

Game Master's Guide



Harry Potter & The Role Playing Game

Version 3.0

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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 back sludge, or evaporates completely.

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

Modifying Potions

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
20	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 2 metres

Optional Ingredients:

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

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

Alihotsy Draught

A blue liquid which emits a powerful liquorice smell

Cost	Mixing Time	Dose	Difficulty
10	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
190	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.

Antidote to Common Poisons

Colourless, but smells like antiseptic.

Cost	Mixing Time	Dose	Difficulty
5	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.

Anti-Paralysis Potion

A yellow gel that smells of cat urine

Cost	Mixing Time	Dose	Difficulty
10	2 hours	3 doses	10

Ingredients: Aconite, Billywig Sting, Mandrake Root

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

Optional Ingredients:

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

Side Effect: Causes insomnia for 48 hours.

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
20	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
20	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
60	12 hours	3 doses	15

Ingredients: Centaur Hoof, Dragon Claw, Runespoor Egg

For one hour, gain an intelligence boost of 2 points

Optional Ingredients:

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

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

Beautification Potion

An iridescent liquid that seems to move of its own accord

Cost	Mixing Time	Dose	Difficulty
60	12 hours	3 doses	15

Ingredients: Fairy Wings, Morning Dew, Rose Petals

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

Optional Ingredients:

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

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

Befuddlement Beverage

A brown sludge which smells like chocolate

Cost	Mixing Time	Dose	Difficulty
5	1 hour	3 doses	10

Ingredients: Doxy Venom, Hemlock Essence, Lethe River Water

Applies the *confused* status for 2 minutes

Optional Ingredients:

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

Side Effect: The target instead flies into a rage

Blemish Blitzer

A yellow paste which smells of antiseptic

Cost	Mixing Time	Dose	Difficulty
5	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
100	1 day	3 doses	15

Ingredients: Dittany, Slug Slime, Wiggentree Bark

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

Optional Ingredients:

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

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

Burn-healing paste

An orange gel with a strong alcohol smell

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

Ingredients: Frost Salamander Blood, Honeywater, Iron

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

Optional Ingredients:

Name	Bonus	DV Cost
Kelpie Hair	+100%	3
Mackled Malaclaw Tail	+150%	5
Sea-Serpent Spine Wormwood	+50%	2
	+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
10ℳ	2 hours	3 doses	10

Ingredients: Asphodel, Flobberworm Mucous, Lavender

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

Optional Ingredients:

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

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

Conduit Concoction

Looks like a lightning bolt, trapped in a bottle.

Cost	Mixing Time	Dose	Difficulty
195ℳ	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
32ℳ	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.

Druid's Delight

Looks like an acorn. In a bottle.

Cost	Mixing Time	Dose	Difficulty
2ℳ	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
Wiggentree Bark	+100%	3

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

Draconic Protection Draught

A fiery red liquid that smells like chalk.

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

Ingredients: Dragon Scale, Iron, Pogrebin Shell

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

Optional Ingredients:

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

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

Dragonbreath Solution

Looks like molten lava, and smells like sulphur.

Cost	Mixing Time	Dose	Difficulty
10ℳ	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
11ℳ	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
6ℳ	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
Venemous Tentacula	+75%	2

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

Duplicating Draught

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

Cost	Mixing Time	Dose	Difficulty
85ℳ	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
2ℳ	1 hour	3 doses	15

Ingredients: Dragon Fire Gland, Octopus Powder, Peppermint

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

Optional Ingredients:

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

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

Fatiguing Infusion

A dark blue liquid with an odour of rotting vegetation

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

Ingredients: Antimony, Dementor Cloak, Mercury

Drains the afflicted of 10 FP

Optional Ingredients:

Name	Bonus	DV Cost
Niffler Fang	+50%	1
Pogrebin Shell	+75%	2
Venemous 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
381ℳ	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
1950	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
570	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
320	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
100	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
890	3 days	1 dose	20

Ingredients: Doxy Venom, Lethe River Water, Lovage

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

Optional Ingredients:

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

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

Garotting Gas

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

Cost	Mixing Time	Dose	Difficulty
60	12 hours	3 doses	15

Ingredients: Ash, Grindyow 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
100	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
30	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
320	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 2 minutes

Optional Ingredients:

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

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

Gloom-inducing Agent

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

Cost	Mixing Time	Dose	Difficulty
50	1 hour	3 doses	10

Ingredients: Glumbumble Treacle

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

Optional Ingredients:

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

Side Effect: Target loses the ability to speak entirely.

Growing Agent

A green paste which seems to pulse with power

Cost	Mixing Time	Dose	Difficulty
30	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
100	2 hours	3 doses	10

Ingredients: Bundium Fluid, Flobberworm Mucous, Horklump Juice

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

Optional Ingredients:

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

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

Hero's Brew

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

Cost	Mixing Time	Dose	Difficulty
100	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
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 Snot	+100%	3

Side Effect: Permanent 2 point penalty to Finesse attribute

Insulation Inoculation

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

Cost	Mixing Time	Dose	Difficulty
2%	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
14%	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
19%	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
58%	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
288%	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
9%	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
5%	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
3%	3 hours	3 doses	15

Ingredients: Lobalug Venom, Mercury, Nettles

Applies the *Paralyzed* status effect for 15 seconds

Optional Ingredients:

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

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

Pepperup Potion

Bright blue gel, with a strong, spicy odour.

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

Ingredients: Chizpurfle Fang, Ginger, Tea Leaf

Restores FP by 10 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
29008%	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
32%	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
10%	2 hours	3 doses	10

Ingredients: Coffee Beans, Dragon Claw, Tea Leaf

When consumed, removes the need for sleep for 2 days

Optional Ingredients:

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

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

Potion of Living Dreams

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

Cost	Mixing Time	Dose	Difficulty
190	2 days	3 doses	15

Ingredients: Flobberworm Mucous, Hippocampus Hair, Knotgrass

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

Optional Ingredients:

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

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

Potion of Safe Harbour

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

Cost	Mixing Time	Dose	Difficulty
290	3 days	3 doses	20

Ingredients: Diricawl Feather, Horklump Juice, Thunderbird Feather

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

Optional Ingredients:

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

Side Effect: The teleportation occurs randomly.

Potion of Sustenance

Looks, tastes and smells like porridge.

Cost	Mixing Time	Dose	Difficulty
1380	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
320	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
190	2 days	3 doses	15

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

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

Optional Ingredients:

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

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

Shrinking Agent

A red paste which seems to pulse with power

Cost	Mixing Time	Dose	Difficulty
30	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
40	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
50	12 hours	3 doses	10

Ingredients: Flobberworm Mucous, Lavender, Valerian

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

Optional Ingredients:

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

Side Effect: The target dies instantly.

Solution of Nature's Ally

An oily substance, the colour of a vibrant forest.

Cost	Mixing Time	Dose	Difficulty
20	5 hours	3 doses	10

Ingredients: Dugbog Bark, Lemon Juice, Owl Feather

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

Optional Ingredients:

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

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

Solution of Remembrance

This clear fluid seems to glow from within

Cost	Mixing Time	Dose	Difficulty
580	2 days	1 dose	15

Ingredients: Centaur Hoof, Galanthus Nivalis, Hippocampus Hair

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

Optional Ingredients:

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

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

Solution of Vulnerability

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

Cost	Mixing Time	Dose	Difficulty
100	1 day	3 doses	15

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

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

Optional Ingredients:

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

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

Stew of Near-Invisibility

An invisible liquid, can be felt but not seen.

Cost	Mixing Time	Dose	Difficulty
320	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
110	5 hours	1 dose	15

Ingredients: Ash, Bulbadox Powder, Chizpurfle Fang

Add to another potion to increase the potency by 50 %

Optional Ingredients:

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

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

Vampiric Savior

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

Cost	Mixing Time	Dose	Difficulty
270	3 days	3 doses	10

Ingredients: Dragon Blood, Salamander Blood, Slug Slime

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

Optional Ingredients:

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

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

Veritaserum

Colourless, odourless liquid. Indistinguishable from water.

Cost	Mixing Time	Dose	Difficulty
1910	1 week	1 dose	15

Ingredients: Jobberknoll Feather, Moonstone, Wormwood

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

Optional Ingredients:

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

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

Viper's Venom

A blue liquid with a slight acrid odour.

