

Game Master's Guide



Harry Potter
&
The Role Playing Game

Version 3.0

Jack Fraser

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1: Potions & Ingredients

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

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

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

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

Failed Mixings

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

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

Modifying Potions

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

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

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

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

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

Purchasing Potions

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

Potion List

Alchemic Grenade

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

Cost	Mixing Time	Dose	Difficulty
£15	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
Erumpt 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
£9	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
£6 £5	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
£9	2 hours	3 doses	10

Ingredients: Aconite, Billywig Sting, Mandrake Root

Rejuvinate 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
£7	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
£13	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 acrid.

Cost	Mixing Time	Dose	Difficulty
£11	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
£3 £2	12 hours	3 doses	15

Ingredients: Centaur Hoof, Dragon Claw, Runespore 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
£2	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.

Befuddle Beverage

A brown sludge which smells like chocolate

Cost	Mixing Time	Dose	Difficulty
£7	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 Snout	+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
£7	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
£3 £10	1 day	3 doses	15

Ingredients: Dittany, Slug Slime, Wiggentreec 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
£9	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	+150%	5
Tail		
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
£9	2 hours	3 doses	10

Ingredients: Asphodel, Flobberworm Mucus, 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
Gummbumble 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 £5	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 £15	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
£11	3 hours	3 doses	10

Ingredients: Dragon Scale, Iron, Pogrebain 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 £10	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 £15	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
£15	5 hours	3 doses	10

Ingredients: Abyssinian Shrivelfig, 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
Wiggentreer 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 £5	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
£13	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
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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
£1 £5	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
Pogrebain 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
£65 £5	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
£19	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
£10 £15	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
£3 £10	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
£29 £15	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.

Garrotting Gas

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

Cost	Mixing Time	Dose	Difficulty
£2	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
£9	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
£1	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 Tail	+100%	3
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
£10 £15	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.

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
£1 F5	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
£9	2 hours	3 doses	10

Ingredients: Bundium Fluid, Flobberworm Mucus, 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
£9	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
£3 £10	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 Snout	+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
£15	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
£4 £10	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
£6 £10	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
£19 £10	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
£96	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
£3 £5	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
£1 £15	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
£1	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	+150%	5
Venom		
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
£7	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
£96699 £10	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
£10	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
£9	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
Mooncaul 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
£6 £10	2 days	3 doses	15

Ingredients: Flobberworm Mucus, 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
£10	3 days	3 doses	20

Ingredients: Diricawl Feather, Horklump Juice, Thunderbird Feather

When consumed, teleports 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	+150%	5
Venom		
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
£46	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
£10 £15	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
£6 £10	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	+150%	5
Venom		
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
£1 £5	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
£1 £10	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
£1 £15	12 hours	3 doses	10

Ingredients: Flobberworm Mucus, 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
£15	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
Pheonix 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 Rememberance

This clear fluid seems to glow from within

Cost	Mixing Time	Dose	Difficulty
£19 £10	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	+100%	2
Feather		
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
£3 £10	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 forms of damage.

Stew of Near-Invisibility

An invisible liquid, can be felt but not seen.

Cost	Mixing Time	Dose	Difficulty
£10 £15	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
£3 £15	5 hours	1 dose	15

Ingredients: Ash, Bulbadox Powder, Chizpurple 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.

Vampric Savior

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

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

Ingredients: Dragon Blood, Salamander Blood, Slug Slime

Acts as a substitute for human blood for a vampire. Satiate 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
663 £10	1 week	1 dose	15

Ingredients: Jobberknoll Feather, Moonstone, Wormwood

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

Optional Ingredients:

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

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

Viper's Venom

A blue liquid with a slight acrid odour.

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

Ingredients: Asp Tail, Lobalug Venom, Nightshade

Ingredients

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

Abyssinian Shrivelfig

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

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

Aconite

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

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

Acromantula Venom

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

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

Alihotsy Leaves

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

Category: Common, Magical
Required in: Alihotsy Draught

Antimony

A silver metal used as a cosmetic throughout muggle history

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

Ash

Burned and blackened organic matter.

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

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

Optional Ingredients:

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

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

Weasley's Patented Stinking Solution

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

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

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

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

Optional Ingredients:

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

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

Wiggenweld Potion

Vibrant red fluid with a pleasant, herbal aroma.

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

Ingredients: Dittany, Horklump Juice, Wiggentree Bark

Restores HP 5 points

Optional Ingredients:

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

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

Wolfsbane

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

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

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

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

Optional Ingredients:

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

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

Ashwinder Eggs

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

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

Asp Tail

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

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

Asphodel

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

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

Basilisk Venom

Potent purple venom from the fangs of a monstrous snake.

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

Bezoar

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

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

Bicorn Horn

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

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

Billywig Sting

The venom inside causes giddiness and levitation.

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

Boomberry

A small brown nut that explodes when disturbed.

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

Boomslang Skin

The brown, sloughed skin of a normagical snake.

