANSHIP ◆◆◆◆◆◆◆◆

FLIGHT: ◆◆◆◆◆◆◆◆

SPELLCASTING: ◆◆◆◆◆◆◆◆

RESISTANT to *All damage*

FLYING SPEED: 12 metres per cycle

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

Languages: SPEAKS: Human languages

Armaments & Attacks

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

Effect: BASHING DAMAGE, with Power 1 + Successes

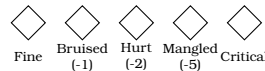
Arcane Trickster: A Poltergeist may use their SPELLCASTING ability to cast the MOVE, DEGRADE, MIRAGE and BYPASS spells.

For full Poltergeist entry, see GM Guide page 12

Poltergeist Participants

Peeves

HEALTH



FORTITUDE:



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