Cost	Mixing Time	Dose	Difficulty
100	2 hours	3 doses	10

Ingredients: Asp Tail, Lobalug Venom, Nightshade

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

Optional Ingredients:

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

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

Weasley's Patented Stinking Solution

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

Cost	Mixing Time	Dose	Difficulty
100	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
50	1 hour	3 doses	10

Ingredients: Dittany, Horklump Juice, Wiggentree Bark

Restores HP 10 points

Optional Ingredients:

Name	Bonus	DV Cost
Leeches	+50%	1
Moly	+200%	5
Murtlap Tentacles	+25%	1
Nettles	+25%	1

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

Wolfsbane

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

Cost	Mixing Time	Dose	Difficulty
870	3 days	1 dose	18

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

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

Optional Ingredients:

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

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

Ingredients

Abyssinian Shrivelfig (150)

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

Required in: Druid's Delight and Shrinking Agent

Aconite (50)

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

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

Acromantula Venom (580 150)

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

Required in: Final Goodnight

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

Alihotsy Leaves (40)

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

Required in: Alihotsy Draught

Antimony (200)

A silver metal used as a cosmetic throughout muggle history

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

Ash (150)

Burned and blackened organic matter.

Required in: Alchemic Grenade, Garotting Gas and Ulgard's Unstable Catalyst

Optional in: Vampiric Savior

Ashwinder Eggs (200 50)

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

Required in: Amortentia and Felix Felicis

Optional in: Dragonbreath Solution

Asp Tail (200)

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

Required in: Viper's Venom

Asphodel (50)

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

Required in: Calming Draught and Draught of Living Death

Optional in: Gloom-inducing Agent

Basilisk Venom (580 150)

Potent purple venom from the fangs of a monstrous snake.

Required in: Savage Toxin

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

Bezoar (50)

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

Required in: Antidote to Common Poisons

Optional in: Gloom-inducing Agent

Bicorn Horn (800 150)

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

Optional in: Gloom-inducing Agent

Billywig Sting (150)

The venom inside causes giddiness and levitation.

Required in: Alihotsy Draught, Anti-Paralysis Potion and Astral Acid

Optional in: Potion of Living Dreams

Boomberry (150)

A small brown nut that explodes when disturbed.

Required in: Alchemic Grenade

Optional in: Fleet Foot Fluid and Infusion of Strength

Boomslang Skin (50)

The brown, sloughed of skin of a nonmagical snake.

Required in: Polyjuice Potion

Optional in: Beautification Potion and Midas' Mixture

Bowtruckle Thorn (200 50)

Living green wood harvested from the forest-dweller

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

Bubotuber Juice (150)

White sap from the magic tree causes boils on contact.

Optional in: Beautification Potion and Midas' Mixture

Bulbadox Powder (40)

Volatile orange powder capable of causing boils and itching

Required in: Ulgard's Unstable Catalyst

Optional in: Paralyzing Poison

Bundium Fluid (4z)

A powerfully acidic, foul smelling grey secretion.

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

Caterpillar (15x)

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

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

Centaur Hoof (8z 15z)

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

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

Chizpurfle Fang (15z)

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

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

Coffee Beans (15x)

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

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

Copper (5z)

A chemical element with many intriguing properties.

- Optional in:** Merlin's Surprise

Daisy (15x)

A small white and yellow flower familiar to muggles.

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

Dementor Cloak (8z 15z)

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

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

Demiguise Hair (8z 15z)

An invisible strand of hair, with many beneficial properties.

- Required in:** Stew of Near-Invisibility

Diricawl Feather (2z 5z)

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

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

Dittany (5z)

A mundane green leaf with powerful healing properties.

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

Doxy Eggs (15z)

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

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

Doxy Venom (15z)

This clear fluid deeply affects the brain of the victim.

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

Dragon Blood (8z 15z)

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

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

Dragon Claw (8z 15z)

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

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

Dragon Fire Gland (8z 15z)

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

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

Dragon Liver (8z 15z)

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

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

Dragon Scale (8z 15z)

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

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

Dugbog Bark (15z)

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

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

Erumpet Horn (8z 15z)

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

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

Eye of Newt (15x)

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

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

Fairy Wings (15z)

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

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

Fire Crab Shell (2z 5z)

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

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

Fire Seed (15z)

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

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

Flobberworm Mucous (15x)

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

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

Fluxweed (4z)

A magical plant known for its healing and transformative properties.

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

Frost Salamander Blood (2z 5z)

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

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

Galanthus Nivalis (2z)

A mundane herb known for its memory-inducing effects.

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

Gillyweed (2z 5z)

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

- Required in:** Gilly Concoction

Ginger (15x)

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

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

Glumbumble Treacle (15z)

A melancholy inducing substance that looks like pink honey.

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

Gold (5z 15z)

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

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

Griffin Claw (2z 5z)

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

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

Grindyow Claw (15z)

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

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

Hellebore (2z)

A poisonous plant that interferes with sleep.

- Required in:** Final Goodnight and Malevolent Mixture

Hemlock Essence (2z)

A well known poison, known for its purple hue.

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

Hippocampus Hair (2z 5z)

This multicoloured hair is said to help the memory.

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

Honeywater (4z)

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

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

Horklump Juice (4z)

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

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

Iron (5z)

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

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

Jarvey Fang (15z)

A curved fang containing a venom that causes involuntary babbling.

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

Jobberknoll Feather (2z 5z)

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

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

Kelpie Hair (15z)

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

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

Kneazle Claw (20 5)

When powdered, increases the consumer's perception enormously.

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

Knotgrass (15x)

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

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

Lacewing Flies (15x)

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

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

Lavender (15x)

A pleasant smelling purple plant with powerful calming effects.

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

Leeches (5)

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

Optional in: Draught of Living Death and Emanation Elimination Elixir

Lemon Juice (15x)

Cloudy, acidic juice with healing properties.

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

Lethe River Water (80 15)

Water from a magic river. A powerful amnesiac.

Required in: Befuddlement Beverage and Forgetting Fog

Lobalug Venom (15)

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

Required in: Paralyzing Poison and Viper's Venom

Lovage (5)

A mundane plant with nausea inducing qualities.

Required in: Forgetting Fog
Optional in: Befuddlement Beverage

Mackled Malaclaw Tail (80 15)

A powerful iridescent blue ingredient, useful but unstable.

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

Magnesium (5)

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

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

Mallowsweet (15x)

The yellow berries of this plant have many beneficial properties.

Optional in: Draught of Living Death and Midas' Mixture

Mandrake Root (20 5)

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

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

Manticore Skin (80 15)

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

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

Mercury (5)

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

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

Mint (15x)

A pleasant smelling and tasting herb. Fresh!

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

Moke Skin (20 5)

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

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

Moly (80 15)

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

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

Mooncalf Tears (15)

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

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

Moondew (15x)

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

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

Moonstone (20 5)

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

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

Morning Dew (15x)

Blah

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

Murtlap Tentacles (15)

The pink tentacles have a soothing effect on the skin.

Required in: Blemish Blitzer
Optional in: Wiggenweld Potion

Nettles (15x)

Stinging plant, but has restorative properties when brewed.

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

Niffler Fang (20 5)

A small white fang that excudes mischief.

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

Nightshade (15)

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

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

Nogtail Trotter (80 15)

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

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

Nundu Venom Sac (580 15)

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

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

Occamy Egg (80 15)

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

Required in: Felix Felicis, Growing Agent and Shrinking Agent

Octopus Powder (20)

A disgusting orange powder, but a powerful catalyst.

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

Owl Feather (5)

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

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

Pearl Dust (20)

A lustrous powder that gleams with positive energy.

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

Peppermint (15x)

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

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

Phoenix Feather (580 15)

A scarlet feather with many wonderful magical properties.

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

Pogrebin Shell (80 15)

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

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

Puffskein Tongue (15)

A long ribbon of flesh harvested from a puffskein.

Required in: Gift of the Gab

Pungent Onion (4)

A bright green onion with a powerfully repulsive odour.

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

Quintaped Leg (80 15)

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

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

Re'em Blood (80 15)

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

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

Rose Petals (15x)

Red petals that exude lust.

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

Runespoor Egg (2♣ 5♠)

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

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

Salamander Blood (2♣ 5♠)

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

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

Scarab Beetles (5♠)

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

Sea-Serpent Spine (2♣ 5♠)

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

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

Silver (5♣ 15♠)

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

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

Sloth Brain (2♣)

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

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

Slug Slime (4♠)

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

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

Sphinx Saliva (2♣ 5♠)

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

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

Squill Bulb (5♠)

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

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

Stinksap (4♠)

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

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

Styx River Water (8♣ 15♠)

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

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

Tea Leaf (15♣)

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

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

Thunderbird Feather (8♣ 15♠)

Blah

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

Tormentil Tincture (5♠)

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

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

Troll Snot (15♠)

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

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

Unicorn Blood (58♣ 15♠)

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

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

Unicorn Hair (8♣ 15♠)

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

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

Valerian (5♠)

A sleep-inducing plant. Poisonous in high concentrations.