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

Bowtruckle Thorn

Living green wood harvested from the forest-dweller

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

Bubotuber Juice

White sap from the magic tree causes boils on contact.

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

Bulbadox Powder

Volatile orange powder capable of causing boils and itching

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

Bundium Fluid

A powerfully acidic, foul smelling grey secretion.

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

Caterpillar

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

Category:	Abundant, Non-Magical
Required in:	Druid's Delight, Growing Agent and Sapping Solution
Optional in:	Draconic Protection Draught

Centaur Hoof

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

Category:	Rare, Magical
Required in:	Baruffio's Brain Elixir, Mopsus' Tincture and Solution of Remembrance
Optional in:	Navigator's Necessity

Chizpurple Fang

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

Category:	Common, Magical
Required in:	Pepperup Potion and Ulgard's Unstable Catalyst
Optional in:	Merlin's Surprise

Coffee Beans

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

Category:	Abundant, Non-Magical
Required in:	Insulation Inoculation, Potion of Extreme Energy and Potion of Sustenance

Copper

A chemical element with many intriguing properties.

Category:	Common, Non-Magical
Optional in:	Merlin's Surprise

Daisy

A small white and yellow flower familiar to muggles.

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

Dementor Cloak

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

Category:	Rare, Magical
Required in:	Fatiguing Infusion and Flask of Freezing

Demiguise Hair

An invisible strand of hair, with many beneficial properties.

Category:	Rare, Magical
Required in:	Stew of Near-Invisibility

Diricawl Feather

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

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

Dittany

A mundane green leaf with powerful healing properties.

Category:	Common, Non-Magical
Required in:	Blood-Refilling Potion and Wiggenweld Potion
Optional in:	Skele-grow

Doxy Eggs

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

Category:	Common, Magical
Required in:	Girding Potion and Sapping Solution

Optional in: Viper's Venom

Doxo Venom

This clear fluid deeply affects the brain of the victim.

Category:	Uncommon, Magical
Required in:	Befuddlement Beverage, Forgetting Fog and Solution of Vulnerability

Dragon Blood

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

Category:	Rare, Magical
Required in:	Azimov's Awesome Acid, Merlin's Surprise and Vamprie's Savior
Optional in:	Amortentia, Growing Agent, Herbicide Potion, Potion of Sustenance, Shrinking Agent and Solution of Vulnerability

Dragon Claw

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

Category:	Rare, Magical
Required in:	Baruffio's Brain Elixir and Potion of Extreme Energy

Dragon Fire Gland

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

Category:	Rare, Magical
Required in:	Alchemic Grenade, Dragonbreath Solution, Emanation Elimination Elixir and Malevolent Mixture

Dragon Liver

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

Category:	Rare, Magical
Required in:	Amortentia, Growing Agent, Herbicide Potion, Potion of Sustenance, Shrinking Agent and Solution of Vulnerability

Dragon Scale

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

Category:	Rare, Magical
Required in:	Dracomic Protection Draught

Dugbog Bark

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

Category:	Common, Non-Magical
Required in:	Solution of Nature's Ally

Erumpet Horn

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

Category:	Rare, Magical
Required in:	Merlin's Surprise

Optional in:	Alchemic Grenade, Felix Felicis and Ulgard's Unstable Catalyst
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Eye of Newt

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

Category:	Common, Non-Magical
Required in:	Drink of Despair and Wolfsbane

Optional in:	Druid's Delight, Anti-Paralysis Potion, Gilly Concoction, Stew of Near-Invisibility and Veritaserum
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Category:	Common, Non-Magical
Required in:	Astral Acid, Beautification Potion, Girding Potion and Mopsus' Tincture

Optional in:	Duplicating Draught and Potion of Living Dreams
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Fire Crab Shell

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

Category:	Rare, Magical
Required in:	Duplicating Draught and Potion of Living Dreams

Fire Seed

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

Category:	Uncommon, Magical
Required in:	Druid's Delight, Dragonbreath Solution and Insulation Inoculation

Optional in:	Amortentia, Malevolent Mixture, Merlin's Surprise and Savage Toxin
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Flobberworm Mucus

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

Category:	Abundant, Magical
Required in:	Calmng Draught, Herbicide Potion, Potion of Living Dreams and Sleeping Serum

Optional in:	Azimov's Awesome Acid
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Fluxweed

A magical plant known for its healing and transformative properties.

Category:	Common, Magical
Required in:	Druid's Delight, Polyjuice Potion and Skele-grow
Optional in:	Garrotting Gas

Frost Salamander Blood

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

Category:	Uncommon, Magical
Required in:	Burn-healing paste and Flask of Freezing

Galanthus Nivalis

A mundane herb known for its memory-inducing effects.