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

Venomous Tentacula (15♠)

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

- Optional in:** Alchemic Grenade

Vodka (5♠)

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

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

Wartcap Powder (4♠)

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

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

Wiggentree Bark (4♠)

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

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

Wormwood (5♠)

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

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

2: Enchanting Guidelines

3: Beasts, Beings and Other Bad Business

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

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

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

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

Beasts

Acromantula

Giant Intelligent Spider

Habitat: Tropical Rainforest
Legspan: 4m

A monstrous eight-eyed spider capable of human speech, its distinctive pincers produce a distinctive clicking sound when the Acromantula is excited or angry; and a poisonous secretion. The Acromantula is carnivorous and prefers large prey. It spins domeshaped webs upon the ground. Despite its near-human intellect the Acromantula is untrainable and highly dangerous to wizard and Muggle alike.

HP: 35 / 40 / 50
Armour: Hard carapace on abdomen, strength 10.
Melee Attack: Bite: 6 / 10 / 15 + 1 d10 (piercing)
Ranged Attack: None
Abilities: Envenom (fangs, see *Sudden Death* potion for effect); Ensnare (2 turns, melee); Can talk; 50% Magic Resistance; Exposed cephalothorax..

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
25	6	10/13/15	6	18/20/24	2	15	8

Ashwinder

Fire Snake

Habitat: Magical Fires
Length: 30cm

The Ashwinder is created when a magical fire is allowed to burn unchecked for too long. A thin, pale-grey serpent with glowing red eyes, it will rise from the embers of an unsupervised fire and slither away into the shadows of the dwelling in which it finds itself, leaving an ashy trail behind it. Incredibly delicate, the Ashwinder lives for only an hour and during that time seeks a dark and secluded spot in which to lay its eggs, after which it will collapse into dust.

HP: 2 / 3 / 4
Armour: None
Melee Attack: Burn: 1d4 (fire, mild)
Ranged Attack: Fire-spit: 1d6/8/10 (range 2m, fire damage: mild)
Abilities: Ignite objects (range 1m); 100% Fire Resistance; Water contact does 1d6 damage.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
16	5	3	3	9	5	5	0

Augrey

Weather Forecasting Bird

Habitat: Britain and Ireland
Wingspan: 90cm

A thin and mournfullooking bird, somewhat like a small and underfed vulture in appearance, the Augrey is greenish black. It is intensely shy, nests in bramble and thorn, eats large insects and fairies, flies only in heavy rain, and otherwise remains hidden in its tear-shaped nest. The Augrey has a distinctive low and throbbing cry, which was once believed to foretell death, research eventually revealed, however, that the Augrey merely sings at the approach of rain.

HP: 8
Armour: None
Melee Attack: Peck: 2 + 1d4 / 6 / 8 (piercing)
Ranged Attack: None
Abilities: Can sense changes in weather; ATH x10 in flight .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
2	5	14/16/20	10	8	15	2	0

Basilisk

Giant Gorgon-Snake

Habitat: Artificial, not found in nature
Length: 20m

The Basilisk is a brilliant green serpent that may reach up to fifty feet in length. The male has a scarlet plume upon its head. It has exceptionally venomous fangs but its most dangerous means of attack is the gaze of its large yellow eyes. Anyone looking directly into these will suffer instant death.

HP: 35 / 45 / 60
Armour: Thick skin, strength 8.
Melee Attack: Bite: 10 + 2d6 / 8 / 10 (piercing)
Tail Whip: 1d8 (bludgeoning)
Ranged Attack: None
Abilities: Gorgon stare (direct view: death, indirect: paralysis); Envenom (Fangs, Severe Poison status, 1d20 damage per turn) 70% Magic Resistance; Exposed eyes and mouth.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
16	2	17	1	1	1	20/21/22	8/9/10

Bicorn*Two-Horned Unicorn***Habitat:** Indian Forests
Length: 2m

The Bicorn is an equine creature similar to a unicorn and possessed of the same magical abilities. The only visible difference between the two is the Bicorn's two horns which grow one above the other on their heads. Bicorns are incredibly rare and the magic of their horns are even greater than that of a unicorn: and angering a bicorn is said to bring about nothing but bad luck.

HP: 14
Armour: None.
Melee Attack: Impale: 2d6 / 8 / 10 (piercing)
Ranged Attack: None
Abilities: Gore gives 'Broken Wand' for 5 turns .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
16/17/18	4	9	10	10	10	3	3

Billywig*Hallucinogenic Helicopter Insect***Habitat:** Australia
Height: 3cm

The Billywig is an insect native to Australia. It is around half an inch long and a vivid sapphire blue, although its speed is such that it is rarely noticed by Muggles and often not by wizards until they have been stung. The Billywig's wings are attached to the top of its head and are rotated very fast so that it spins as it flies. At the bottom of the body is a long thin sting. Those who have been stung by a Billywig suffer giddiness followed by levitation.

HP: 3
Armour: None
Melee Attack: Sting: 1d4 (piercing)
Ranged Attack: None
Abilities: Envenom (euphoria, paralysis and levitation); .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
15/17/19	1	2	1	1	3	1	0

Blast-Ended Skrewt*Fire-Breathing Scorpions***Habitat:** Artificial, not found in nature
Length: 2m

Hybrid creatures bred from the unholy union of a manticores and a fire crab. The Blast-Ended Skrewt resemble giant, slimy scorpions with tails (and stingers) at both ends. The creatures are also able to shoot blasts of fire from either end, which they use to their advantage when hunting prey. Very difficult to harm, due to their strong shells, these creatures are not to be trifled with.

HP: 10
Armour: Hard shell covers entire upper body, strength 25. Exposed underbelly.
Melee Attack: Sting: 1d10 + 1 / 2 / 3 (piercing)
Ranged Attack: Sparks: 1d6 + 2 (fire, mild)
Abilities: Sparks fire in 2 directions at once; 100% Spell Resistance (Shell only) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	1	4	1	2	1	10	1

Bowtruckle*Tree Guardian***Habitat:** Forests of Northern Europe
Height: 15cm

The Bowtruckle is a tree-guardian creature found deep in the forest. It is immensely difficult to spot, being small (maximum eight inches in height) and apparently made of bark and twigs with two small brown eyes. The Bowtruckle, which eats insects, is a peaceable and intensely shy creature but if the tree in which it lives is threatened, it has been known to leap down and gouge at their eyes of the wrongdoer with its long, sharp fingers. An offering of woodlice will placate the Bowtruckle long enough to let a witch or wizard remove wand-wood from its tree.

HP: 5 / 6 / 7
Armour: None
Melee Attack: Scratch: 1d4 (slashing)
Ranged Attack: None
Abilities: Camouflage (in foliage); 200% Fire Damage.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
4	13/14/15	3	3	6	8	2	0

Bundimun*Living Fungus***Habitat:** Worldwide
Width: 20cm

Skilled at creeping under floorboards and behind skirting boards, bundimun infest houses. The presence of a Bundimun is usually announced by a foul stench of decay. The Bundimun oozes a secretion which rots away the very foundations of the dwelling in which it is found. The Bundimun at rest resembles a patch of greenish fungus with eyes, though when alarmed it will scuttle away on its 6 numerous spindly legs. It feeds on dirt.

HP: 10 / 12 / 15
Armour: None.
Melee Attack: Ooze: 1d4 / 6 / 8 (poison)
Ranged Attack: Toxic Spore: 1d6 / 8 / 12
Abilities: Toxic skin (contact, 1d4 poison damage per turn) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
2	1	1	1	1	1	1	0

Chimera*Vicious Multi-Headed Hybrid***Habitat:** Greece
Length: 4m

The Chimera is a rare greek monster which appears as crossbreed of a lion, a goat, a dragon, with three heads. All three heads act independently, and the dragon head can breath fire, some species (potentially the males, though none who have attempted to check the gender have survived) have a fourth head that of a snake as a tail. An extremely vicious and bloodthirsty animal, there is only one known instance of a wizard slaying a chimera – and he died from exhaustion immediately afterwards.

HP: 70 / 80 / 100
Armour: Magical skin, strength 25
Melee Attack: Bite: 3d 8 / 10 / 20 (piercing)
Ranged Attack: Fire Breath: 1d 8 / 10 / 12 (fire, mild)
Abilities: Flight (prolonged); 100% Magic Resistance (Below Expert) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
15/17/20	2	30	1	20	2	25	9/11/13

Chizpurfle

Magical Parasite

Habitat: Worldwide
Length: 10 mm

Chizpurples are small parasites up to a twentieth of an inch high, crablike in appearance, with large fangs. They are attracted by magic and may infest the fur and feathers of such creatures as Crups and Augureys. They will also enter wizard dwellings and attack magical objects such as wands, gradually gnawing their way through to the magical core, or else settle in dirty cauldrons, where they will gorge upon any lingering drops of potion, or even attack muggle electronics.