Category:	Uncommon, Non-Magical
Required in:	Solution of Rememberance
Optional in:	Navigator's Necessity, Potion of Safe Harbour and Potion of Sustenance

Gillyweed

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

Category:	Uncommon, Magical
Required in:	Gilly Concoction

Ginger

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

Category:	Abundant, Non-Magical
Required in:	Pepperup Potion
Optional in:	Baruffio's Brain Elixir, Beautification Potion, Finder Friend and Insulation Inoculation

Glumbumble Treacle

A melancholy inducing substance that looks like pink honey.

Category:	Uncommon, Magical
Required in:	Gloom-inducing Agent

Gold

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

Category:	Rare, Non-Magical
Required in:	Midas' Mixture

Optional in:	Alihotsy Draught and Finder Friend
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Griffin Claw

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

Category:	Rare, Magical
Required in:	Hero's Brew

Optional in:	Baruffio's Brain Elixir and Girding Potion
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Grindylow Claw

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

Horklump Juice

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

Category:	Common, Magical
Required in:	Herbicide Potion, Potion of Safe Harbour and Wiggeweld Potion
Optional in:	Malevolent Mixture

Iron

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

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

Jarvey Fang

A curved fang containing a venom that causes involuntary babbling.

Category:	Uncommon, Magical
Optional in:	Alchemic Grenade and Midas' Mixture

Jobberknoll Feather

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

Category:	Uncommon, Magical
Required in:	Merlin's Surprise and Veritaserum
Optional in:	Gift of the Gab and Solution of Remembrance

Kelpie Hair

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

Category:	Rare, Magical
Required in:	Garroting Gas and Midas' Mixture
Optional in:	Burn-healing paste and Wolfsbane

Kneazle Claw

When powdered, increases the consumer's perception enormously.

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

Knotgrass

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

Category:	Uncommon, Magical
Required in:	Potion of Living Dreams
Optional in:	Polyjuice Potion

Lacewing Flies

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

Category:	Common, Non-Magical
Required in:	Polyjuice Potion and Weasley's Patented Stinking Solution
Optional in:	

Lavender

A pleasant smelling purple plant with powerful calming effects.

Category:	Abundant, Non-Magical
Required in:	Calming Draught and Sleeping Serum
Optional in:	Draught of Living Death and Emanation Elimination Elixir

Leeches

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

Category:	Common, Non-Magical
Required in:	Draught of Living Death and Emanation Elimination Elixir
Optional in:	

Lemon Juice

Cloudy, acidic juice with healing properties.

Category:	Abundant, Non-Magical
Required in:	Finder' Friend and Solution of Nature's Ally
Optional in:	Azimov's Awesome Acid and Potion of Extreme Energy

Lethe River Water

Water from a magic river. A powerful amnesiac.

Category:	Rare, Magical
Required in:	Befuddlement Beverage and Forgetting Fog

Lobalug Venom

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

Category:	Common, Magical
Required in:	Paralyzing Poison and Viper's Venom

Lovage

A mundane plant with nausea inducing qualities.

Category:	Common, Non-Magical
Required in:	Forgetting Fog
Optional in:	Befuddlement Beverage

Mackled Malaclaw Tail

A powerful iridescent blue ingredient, useful but unstable.

Category:	Rare, Magical
Required in:	Wolfsbane
Optional in:	Burn-healing paste and Gilly Concoction

Magnesium

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

Category:	Common, Non-Magical
Required in:	Magi-Me-More
Optional in:	Draught of Living Death and Midas' Mixture

Mallowsweet

The yellow berries of this plant have many beneficial properties.

Category:	Common, Non-Magical
Required in:	Draught of Living Death and Midas' Mixture

Mandrake Root

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

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

Manticore Skin

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

Category:	Legendary, Magical
Required in:	Drink of Despair
Optional in:	Amortentia, Growing Agent and Sapping Solution

Mercury

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

Category:	Uncommon, Non-Magical
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

A pleasant smelling and tasting herb. Fresh!

Category:	Abundant, Non-Magical
Required in:	Befuddlement Beverage, Felix Felicis, Fleet Foot Fluid, Gift of the Gab and Sapping Solution
Optional in:	

Moke Skin

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

Category:	Uncommon, Magical
Required in:	Befuddlement Beverage, Felix Felicis, Fleet Foot Fluid, Gift of the Gab and Sapping Solution
Optional in:	

Moly

A golden, glowing plant that helps to heal the wounded and break curses. It can only be picked by an immortal at the exact moment of dawn, else it shrivels and dies.

Category:	Legendary, Magical
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 Wiggeweld Potion

Mooncalf Tears

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

Category:	Common, Magical
Required in:	Blood-Refilling Potion, Conduit Concoction, Felix Felicis, Mopsus' Tincture, Solution of Nature's Ally and Wiggeweld Potion
Optional in:	

Moondew

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

Category:	Abundant, Magical
Required in:	Blood-Refilling Potion, Conduit Concoction, Felix Felicis, Mopsus' Tincture, Solution of Nature's Ally and Wiggeweld Potion
Optional in:	

Moonstone

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

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

Morning Dew

Dew harvested by naked virgins from only the purest oak leaves, just as the first rays of morning infuse them.