HP: 1
Armour: None
Melee Attack: Bite: 1d4 (piercing)
Ranged Attack: None
Abilities: Ambient Absorb (releases unpredictably) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	2	4	1	2	2	1	0

Cockatrice

Failed Basilisk

Habitat: Artificial, not found in nature
Length: 10m

A cockatrice is the result of a failed attempt at the creation of a basilisk, retaining the characteristics of the chicken from the egg it hatched from: resembling a stunted basilisk, with a chicken's head. The gaze of a cockatrice is not deadly like a basilisk's, but it does cause a severe paralysis. The cockatrice is far quicker than a basilisk, and there have been recordings of a cockatrice being able to kill an adolescent basilisk, because of its superior agility and intelligence.

HP: 25 / 35 / 40
Armour: Thick skin, strength 6. Exposed eyes and mouth.
Melee Attack: Bite: 10 + 1d6 / 8 / 10 (piercing)
Tail Whip: 1d8 (bludgeoning)
Ranged Attack: None
Abilities: Gorgon Stare (paralysis); 20% Magic Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
20/22/24	7	14	2	5	5	14	6

Demiguise

Invisible Ape

Habitat: Far East
Height: 40cm

The Demiguise is found in the Far East, though only with great difficulty, for this beast is able to make itself invisible when threatened, and can be seen only by wizards skilled in its capture. The Demiguise is a peaceful herbivorous beast, something like a graceful ape in appearance, with large, black, doleful eyes more often than not hidden by its hair. The whole body is covered with long, fine, silky, silvery hair. Demiguise pelts are highly valued as the hair may be spun into Invisibility Cloaks.

HP: 7 / 8 / 9
Armour: None
Melee Attack: Scratch: 1d4 (slashing)
Bite 1d6 + 1 / 2 / 3 (piercing)
Ranged Attack: None
Abilities: Invisibility (at will) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	9	8	4	11	12	3	0

Diricawl

Teleporting Bird

Habitat: Worldwide
Wingspan: 10cm

A plump-bodied, fluffy-feathered, flightless bird, the Diricawl is remarkable for its method of escaping danger. It can vanish in a puff of feathers and reappear elsewhere. Interestingly, Muggles were once fully aware of the existence of the Diricawl, though they knew it by the name of *dodo*.

HP: 4 / 5 / 10
Armour: None
Melee Attack: Peck: 1d4 + 1 / 2 / 3 (piercing)
Ranged Attack: None
Abilities: Apparate (range: 2 / 4 / 6m); ATH + FIN x10 when in air .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
3	2	5	3	4	5	2	0

Doxy

Beetle Fairy

Habitat: Northern Europe and North America
Height: 3cm

The Doxy is often mistaken for a fairy (see page 16) though it is a quite separate species. Like the fairy, it has a minute human form, though in the Doxy's case this is covered in thick black hair and has an extra pair of arms and legs. The Doxy's wings are thick, curved, and shiny, much like a beetle's. Doxies have double rows of sharp, venomous teeth. An antidote should be taken if bitten.

HP: 4 / 7 / 10
Armour: None
Melee Attack: Bite: 1d6 + 3 / 4 / 5 (piercing)
Ranged Attack: None
Abilities: Envenom (1d4 poison damage per turn for 10 turns); ATH + FIN double in flight; 100% Cold Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	7	4	2	3	2	4	3

Dragon

Antipodean Opaleye

Habitat: New Zealand
Length: 10m

Perhaps the most beautiful type of dragon, it has iridescent, pearly scales and glittering, multi-coloured, pupil-less eyes, hence its name. This dragon produces a very vivid scarlet flame, though by dragon standards it is not particularly aggressive and will rarely kill unless hungry. The Antipodean opaleye is amongst the most intelligent and understanding of all the dragons.

HP: 40 / 50 / 60
Armour: Thick skin, strength 18, covers most of the body
Melee Attack: Bite: 1d8 / 10 / 20
Scratch: 1d8 + 3 / 5 / 7
Ranged Attack: Fire Breath: 5 + 1d8 (range 10m, fire damage: moderate)
Abilities: Flight (prolonged); 50% Magic Resistance (scales only) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
10	3	14/15/16	9	14	10	19	2

Dragon

Chinese Fireball

Habitat: China & the Himalayas
Length: 15m

The only Oriental (and also only flightless) dragon has a particularly striking appearance. Scarlet and smooth-scaled, it has a fringe of golden spikes around its snub-snouted face and extremely protuberant eyes, which distract from the atrophied wings. The Fireball gained its name for the mushroom-shaped flame that bursts from its nostrils when it is angered. The Fireball is very aggressive, but more tolerant of its own species than most dragons, sometimes consenting to share its territory with up to two others. The fire of the Chinese Fireball burns particularly hot.

HP: 35 / 40 / 45
Armour: Thick skin, strength 15, covers most of the body
Melee Attack: Bite: 1d6 / 8 / 10 (piercing)
Ranged Attack: Fire Breath: 1/2/3 d10 (range 5m, fire damage: severe)
Abilities: Underwater breathing + movement; 50% Fire and Cold Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
14/15/16	10	11/12/13	5	9	5	17	4

Dragon

Common Welsh Green

Habitat: Snowdonia
Length: 8m

The Welsh Green blends well with the lush grass of its homeland, though it nests in the higher mountains, where a reservation has been established for its preservation. This breed is among the least troublesome of the dragons, preferring, like the Opaleye, to prey on sheep and actively avoiding humans unless provoked. Fire is issued in thin jets, and is notably colder than many other species. This species is far more at home in the sky than on the ground, unlike most species which are cumbersome in the air.

HP: 30 / 40 / 50
Armour: Thick skin, strength 14, covers most of the body
Melee Attack: Bite: 1d10 + 3 / 4 / 5 (piercing)
Scratch: 1d 6 / 8 / 10 (slashing)
Ranged Attack: Fire Breath: 4 + 1d8 (range 10m, fire damage: mild)
Abilities: Flight (prolonged); ATH + FIN attribute are doubled in flight. 50% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	8	18	3	8/10/12	10	15	1

Dragon

Hebridean Black

Habitat: Outer Hebrides
Length: 10m

Britain's other native dragon is more aggressive than its Welsh counterpart. It requires a territory of as much as a hundred square miles per dragon. Up to thirty feet in length, the Hebridean Black is rough-scaled, with brilliant purple eyes and a line of shallow but razor-sharp ridges along its back. The Hebridean Black is noted for its brutality and cruelty, tampered only somewhat by its immense stupidity.

HP: 45 / 55 / 65
Armour: Thick skin, strength 24 / 25 / 26, covers most of the body
Melee Attack: Bite: 1d10 / 12 / 20 (piercing)
Ranged Attack: Fire Breath: 1d12 +5/7/10 (range 10m, fire damage: moderate)
Abilities: Flight (prolonged); 50% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	4	15	2	4	4	19	5

Dragon

Hungarian Horntail

Habitat: Hungarian Mountains
Length: 12m

Supposedly the most dangerous of all dragon breeds, the 13 Hungarian Horntail has black scales and is lizardlike in appearance. It has yellow eyes, bronze horns, and similarly coloured spikes that protrude from its long tail. The Horntail has one of the longest fire-breathing ranges (up to fifty feet).

HP: 50 / 60 / 70
Armour: Thick skin, strength 20, covers most of the body
Melee Attack: Bite: 1/2/3d8 (piercing)
Scratch: 1d10 + 3 / 4 / 5 (slashing)
Ranged Attack: Fire Breath: 1d12 + 5/7/10 (range 20m, fire damage: moderate)
Abilities: Flight (prolonged); 50% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	3	10	2	5	3	24	4

Dragon

Norwegian Ridgeback

Habitat: Scandinavia
Length: 10m

The Norwegian Ridgeback resembles the Horntail in most respects, though instead of tail spikes it sports particularly prominent jet-black ridges along its back. Exceptionally aggressive to its own kind, the Ridgeback is nowadays one of the rarer dragon breeds. It has been known to attack most kinds of large land mammal and, unusually for a dragon, the Ridgeback will also feed on water-dwelling creatures.

HP: 45 / 54 / 65
Armour: Thick skin, strength 19, covers most of the body
Melee Attack: Bite: 1 d 8 / 10 / 20 + 5 (piercing)
Scratch 2d6 (slashing)
Ranged Attack: Fire Breath: 1d10 + 4 / 8 / 12 (range 8m, fire damage: moderate)
Abilities: Flight (prolonged); 100% Fire and Cold Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	4	13	1	6/7/8	6	20/21/22	3

Dragon

Peruvian Vipertooth

Habitat: Andes
Length: 5m

This is the smallest of all known dragons, and the swiftest in flight the Peruvian Vipertooth is smooth-scaled and copper-coloured with black ridge markings. They live perpetually in flight in the turbulent airstreams above the andes, thriving in the thin air. Delicate yet elegant, they are the strongest fliers of all the species of dragon, and rely on their manoeuvrability over raw strength.