Category:	Abundant, Non-Magical
Required in:	Beautification Potion and Potion of Sustenance
Optional in:	Flask of Freezing and Vampiric Savior

Murtlap Tentacles

The pink tentacles have a soothing effect on the skin.

Category:	Common, Magical
Required in:	Blemish Blitzer
Optional in:	Wiggeweld Potion

Nettle

Stinging plant, but has restorative properties when brewed.

Category:	Abundant, Non-Magical
Required in:	Drink of Despair and Paralyzing Poison
Optional in:	Anti-Paralysis Potion and Wiggeweld Potion

Niffler Fang

A small white fang that excludes mischief.

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

Nightshade

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

Category:	Common, Non-Magical
Required in:	Amortentia and Viper's Venom
Optional in:	Savage Toxin

Nogtail Trotter

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

Category:	Uncommon, Magical
Required in:	Drink of Despair and Fleet Foot Fluid
Optional in:	Malevolent Mixture

Nundu Venom Sac

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

Category:	Legendary, Magical
Required in:	Final Goodnight
Optional in:	Alchemic Grenade and Savage Toxin

Occamy Egg

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

Category:	Rare, Magical

Pearl Dust

A lustrous powder that gleams with positive energy.

Category:	Rare, Non-Magical
Required in:	Duplicating Draught
Optional in:	Curse-Countering Concoction, Draught of Living Death, Stew of Near-Invisibility and Veritaserum

Peppermint

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

Category:	Common, Non-Magical
Required in:	Dragonbreath Solution and Emanation
Optional in:	Elimination Elixir, Hero's Brew and Navigator's Necessity

Phoenix Feather

A scarlet feather with many wonderful magical properties.

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

Pogrebin Shell

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

Category:	Common, Magical
Required in:	Draconic Protection Draught
Optional in:	Fatiguing Infusion and Stew of Near-Invisibility

Puffskine Tongue

A long ribbon of flesh harvested from a puffskine.

Category:	Common, Magical
Required in:	Gift of the Gab

Pungent Onion

A bright green onion with a powerfully repulsive odour.

Category:	Common, Magical
Required in:	Weasley's Patented Stinking Solution
Optional in:	Antidote to Common Poisons

Quintaped Leg

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

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

Re'em Blood

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

Category:	Rare, Magical
Required in:	Infusion of Strength, Magi-Me-More and Philosopher's Stone
Optional in:	Conduit Concoction and Vampric Savior

Rose Petals

Red petals that exude lust.

Category:	Abundant, Non-Magical
Required in:	Amortentia and Beautification Potion
Optional in:	Emanation Elimination Elixir and Solution of Nature's Ally

Runespoor Egg

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

Category:	Rare, Magical
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

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

Category:	Uncommon, Magical
Required in:	Dragonbreath Solution, Magi-Me-More and Vampric Savior
Optional in:	Insulation Inoculation, Pepperup Potion and Ulgard's Unstable Catalyst

Scarab Beetles

Once considered sacred by the ancient egyptians, these contain a surprising amount of magical power for a mundane beetle.

Category:	Uncommon, Non-Magical
Required in:	Skele-grow
Optional in:	Astral Acid

Sea-Serpent Spine

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

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

Silver

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

Category:	Rare, Non-Magical
Required in:	Gift of the Gab and Sapping Solution
Optional in:	Philosopher's Stone and Wolfsbane

Sloth Brain

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

Category:	Rare, Non-Magical
Required in:	Philosopher's Stone and Wolfsbane

Slug Slime

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

Category:	Uncommon, Magical
Required in:	Blood-Refilling Potion and Vampric Savior
Optional in:	Growing Agent, Herbicide Potion and Weasley's Patented Stinking Solution

Sphinx Saliva

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

Category:	Rare, Magical
Required in:	Azimov's Awesome Acid
Optional in:	Curse-Countering Concoction and Magi-Me-More

Squill Bulb

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

Category:	Uncommon, Non-Magical
Required in:	Felix Felicis and Potion of Sustenance
Optional in:	Solution of Nature's Ally

Stinksap

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

Category:	Abundant, Magical
Required in:	Solution of Nature's Ally

Styx River Water

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

Category:	Rare, Magical
Required in:	Infusion of Strength
Optional in:	Flask of Freezing

Tea Leaf

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

Category:	Abundant, Non-Magical
Required in:	Pepperup Potion and Potion of Extreme Energy
Optional in:	Hero's Brew and Mopsus' Tincture

Thunderbird Feather

A pale, golden feather which seems to crackle with energy. Merely touching it causes your hair to stand on end.

Category:	Legendary, Magical
Required in:	Conduit Concoction, Midas' Mixture and Potion of Safe Harbour
Optional in:	Torrential Tincture

Troll Snot

Category:	Common, Magical
Required in:	Blemish Blitzer
Optional in:	Calming Draught and Skele-grow

Troll Snot

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

Category:	Uncommon, Magical
Required in:	Hero's Brew
Optional in:	Befuddle Beverage, Infusion of Strength and Weasley's Patented Stink-ing Solution

Unicorn Blood

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

Category:	Legendary, Magical
Required in:	Duplicating Draught and Philosopher's Stone
Optional in:	Vampric Savior

Unicorn Hair

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

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

Valerian

A sleep-inducing plant. Poisonous in high concentrations.

Category:	Uncommon, Non-Magical
Required in:	Draught of Living Death and Sleeping Serum
Optional in:	Alchemic Grenade

Venomous Tentacula

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

Category:	Uncommon, Magical
Required in:	Alchemic Grenade

Vodka

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

Category:	Common, Non-Magical
Required in:	Astral Acid and Hero's Brew
Optional in:	Insulation Inoculation

Wartcap Powder

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

Category:	Common, Magical
Required in:	Alchemic Grenade
Optional in:	Astral Acid and Garotting Gas

Wiggentreer Bark

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

Category:	Common, Magical
Required in:	Blood-Refilling Potion and Wiggentreer Potion
Optional in:	Druid's Delight, Calming Draught, Potion of Sustenance and Skele-grow

Wormwood

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

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

Part I

Beasts, Beings & Monsters

2: 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.

3: Bestiary

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 high rating means they can move without hindrance.
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.
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.

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)



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:

CLIMB:				
COVERT:				
INHUMAN SENSES:				

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 liquify 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

FITNESS	CHARM	INTELLIGENCE
PRECISION	DECEPTION	WILLPOWER
VITALITY	INSIGHT	PERCEPTION

ABILITIES:

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

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 PATRIARCH

MoM Rating: VI (Sapient Monstrosity)



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

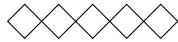
As the ACROMANTULA never stop growing, by the time they reach 40 or 50 years old, they have reached truly gargantuan sizes, with legspans up to 10m, with an exoskeleton that is so thick that almost nothing can penetrate it.

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

HEALTH

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

FORTITUDE:



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

ABILITIES:

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

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

IMMUNE to Poison

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

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

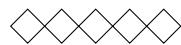
MoM Rating: IV (*Ineffable Celestial*)



HEALTH

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

FORTITUDE:



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:

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

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.

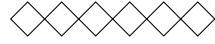
The primary goal of the Seraphim is to fight evil and slay those who would threaten others and upset the balance between good and evil across the planes. They are often regarded amongst the mightiest warriors in existence, though this comes with a certain amount of hubris.

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

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

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

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.

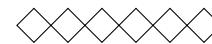
Their physical form is hard for a mortal being to comprehend – the closest anyone has ever really got is *wheels within wheels, covered in eyes*, and even that image was enough to break the mind of the human who witnessed it. They are certainly the least humanoid of the ANGELS, and their intellect is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

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

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	WILLPOWER
VITALITY	INSIGHT	PERCEPTION

ABILITIES:

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

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*)



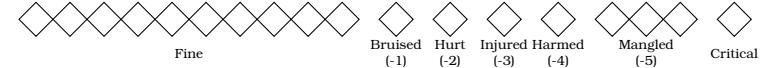
An Archangel is one of the most powerful entities in existence. The mightiest, wisest and fiercest warriors in the ANGELIC HOST, they serve as generals in the eternal war against ABOMINATIONS and DEMONS.

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

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

ABILITIES:

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

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

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

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

Languages: SPEAKS: All spoken languages

Armaments & Attacks

Heavenly Smite: (melee attack, 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.

Uncokable: 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)*



HEALTH



Critical

FORTITUDE:



IMMUNE to All damage

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

ABILITIES:

INTIMIDATION:	◆◆◇◇◇◇
HISTORY:	◆◆◆◇◇◇
FLIGHT:	◆◇◇◇◇◇

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

POLTERGEIST

MoM Rating: II *(Ineffable Phantasm)*



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

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

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

HEALTH

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

FORTITUDE:



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

RESISTANT to All damage

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

ABILITIES:

COVERT:	◆◆◆◆◆◆◆
MARKSMANSHIP:	◆◆◆◆◆◆◆
FLIGHT:	◆◆◆◆◆◆◆
SPELLCASTING:	◆◆◆◆◆◆◆

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

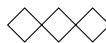
MoM Rating: II (*Ineffable Phantasm*)



HEALTH



FORTITUDE:



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

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

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

ABILITIES:

SHAPESHIFT: ◆◆◆◆◆◆◆
INTIMIDATION: ◆◆◆◇◇◇◇

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

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

Armaments & Attacks

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

Incite Terror: (ranged attack: 5m, 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:

CLIMB: ◆◆◆◇◇◇
COVERT: ◆◆◆◆◇◇
INHUMAN SENSES: ◆◆◆◇◇◇

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)