HP: 30
Armour: Thick skin, strength 10, covers most of the body
Melee Attack: Bite 1d8 + 3 / 4 / 5 (piercing)
Ranged Attack: Fire Breath: 1d 6 / 8 / 10 + 5 (range 2m, fire damage: mild)
Abilities: Cannot move whilst on land; ATH + FIN attribute are doubled in flight 100% Force and Concussive Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
14	10	8	2	9/10/11	8/9/10	14	1

Dragon*Romanian Longhorn***Habitat:** Romania
Length: 8m

The Longhorn has dark-green scales and long, glittering golden horns with which it gores its prey before roasting it. When powdered, these horns are highly valued as potion ingredients, resulting in the Longhorn being hunted almost to extinction.

HP: 30 / 40 / 50**Armour:** Thick skin, strength 20, covers most of the body**Melee Attack:** Bite 1d 6 / 8 / 10 + 4 (piercing)**Ranged Attack:** Fire Breath: 1d 12 + 3 / 4 / 5 (range 10m, fire damage: moderate)**Abilities:** Flight (prolonged); 50% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	6	10/12/14	1	6	4	17	1

Dragon*Swedish Shortsnout***Habitat:** Fjords of Scandinavia
Length: 12m

The Swedish Short-Snout is an attractive silvery-blue dragon whose skin is sought after for the manufacture of protective gloves and shields. The flame that issues from its nostrils is a brilliant blue and can reduce timber and bone to ash in a matter of seconds. The Short-Snout has fewer human killings to its name than most dragons, though as it prefers to live in the fjords of Scandinavia, this is unsurprising.

HP: 45 / 50 / 55**Armour:** Thick skin, strength 16, covers most of the body**Melee Attack:** Bite: 1d 6 / 8 / 12 (piercing)

Scratch: 2d4/6/8 (slashing)

Ranged Attack: Fire Breath: 3 + 2d6/8/10 (range 10m, fire damage: severe)**Abilities:** Flight (prolonged); 50% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	4	9/10/11	2	7/9/12	3	18	1

Dragon*Ukrainian Ironbelly***Habitat:** Ukraine and Crimea
Length: 16m

The largest breed of dragon, the Ironbelly, has been known to achieve a weight of six tonnes. Rotund and slower in flight than the Vipertooth or the Longhorn, the Ironbelly is nevertheless extremely dangerous, capable of crushing dwellings on which it lands. The scales are metallic grey, the eyes deep red, and the talons particularly long and vicious.

HP: 80 / 90 / 100**Armour:** Thick skin, strength 25 / 28 / 35, covers most of the body. Confers 100% resistance to fire and magic.**Melee Attack:** Bite 1d 8 + 4 / 5 / 6 (piercing)

Crush: 3d8 (bludgeoning)

Scratch: 1d8 + 4 / 5 / 6 (slashing)

Ranged Attack: Fire Breath: 2d4 / 6 / 8 (range 15m, moderate)**Abilities:** Flight (prolonged); 80% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
4	1	8/9/10	1	6	3	22	2

Dugbog*Aquatic Ambush Predator***Habitat:** Throughout Europe and the Americas
Length: 30cm

The Dugbog is a marsh-dwelling creature, resembling a piece of dead wood while stationary, though closer examination will reveal finned paws and very sharp teeth. It glides and slithers through marshland, feeding mainly on small mammals, and will do severe injury to the ankles of human walkers. The Dugbog's favourite food, however, is Mandrake.

HP: 10**Armour:** Driftwood protects the back, strength 6**Melee Attack:** Bite: 1d6 + 2/3/4 (piercing)**Ranged Attack:** None**Abilities:** Can breath underwater; 100% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	3	5	2	3	2	5	0

Erkling*Carniverous Elf-Demon***Habitat:** Southern Germany
Height: 70cm

Erklings are elfish creatures, three feet tall on average (making them larger than gnomes) with pointed faces, which have a particular affinity for the taste of children. Their high pitch cackles are particularly entrancing to children, and they use this to lure them away from their guardians to eat them. These creatures also enjoy shooting darts at unsuspecting victims. Originating from the Black Forest in Germany, the difference between this creature and many others is that they can speak Human-language.

HP: 15 / 16 / 17**Armour:** None**Melee Attack:** Scratch: 1d6 + 1 / 2 / 3 (slashing)**Ranged Attack:** Dart: 1d4 + 1 / 2 / 3 (poison)**Abilities:** Capable of human speech; 50% Fire Weakness.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	5	6	15	10	9	8	4

Erumpet*Exploding-horn Rhinoceros***Habitat:** African Savannas
Length: 3m

The Erumpet is a large grey African beast of great power. Weighing up to a tonne, the Erumpet may be mistaken for a rhinoceros at a distance. It has a thick hide that repels most charms and curses, a large, sharp horn upon its nose and a long, rope-like tail. Erumpets give birth to only one calf at a time. The Erumpet will not attack unless sorely provoked, but should it charge, the results are usually catastrophic. The Erumpet's horn can pierce everything from skin to metal, and contains a deadly fluid which will cause whatever is injected with it to explode.

HP: 25 / 26 / 30**Armour:** Thick skin, strength 14, protects the entire body.**Melee Attack:** Gore: 1d8/10/12 (requires run up, piercing)**Ranged Attack:** None**Abilities:** Gored items explode for 1d10 concussive damage (2m radius) next turn; Gore attack ignores all physical armour; 100% Magic Resistance (Below Expert) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
10	1	9	6	8/10/12	10	14	0

Fairy*Decorative Humanoid***Habitat:** Worldwide
Height: 5cm

The fairy is a small and decorative beast of little intelligence. Often used or conjured by wizards for decoration, the fairy generally inhabits woodlands or glades. Ranging in height from one to five inches, the fairy has a minute humanoid body, head, and limbs but sports large insectlike wings, which may be transparent or multi-coloured, according to type. The fairy possesses a weak brand of magic that it may use to deter predators, such as the Augurey. It has a quarrelsome nature but, being excessively vain, it will become docile on any occasion when it is called to act as an ornament. Despite its humanlike appearance, the fairy cannot speak. It makes a high-pitched buzzing noise to communicate with its fellows.

HP: 5 / 6 / 7**Armour:** None**Melee Attack:** Scratch: 1d4 (slashing)**Ranged Attack:** Magical Discharge: 1d6 (range 4m, concussive)**Abilities:** Flight (prolonged); Can glow brightly at will; 100% Concussive weakness.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	9	8	10	2	7	5	0

Fire Crab*Fire-Shooting Shelled Creature***Habitat:** Fiji
Length: 1m

Despite its name, the fire crab greatly resembles a large tortoise with a heavily jewelled shell. Despite their slow speed, they are rarely eaten by predators because of their unique defence mechanism: they can shoot flames from their rear end, hot enough to melt steel.

HP: 24/25/26**Armour:** Shell, strength 30, protects the back**Melee Attack:** None**Ranged Attack:** Fire shot: 1d8/10/12 (range 3m, fire damage: mild)**Abilities:** 100% Fire Resistance 40% Cold Weakness.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
5	2	7	2	4	5	10	0

Flesh-Eating Slug*Evil Carnivorous Invertebrates***Habitat:** Worldwide
Length: 4cm

A slug which is superficially similar to the non-magical variety. As the name suggests, however, these creatures have a penchant for human flesh. Their slime is also incredibly resistant to fire.

HP: 4 / 5 / 6**Armour:** None**Melee Attack:** Toxic Sludge: 1d6 (poison)**Ranged Attack:** None**Abilities:** Toxic skin (contact, 1d4 poison damage per turn); 60% Fire Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
2	0	3	1	0	2	2	3

Flobberworm*Who Cares?***Habitat:** Nobody cares enough to find out.
Length: 20cm

Possibly the most pointless animal to have ever existed, the Flobberworm lives in damp ditches. A thick brown worm reaching up to ten inches in length, the Flobberworm moves very little. One end is indistinguishable from the other, both producing the mucus from which its name is derived and which is sometimes used to thicken potions. The Flobberworm's preferred food is lettuce, though it will eat almost any vegetation.

HP: 2 / 3 / 4**Armour:** None**Melee Attack:** None**Ranged Attack:** None**Abilities:** Flobber .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
0	0	0	0	0	0	0	0

Frost Salamander*Icy-Cold Lizard***Habitat:** Arctic circle, glaciated regions
Length: 15cm

Whilst a normal salamander is closely associated with fire, the frost salamander has a body temperature below freezing, and hence resides where there is permafrost; although there is some debate about if Frost Salamanders live where there is permafrost, or if permafrost exists because Frost Salamanders live there. They are incredibly sensitive to changes in temperature, getting stronger as it gets colder and vice-versa.