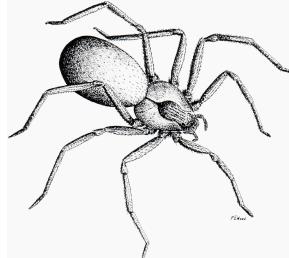
Effect: STABBING DAMAGE, with Power 1+Successes
If the attack deals any damage, the victim takes the POISONED status (1 HARM, requires 5 successes)

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

Effect: ACID DAMAGE, with Power 1 + Successes

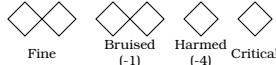
HOWLING TICK

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



FORTITUDE:



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

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

ABILITIES:

SPEED:	◆◆◆◆◇◇
COVER:	◆◆◆◇◇◇
INHUMAN SENSES:	◆◆◇◇◇◇

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

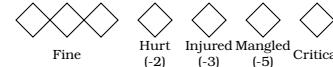
MoM Rating: III (Non-sapient Beast)



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



FORTITUDE:



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

IMMUNE to Acid, Poison

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

ABILITIES:

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

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

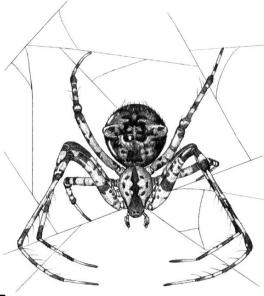
Acid Spray: (area attack: Cone, 3m in length from Spraying Mantis's mouth, 5 dice, DV 7)

Effect: ACID DAMAGE, with Power 1 + Successes

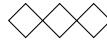
Liquefaction: The Spraying Mantis injects a GRAPPLED target with caustic digestive juices, dealing level 4 Acid damage. If this reduces the target to a CRITICAL CONDITION, the target is reduced to liquid and devoured by the Spraying Mantis.

BROOD MOTHER

MoM Rating: III (Non-sapient Beast)

**HEALTH**

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

FORTITUDE:

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

RESISTANT to Poison

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

ABILITIES:

INHUMAN SENSES:	◆◆◆◆◆◆◆
CLIMB:	◆◆◆◇◇◇
COVERT:	◆◆◆◆◆◆
COMMAND:	◆◆◆◇◇◇

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*)



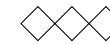
One of the lesser demons still native to the mortal realm, the Nogtail resembles a stunted piglet, albeit with a thick stubby tail and elongated legs.

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
◆◆◆◆◆◆	◇◇◇◇◇◇	◆◆◇◇◇◇
◆◆◇◇◇◇	◆◇◇◇◇◇	◆◆◆◆◆◆
◆◆◆◆◆◆	◆◇◇◇◇◇	◆◆◇◇◇◇

ABILITIES:

SPEED:	◆◆◆◆◆◆◆
--------	---------

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



FORTITUDE:



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

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

ABILITIES:

ELOQUENCE:	◆◆◆◆○○○○
INTIMIDATION:	◆◆◆○○○○○○
SPELLCASTING:	◆◆◆○○○○○○
SPEED:	◆◆◆○○○○○○
COVER:	◆◆◆○○○○○○

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.

SOFTWOOD BOWTRUCKLE

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

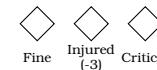


The Softwood Bowtruckle, as the name may suggest, reside within softwood trees, typically pine, cedars, firs, yews and redwoods, and prefer a cooler or damper environment than their hardwood cousins. They appear as green-skinned elfin creatures with leaves growing from random parts of their body, and 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
◆◇◇◇◇◇◇	◆◆◆◇◇◇	◆◆◇◇◇◇
PRECISION	DECEPTION	WILLPOWER
◆◆◆◇◇◇	◆◇◇◇◇◇	◆◆◇◇◇◇
VITALITY	INSIGHT	PERCEPTION
◆◇◇◇◇◇	◆◆◇◇◇	◆◆◆◇◇◇

ABILITIES:

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

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 hardier 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:****SUSCEPTIBLE to Fire**

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

ABILITIES:

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

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

CERATOTHID

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

GRAPHORN

MoM Rating: IV (Non-sapient Beast)

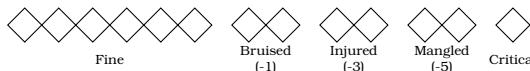
FORTITUDE:

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



The Graphorn is found in mountainous European regions. Large and greyish purple with a humped back, the Graphorn has a number of very long, sharp and golden horns running across its back, walks on large, four-thumbed feet, and has an extremely aggressive nature. Their mouth is surrounded by a number of prehensile tendrils, which they use both for manipulating food, and for sensing their surroundings.

Mountain trolls can occasionally be seen mounted on Graphorns, though the latter do not seem to take kindly to attempts to tame them and it is more common to see a troll covered in Graphorn scars. Powdered Graphorn horn is used in many potions, though it is immensely expensive owing to the difficulty in collecting it. Graphorn hide is even tougher than a dragon's and repels most spells.

HEALTH**FORTITUDE:**

BLOCK	
DODGE	
ENDURE	

RESISTANT to Physical damage

FITNESS	CHARM	INTELLIGENCE
PRECISION	DECEPTION	WILLPOWER
VITALITY	INSIGHT	PERCEPTION

ABILITIES:

STRENGTH:	
INDIMIDATION:	
BRAVERY:	

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

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

Effect: STABBING DAMAGE, with Power 2 + Successes

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

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

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

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

Effect: BASHING DAMAGE, with Power 1 + Successes

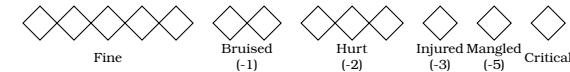
ERUMPENT

MoM Rating: V (Non-sapient Beast)



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

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

HEALTH**FORTITUDE:**

BLOCK	
DODGE	
ENDURE	

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

FITNESS	CHARM	INTELLIGENCE
PRECISION	DECEPTION	WILLPOWER
VITALITY	INSIGHT	PERCEPTION

ABILITIES:

STRENGTH:	
-----------	--

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

Fine	Hurt (-2)	Harmed (-4)	Mangled (-5)	Critical
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FORTITUDE:



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

RESISTANT to Physical damage

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

PRECISION	DECEPTION	WILLPOWER
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦

VITALITY	INSIGHT	PERCEPTION
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦

ABILITIES:

STRENGTH: ♦♦♦♦♦♦♦♦ + ♦♦♦♦♦♦♦♦

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

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

FORTITUDE:



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

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

PRECISION	DECEPTION	WILLPOWER
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦

VITALITY	INSIGHT	PERCEPTION
♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦	♦♦♦♦♦♦♦♦

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

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)

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

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

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

ABILITIES:

COVERT: ◆◆◆◆◆◇◇

FLIGHT: ◆◆◇◇◇◇◇

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

◇◇◇◇◇◇◇	◇	◇
Fine	Injured (-3)	Critical

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: ◆◆◆◆○○○○

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: ◆◆◆◆◆◆◆
CONVICTION: ◆◆◆◆○○○
SKIRMISH: ◆◆◆◆◆○○
STRENGTH: ◆◆◆○○○○○
SPEED: ◆◆○○○○○○
SPELLCASTING: ◆◆◆◆○○○

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. 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

CREATIONS

b

DINOSAURS

Long thought extinct by the muggles, dinosaurs are a class of ancient lizard and reptilian creatures which dominated life on Earth up until 75 million years ago.

DRAGONS

c

ELEMENTAL AVATAR

b

ELF

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

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

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

Elfin Magics: Elf magic is unlike any that is understood by humans, who often look down on it as inferior. Some scholars, however, have hypothesised that elfin magic is in fact far superior to wizard magic. It is only due to the elfin spirit and its dislike of organisation and study (and probably helped by wizard oppression) that they have not learned to harness it to its full potential. The most prominent quirk of elfin magic is their ability to ignore even the strongest magical wards and boundaries.

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

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

FAIRY

d

FALSE DRAGON

b

FISH

c

FLORA

d

GIANTS

Giants are very large bipdal beings, growing up to 8m (~25ft) in height. Many giants appear to be simply humongous humans, whilst others have disproportionate features, such as long arms which drag along the floor, or oversized heads. Rarer still are those which possess more bestial features, such as elongated fangs, thick green hide or snouted noses. There is no known rhyme or reason for how such features arise in the giant genetics, as members of even close family can vary wildly in their outward appearance.

What is a constant amongst all giants is their phenomenal strength and their willingness to use it. Wizarding history has recorded bloody inter-giant wars going back millenia, and there have been more than several occasions of giants turning their ferocity onto wizardkind, which has led to a general distrust, fear and even hatred of the giant clans, which was only exacerbated when the Northern Clans joined forces with Voldemort during the Wizarding Wars.

Organised Society: Though to wizards the giants appear chaotic, violent and disorganised, they possess a highly rigid society within and between clans. The **Gurg** is the warleader, who rules the clan in all matters related to combat: they decide when to send out raiding and hunting parties and when war is declared. The Gurg is the mightiest warrior in the clan – a new Gurg is chosen by another warrior defeating them in single combat, often to the death. The **Council of Elders** rules the clan in all other matters, and resolves internal disputes. Membership of the council is determined by a rudimentary form of democracy in a ritual which predates even Athenian democracy.

Intelligent Beings: Though generally not as intelligent as humans, giants are significantly more intelligent than mere beasts, as well as other gigantoid brethren such as Trolls. They are capable of manufacturing and using armour, weapons and tools both in battle, and in every day life. In many ways, giant technology is similar to human society ~2000 years ago.

Prideful: Though their relative lack of intelligence is well known in the wizarding community, it is a point of some contention amongst the giants, who wish to be seen as just as intelligent as the other sapient races. Virtually all negative interactions between giants and humans has arisen because the humans condescended giants, or otherwise lorded their intelligence over the giants. When dealing with giants, it is almost always best to restrain the urge to show off – use simple sentences and ideas, give the giants time and space to think things through and, most importantly, not make a big deal out of behaving in this fashion.