HP: 10 / 15 / 20**Armour:** None**Melee Attack:** Bite: 1d6 (cold damage: moderate)**Ranged Attack:** None**Abilities:** All contact causes Frostbite (mild) status; 100% Cold Resistance 100% Fire Weakness.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	3	4	3	6	6	9	0

Fwooper*Insanity-Causing Parrot***Habitat:** African Rainforests
Wingspan: 30cm

A bird that may be orange, pink, lime green, or yellow. The Fwooper has long been a provider of fancy quills and also lays brilliantly patterned eggs. Though at first enjoyable, Fwooper song will eventually drive the listener to insanity.

HP: 5 / 6 / 7**Armour:** None**Melee Attack:** Peck: 1d4 + 1 / 2 / 3 (piercing)**Ranged Attack:** Piercing Song: 1d6/8/10 (fatigue, range 20m)**Abilities:** Flight (prolonged, light load only) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	7	7	13	4	9	3	1

Gringwart Goff*Shadow Demon*

Habitat: Deep caves and pits worldwide
Height: 1m

A demon-like creature with long horns on its head, bat-like wings and three long fingers on each hand. Creatures of shadow, they fear the light. Unusually for beasts, they seem capable of using true magic, and can cast actual spells though they appear to have a preference for the Dark Arts. Since the Gringwart Goff is (apparently) immortal, it is speculated that they are the result of dark wizards attempting to live forever, and accidentally transforming themselves into monstrosities.

HP: 20 / 40 / 60
Armour: None
Melee Attack: Scratch: 1d 6 (slashing)
Ranged Attack: None
Abilities: Can cast all spells below expert level .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	12	14	6	16	0	14	6

Hidebehind*Vengeful Shapeshifter*

Habitat: New World Forests
Height: 2m

The result of an accidental crossbreeding between a demiguise and a ghoul, the hidebehind is a shape-shifting creature that, in its natural state, looks like a silvery-haired bipedal bear. Residing in forests, the Hidebehind appears to seek vengeance on the humans who cruelly created it, using their shapeshifting to sneak up on them, and then ravage them with their immense strength.

HP: 15 / 20 / 25
Armour: None
Melee Attack: Maul: 1d10 + 2 / 3 / 4 (piercing)
Ranged Attack: None
Abilities: Shapeshift (any form, at will, major action) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
15/17/19	6	10	14	5	9	13	3

Hippocampus*Aquatic Equine Creature*

Habitat: Mediterranean
Length: 2m

The hippocampus has the head and forequarters of a horse, and the tail and hindquarters of a giant fish. The hippocampus is often domesticated by merpeople, to use for both transport, and for underwater warfare. Unlike the other equine-based magical animals, the hippocampus is generally considered rather dim, though its ability to shoot water at ultra-high velocities from its mouth can catch the unwary by surprise.

HP: 20
Armour: Scales on rear half, strength 8
Melee Attack: Trample: 1d6 (bludgeoning)
Ranged Attack: Water Jet: 1d8 + 0 / 1 / 2 (concussive)
Abilities: Underwater breathing; FIN =1 when out of the water; .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
15	8	5	5	4	7	6	1

Hippogriff*Half Horse, Half Eagle*

Habitat: European Lakes and Mountains
Length: 2m

The hippogriff the head of a giant eagle and the body of a horse. It can be tamed, though this should be attempted only by experts. Eye contact should be maintained when approaching a Hippogriff. Bowing shows good intentions, if the gesture is returned, it is safe to draw closer. Very intelligent creatures, the hippogriff should not be underestimated.

HP: 20 / 30 / 35
Armour: None
Melee Attack: Peck: 1d8 / 10 / 12 (piercing)
Ranged Attack: None
Abilities: Flight (prolonged) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
13	7	17	7	15/16/17	14	15	0

Horklump*Living Fungus*

Habitat: Scandinavia
Width: 30cm

It resembles a fleshy, pinkish mushroom covered in sparse, wiry black bristles. A prodigious breeder, the Horklump will cover an average garden in a matter of days. It spreads sinewy tentacles rather than roots into the ground to search for its preferred food of earthworms. The Horklump is a favourite delicacy of gnomes but otherwise has no discernible use.

HP: 8
Armour: None
Melee Attack: Vine whip: 1d6 (2m range, bludgeoning)
Ranged Attack: None
Abilities: Ground Feed (gain 4HP per turn); Breed (after Feeding 3 times, splits into 3 new horklumps) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
2	1	4	1	6	6	2	0

Imp*Small Humanoid Trickster*

Habitat: British Isles
Height: 14cm

ometimes confused with the pixie, Imps are of similar height (between six and eight inches), though the imp cannot fly as the pixie can, nor is it as vividly coloured (the imp is usually dark brown to black). It does, however, have a similar slapstick sense of humour. Its preferred terrain is damp and marshy, and it is often found near river banks, where it will amuse itself by pushing and tripping the unwary.

HP: 8 / 10 / 15
Armour: None
Melee Attack: Bite: 1d6 (piercing)
Ranged Attack: None
Abilities: Mimic human voices .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	14	7	10	9	6	4	2

Jarvey

Talking Ferret

Habitat: Britain and Ireland
Length: 60cm

It resembles an overgrown ferret in most respects, except for the fact that it can talk. True conversation, however, is beyond the wit of the Jarvey, which tends to confine itself to short (and often rude) phrases in an almost constant stream. Jarveys live mostly below ground, where they pursue gnomes.

HP: 16
Armour: None
Melee Attack: Bite: 1d4 + 3 / 4 / 5 (piercing)
Ranged Attack: None
Abilities: (Limited) human speech .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	13	6	14/15/16	9	7	3	0

Jobberknoll

Perfect Recollection Songbird

Habitat: Northern Europe and North America
Wingspan: 10cm

The Jobberknoll is a tiny blue, speckled bird which eats small insects. It makes no sound until the moment of its death, at which point it lets out a long scream made up of every sound it has ever heard, regurgitated backwards. Jobberknoll feathers are used in Truth Serums and Memory Potions.

HP: 6
Armour: None
Melee Attack: Peck: 1d4 (piercing)
Ranged Attack: None
Abilities: Perfectly recollection .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	7	4	5	9	14	2	0

Kappa

Japanese Water Demon

Habitat: Japan
Height: 60cm

The Kappa is a Japanese water demon that inhabits shallow ponds and rivers. Often said to look like a monkey with fish scales instead of fur, it has a hollow in the top of its head in which it carries water. The Kappa feeds on human blood but may be persuaded not to harm a person if it is thrown a cucumber with that person's name carved into it. In confrontation, a wizard should trick the Kappa into bowing if it does so, the water in the hollow of its head will run out, depriving it of all its strength.

HP: 25 / 26 / 30
Armour: Scales, strength 6, cover entire body
Melee Attack: Drain: 1d8 (psychic)
Ranged Attack: None
Abilities: Absorb (50% of damage done is restored to kappa); If water in head removed, all attributes set to 1 and HP halved; Underwater breathing .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
13	12	8	6	9/10/11	2	8	4

Kelpie

Shapeshifting Aquatic Demon

Habitat: Scotland
Height: Variable

A water demon that can take many forms, a kelpie most often appears as a horse with bullrushes for a mane. Having lured the unwary onto its back, it will dive straight to the bottom of its river or lake and devour the rider, letting the entrails float to the surface. The correct means to overcome a kelpie is to get a bridle over its head with a Placement Charm, which renders it docile and unthreatening. It is speculated that Nessie is, in fact, a large Kelpie.

HP: 10 / 12 / 15
Armour: Depends on the shape taken
Melee Attack: Devour: 1d8/10/12 (necrotic)
(Form-dependent attack)
Ranged Attack:
Abilities: Devour takes 2 turns to complete
Attacks vary depending on the shape taken .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	10	13	13	7/9/12	10	4	4

Kneazle

Empathetic Cat

Habitat: Worldwide
Length: 30cm

A small catlike creature with flecked, speckled, or spotted fur, outsize ears, and a tail like a lion's, the Kneazle is intelligent, independent, and occasionally aggressive, though if it takes a liking to a witch or wizard, it makes an excellent pet. The Kneazle has an uncanny ability to detect unsavoury or suspicious characters and can be relied upon to guide its owner safely home if they are lost.

HP: 12
Armour: None
Melee Attack: Scratch: 1d6/8/10 (slashing)
Ranged Attack: None
Abilities: None .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	7	11/12/13	10	9	12/13/14	6	0

Lobalug

Venomous Fish

Habitat: North Sea
Length: 25cm

The lobalug is a simple aquatic creature, ten inches long, comprising a rubbery spout and a venom sac, residing on the ocean floor. When threatened, the Lobalug contracts its venom sac, blasting the attacker with poison. Merpeople use the Lobalug as a weapon and wizards have been known to extract its poison for use in potions, though this practice is strictly controlled.

HP: 10
Armour: None
Melee Attack: None
Ranged Attack: Venom spit: 1d6 (poison, 1d6 damage for 5 turns)
Abilities: Underwater breathing + movement; .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
3	2	5	3	2	3	4	0

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
17/18/19	15	7	10	8/10/12	10	1	0

Nogtail*Devil Pig***Habitat:** Rural Europe
Length: 40cm

Demons that resemble stunted piglets with long legs, thick, stubby tails, and narrow black eyes. The Nogtail will creep into a sty and suckle an ordinary sow alongside her own young. The longer the Nogtail is left undetected and the bigger it grows, the longer the blight on the farm into which it has entered. The Nogtail is exceptionally fast and difficult to catch, though if chased beyond the boundaries of a farm by a pure white dog, it will never return.

HP: 15 / 25 / 35**Armour:** None**Melee Attack:** Headbutt: 1d6 (bludgeoning)**Ranged Attack:****Abilities:** Curse Item (choose random item to bestow negative effect upon) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
16	3 / 4 / 5	15/17/20	3	25	4	25	7

Nundu*Poison Leopard***Habitat:** East Africa
Length: 3m

Perhaps the most dangerous magical beast in all of existence, the Nundu resembles a gigantic leopard that moves silently despite its size and whose breath causes disease virulent enough to eliminate entire villages. It is said that the Nundu is so powerful that one has never been subdued by less than 100 wizards working together. Despite its immense power and incredible strength, the Nundu is not a vicious or cruel beast. It kills only when angered, but once pushed over the edge, it will go on a rampage.

HP: 100 / 120 / 150**Armour:** None**Melee Attack:** Bite: 1d20 + 5 / 10 / 15 (piercing)**Ranged Attack:** Poison Breath: 3/4/5d20 (range 500m, poison damage: 1d20 per turn)**Abilities:** Silent movement .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
20/22/24	15	30/40/50	9	16/18/20	8/9/10	25	3

Occamy*Winged Serpent***Habitat:** Far East
Length: Variable

A plumed, winged serpent, the Occamy is a unique metamorphic beast, in that its size changes are unconscious, and it simply grows (or shrinks), to fit the available space. Very territorial, the Occamy is aggressive to all who approach it, particularly in defence of its eggs, whose shells are made of the purest, softest silver.

HP: 40**Armour:** Scales, strength 10 / 13 / 16, cover entire body**Melee Attack:** Peck: 1d8 + 2 / 4 / 5 (piercing)

Crush: 1d20 (bludgeoning)

Ranged Attack: None**Abilities:** Changes size to fit the available space (crush only available when larger than 10m); Obsessively chases insects .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
13	10 / 12 / 14	8	10	7	9	4	0

Pheonix*Rebirthing Firebird***Habitat:** Mountain peaks of Egypt
Wingspan: 1.5m

The phoenix is a magnificent, swan-sized, scarlet bird with a long golden tail, beak, and talons. The phoenix lives to an immense age as it can regenerate, bursting into flames when its body begins to fail and rising again from the ashes as a chick. The phoenix is a gentle creature that has never been known to kill and eats only herbs. Like the Diricawl, it can disappear and reappear at will. Phoenix song is magical; it is reputed to increase the courage of the pure of heart and to strike fear into the hearts of the impure. Phoenix tears have powerful healing properties.

HP: 20**Armour:** None**Melee Attack:** Peck: 1d8 (piercing)**Ranged Attack:** None**Abilities:** Flight (prolonged); **Song of Bravery:** Those with EVL < 3 get 10FP and are immune to the *terrified* status; **Tears:** Pheonix tears heal all physical ailments + restore HP to full; **Regeneration:** If killed, regenerate in a plume of fire, restoring health to max. .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	6	15/17/20	8/9/10	12	20	15	0

Pixie*Flying Homunculus***Habitat:** Cornwall, England
Height: 20cm

Electric blue in colour, up to eight inches in height and very mischievous, the pixie delights in tricks and practical jokes of all descriptions. Although wingless, it can fly and has been known to seize unwary humans by the ears and deposit them at the tops of tall trees and buildings. Pixies produce a high-pitched jabbering intelligible only to other pixies.

HP: 6 / 7 / 8**Armour:** None**Melee Attack:** Scratch: 1d4 (slashing)**Ranged Attack:** None**Abilities:** Flight (prolonged); 20 pixies working in unison can pick up a human .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	7	6	4	6	3	2	2

Plimpy*Walking Fish***Habitat:** Rivers worldwide
Height: 10cm

The Plimpy is a spherical, mottled fish distinguished by its two long legs ending in webbed feet. It inhabits deep lakes where it will prowl the bottom in search of food, preferring water snails. The Plimpy is not particularly dangerous, though it will nibble the feet and clothing of swimmers.

HP: 5**Armour:****Melee Attack:** Nibble: 1d4 (piercing)**Ranged Attack:** None**Abilities:** Underwater breathing .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
4	2	7	3	6	9	1	0

Pogrebin*Rock Demon***Habitat:** Russian Steppes**Height:** 30cm

The Pogrebin is a Russian demon, barely a foot tall, with a hairy body but a smooth, over-sized grey head. When crouching, the Pogrebin resembles a shiny, round rock. Pogrebins are attracted to humans and enjoy tailing them, staying in their shadow and crouching quickly should the shadow's owner turn around. If a Pogrebin is allowed to tail a human for many hours, a sense of great futility will overcome its prey, who will eventually fall into a state of lethargy and despair. When the victim stops walking and sinks to their knees to weep at the pointlessness of it all, the Pogrebin will leap upon them and attempt to devour them. However, it is easy to repulse the Pogrebin with simple hexes or Stupefying Charms. Kicking has also been found effective.

HP: 20**Armour:** Rocklike skin, strength 10 / 15 / 20 covers entire body**Melee Attack:** Bite: 1d8 (piercing)**Ranged Attack:****Abilities:** **Aura of despair** (constant effect): drains 3FP per turn (range: 30m); Shapeshift into a rock at will .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
5	6	4	2	10	8/9/10	9	4

Porlock*Kind Horse Guardian***Habitat:** Dorset & Ireland**Height:** 60cm

The Porlock is a horse-guardian. Covered in shaggy fur, it has a large quantity of rough hair on its head and an exceptionally large nose. It walks on two cloven feet. The arms are small and end in four stubby fingers. Fully grown Porlocks are around two feet high and feed on grass. The Porlock is shy and lives to guard horses. It may be found curled in the straw of stables or else sheltering in the midst of the herd it protects. Porlocks mistrust humans and always hide at their approach.

HP: 15 / 16 / 17**Armour:** None**Melee Attack:** Scratch: 1d6 + 1 / 2 / 3 (slashing)**Ranged Attack:** None**Abilities:** Control horses telepathically .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	10	6	5	8	10/14/16	6	0

Puffskein*Lovable Fluffball***Habitat:** Worldwide**Width:** 20cm

Spherical in shape and covered in soft, custard-coloured fur, it is a docile creature that has no objection to being cuddled or thrown about. Easy to care for, it emits a low humming noise when contented. From time to time a very long, thin, pink tongue will emerge from the depths of the Puffskein and snake through the house searching for food. The Puffskein is a scavenger that will eat anything from leftovers to spiders, but it has a particular preference for sticking its tongue up the nose of sleeping wizards and eating their bogies. Highly prized as pets, miniature puffskeins (known as Pygmy Puffs) have been bred in recent times.

HP: 6**Armour:** None**Melee Attack:** Lick: 1d4 (poison)**Ranged Attack:** None**Abilities:** None .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
3	2	4	8	2	8	0	0

Quintaped*Five-Legged Carnivore***Habitat:** Scottish Isles**Width:** 80cm

The Quintaped is a highly dangerous carnivorous beast with a particular taste for humans. Its low-slung body is covered with thick reddish-brown hair, as are its five legs, each of which ends in a clubfoot. Entirely resistant to magic, and lightening quick, the Quintaped is rumoured to be the result of an attempted massacre between warring Scottish clans, that resulted in these horrific beasts.

HP: 40 / 50 / 60**Armour:** None**Melee Attack:** Devour: 1d8/10/12 (necrotic)**Ranged Attack:** None**Abilities:** 100% Magic Resistance .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
18/20/22	4	15/16/17	2	7	5	24	8

Ramora*Magic Fish***Habitat:** Indian Ocean**Length:** 20cm

A powerfully magical silver fish, the ramora can anchor ships and is a guardian of seafarers. Highly intelligent, and seemingly benevolent, the ramora is a friend to wizards and muggles alike.