Resilience: Full-blooded Giants are potentially even more resistant to magic than dragons, requiring exceptionally powerful magic to subdue them. Though their skin appears no more protective than normal humans, their large size means standard weaponry does not pose much of a threat to them, though it does irritate them.

Magic Appreciation: Though they cannot wield magic themselves, giants are aware of magic and find the idea of it fascinating (as long as it is not being used against them that is). The best way to integrate yourself with a giant is to provide them with a spectacular show of magic, and gift them a magical device or trinket.

GOLEM

b

GUARDIAN SPIRIT

c

HAG

d

HELLION

b

HERALD

c

HOBGOBLIN

d

HYBRID

b

INSECTUM MAGICAE

d

LICH

b

LIGHT ELEMENTAL

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

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

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

SOLON

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



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

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

FORTITUDE:



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

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

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

ABILITIES:

SPELLCASTING: ◆◆◆◇◇◇

FLIGHT: ◆◆◇◇◇

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

Languages: SPEAKS: Celestial

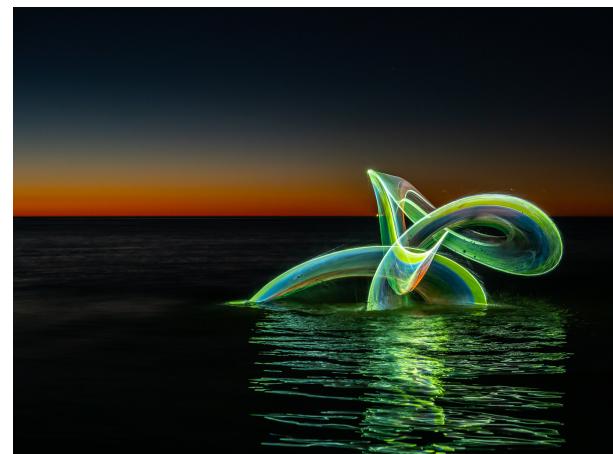
Armaments & Attacks

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.

PHLOGISTON

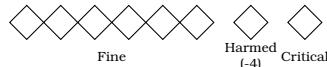
MoM Rating: IV (*Ineffable Elemental*)



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:

SPELLCASTING:	◆◆◆◆◆◇◇
SHAPECHANGING:	◆◆◆◆◆◇◇

Phaseshift: The Phlogiston may use its SHAPECHANGING ability to morph into gaseous form, where it gains a flying speed of 20m per cycle. 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*)

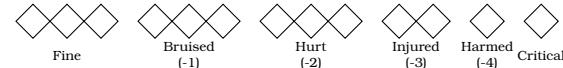


Also known as the 'Heralds of Dawn', these copper-skinned, winged serpent-like creatures were often mistaken for a species of DRAGON throughout history, and it is only recently that their true origins have been determined.

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**FORTITUDE:**

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

IMMUNE to Incandescent, Fire

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

ABILITIES:

SPELLCASTING:	◆◆◆◆◆◆◆
FLIGHT:	◆◆◆◆◆◇◇
REGENERATION:	◆◆◆◆◇◇◇

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.

MAMMALIA MAGICAE

c

MUNDANE ANIMAL

b

OGRE

d

OPHIDIAN

c

ORNITHES MAGICAE

b

PEGASUS

c

PUFFSKEINS

d

RAISED DEAD

b

SALAMANDERS

d

SOLDIERS OF THE ABYSS

UNICORNS

WATER DEMONS

WEREWOLF

WYVERNS

4: Cosmology

Though little of it is talked about in the Wizarding World, for the study of it is highly restricted, and confined almost entirely to the Department of Mysteries (and its various international variants), the universe is not as simple as it might first seem.

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.

5: 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									Average
			1	2	3	4	5	6	≥7	All Failure	All Success	
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									Average
			1	2	3	4	5	6	≥7	All Failure	All Success	
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									Average
			1	2	3	4	5	6	≥7	All Failure	All Success	
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											
Number of Dice	Catastrophe	Failure	1	2	3	4	5	6	≥ 7	All Failure	All Success	Average	
	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											
Number of Dice	Catastrophe	Failure	1	2	3	4	5	6	≥ 7	All Failure	All Success	Average	
	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											
Number of Dice	Catastrophe	Failure	1	2	3	4	5	6	≥ 7	All Failure	All Success	Average	
	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	74	26	0.029	
	8	36	38	14	7.6	2.9	0.81	0.16	<0.1	74	26	0.062	
	9	34	40	14	7.5	3.2	1	0.24	<0.1	74	26	0.093	
	10	32	42	13	7.4	3.4	1.2	0.32	<0.1	75	25	0.12	
	11	30	45	12	7.4	3.5	1.3	0.4	<0.1	75	25	0.15	
	12	28	47	12	7.2	3.6	1.5	0.48	0.12	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