HP: 10 / 11 / 14**Armour:** None**Melee Attack:** None**Ranged Attack:** None**Abilities:** Can manipulate water at will; Can survive 5 turns out of the water .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	8	8	4	14/15/16	8	14	0

Re'em*Goliath Oxen***Habitat:** North America & Far East**Length:** 6m

Extremely rare giant oxen with golden hides. Re'em blood gives the drinker immense strength, though the difficulty in procuring it means that supplies are negligible and rarely for sale on the open market.

HP: 50**Armour:** Magical hide, strength 30**Melee Attack:** Charge: 1d8/10/12 (requires 3m runup, bludgeoning)**Ranged Attack:****Abilities:** None .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
16	2	10/11/12	6	4	10	9	0

Red Cap*Battleground Dwarf***Habitat:** Northern Europe
Height: 60cm

These dwarflike creatures live in holes on old battlegrounds or wherever human blood has been spilled. Although easily repelled by charms and hexes, they are very dangerous to solitary Muggles, whom they will attempt to bludgeon to death on dark nights.

HP: 14 / 17 / 20**Armour:** Salvaged armour, strength 7, covers vital organs**Melee Attack:** Bludgeon: 1d6 + 1 / 2 / 3 (bludgeoning)**Ranged Attack:** None**Abilities:** Ambush attack x4 damage. .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	4	7	4	7	2	4	3

Runespoor*Triple-Headed Giant Snake***Habitat:** Burkina Faso
Length: 3m

A three-headed serpent, the Runespoor commonly reaches a length of six or seven feet. Livid orange with black stripes, the Runespoor is very easy to spot. Usually a favoured pet of a Dark Wizard, the runespoors in themselves are not particularly vicious. Each of the Runespoor's heads serves a different purpose. The left head (as seen by the wizard facing the Runespoor) is the planner. It decides where the Runespoor is to go and what it is to do next. The middle head is the dreamer (Runespoors may remain stationary for days at a time, lost in glorious visions and imaginings). The right head is the critic and will evaluate the efforts of the left and middle heads with a continual irritable hissing. The right head's fangs are extremely venomous. The Runespoor rarely reaches a great age, as the heads tend to attack each other.

HP: 20 / 25 / 30 (per head)**Armour:** Scales, strength 4, cover entire body.**Melee Attack:** Bite: 3d6/8/10 (piercing, right head: poison, 1d8 for 3 turns)**Ranged Attack:** None**Abilities:** All three heads must be killed in order to kill the beast; left head killed: FIN reduced to 1; middle head killed: EMP reduced to 1; right head killed, INT reduced to 1 .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
10/11/12	7	9/10/11	9	15	9	15	5

Salamander*Fire Lizard***Habitat:** Wherever there is fire
Length: 10cm

The salamander is a small fire-dwelling lizard that feeds on flame. Brilliant white, it appears blue or scarlet depending upon the heat of the fire in which it makes its appearance. Salamanders can survive up to six hours outside a fire if regularly fed pepper. They will live only as long as the fire from which they sprang burns. Salamander blood has powerful curative and restorative properties.

HP: 7 / 8 / 10**Armour:** None**Melee Attack:** None**Ranged Attack:** Ignite: 1d6 (fire damage: mild)**Abilities:** Fire-based attacks restore health, rather than remove it .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	5	2	6	6	10	9	0

Sea Serpent*Giant Aquatic Reptile***Habitat:** Atlantic, Pacific & Mediterranean
Length: > 60m

Though alarming in appearance, sea serpents are not known ever to have killed any human, despite hysterical Muggle accounts of their ferocious behaviour. Reaching lengths of up to a hundred feet, the sea serpent has a horselike head and a long snakelike body that rises in humps out of the sea.

HP: 100**Armour:** Scales, strength 30 cover entire body**Melee Attack:** Devour: 1/2/3d20 (concussive)**Ranged Attack:** None**Abilities:** None .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
10	4	10/15/20	6	25	14	18	0

Snidget*Golden Spherical Bird***Habitat:** Arabian Deserts
Wingspan: 8cm

The Golden Snidget is an extremely rare, protected species of bird. Completely round, with a very long, thin beak and glistening, jewel-like red eyes, the Golden Snidget is an extremely fast flier that can change direction with uncanny speed and skill, owing to the rotational joints of its wing. Prior to the invention of the Golden Stinch, the Snidget was the target of many a game of Quidditch.

HP: 6**Armour:** None**Melee Attack:** Peck: 1d6 (piercing)**Ranged Attack:** None**Abilities:** All actions are considered evasions .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
20/25/30	20	3	2	4	3	2	0

Streeler*Poisonous Colour-Changing Snail***Habitat:** African Rainforests
Length: 1m

The Streeler is a giant snail that changes colour on an hourly basis and deposits behind it a trail so venomous that it shrivels and burns all vegetation over which it passes. It is kept as a pet by those who enjoy its kaleidoscopic colour changes, and its venom is one of the few substances known to kill Horklumps.

HP: 7**Armour:** Shell, strength 5/6/7, covers back**Melee Attack:** None**Ranged Attack:** None**Abilities:** Poison Aura: All living beings within 10m take 1d4 poison damage per turn .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
2	1	5	1	4	3	4	0

Swooping Evil*Brain-Eating Lizard Bird***Habitat:** Rainforests**Wingspan:** 2m

The Swooping Evil is a blue-and-green winged magical creature. It looks like a cross between a snake and an extremely large butterfly. When it is not flying with its spiked wings, the Swooping Evil shrinks into a green spiny cocoon. It can be quite dangerous, as it is an encephalophage - it feeds on people's brains - and its skin has the ability to deflect at least some spells. It secretes venom that, when properly diluted, can be used to erase bad memories.

HP: 30**Armour:** Tough skin, strength 5, covers its body.**Melee Attack:** Bite: 1d8 + 2 / 3 / 4 (poison: severe)**Ranged Attack:** None

Abilities: **Coccon:** recover 5HP per turn); **Amnesia:** When bitten, target forgets a random spell in their arsenal, if no spells available, forget a Skill; Flight (prolonged); .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
10	9 / 10 / 11	15	3	10/12/14	3	15	2

Tebo*Invisible Warthog***Habitat:** Congo**Length:** 1m

The Tebo is an ash-coloured warthog found in Congo and Zaire. It has the power of invisibility, making it difficult to evade or catch, and is very dangerous. Tebo hide is highly prized by wizards for protective shields and clothing.

HP: 15**Armour:** Magical skin, strength 10 covers entire body. Skin regenerates at a rate of 1 point per turn.**Melee Attack:** Gore: 1d8/10/12 (requires run up, piercing)**Ranged Attack:** None**Abilities:** Invisibility (at will) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
12	3	10	4	4/5/6	5	7	0

Thestral*Death Horse***Habitat:** Cemeteries Worldwide**Length:** 2m

A close relative of the winged horse, the thestral is unique in the fact that it is totally invisible to most of the population: except for those who have seen death. To those who can see them, they appear as gaunt, skeletal horses with a slick, hairless skin, and batlike wings. Despite their terrifying appearance, thestrals are kind and gentle creatures

HP: 20**Armour:** None**Melee Attack:** Trample: 1d6 (bludgeoning)**Ranged Attack:** None

Abilities: Flight (prolonged); Invisible to those who have not witnessed death .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
12	4	6	7	5	15	3	0

Thunderbird*Storm-Calling Eagle***Habitat:** Arizona**Wingspan:** 3m

The thunderbird is a large, avian creature - a close relative of the Phoenix. They are primarily eagle-like, though with three pairs of wings. Normally docile and extremely loyal, the thunderbird is generally considered a friendly animal, but when provoked, few escape its wrath. Usually golden, they change colour as they exhibit their main ability: calling up storms, and manipulating weather.

HP: 30 / 40 / 50**Armour:** None**Melee Attack:** Peck: 1d8/12/20 (piercing)

Ranged Attack: Storm Call: all enemies within 30m take 1d20 damage (in flight, 5 turn recharge, electric damage)

Abilities: Influences weather in 3 mile radius .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
16	7	14/15/16	8	15/16/17	9	20/22/24	0

Troll*Stupid Giant Humanoid***Habitat:** Northern Europe & Scandinavia**Height:** 4m

The troll is a fearsome creature up to twelve feet tall and weighing over a tonne. Notable for its equally prodigious strength and stupidity, the troll is often violent and unpredictable. There are three types of troll: mountain, forest, and river. The mountain troll is the largest and most vicious. It is bald, with a pale-grey skin. The forest troll has a pale-green skin and some specimens have hair, which is green or brown, thin, and straggly. The river troll has short horns and may be hairy. It has a purplish skin, and is often found lurking beneath bridges. The 3 types of troll are considered as the three levels of beast.

HP: 20 / 30 / 40**Armour:** Thick skin, strength 10 / 12 / 14, covers entire body**Melee Attack:** Bludgeon: 1d8/10/12 (bludgeoning)**Ranged Attack:**

Abilities: If troll has a club, damage is doubled .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
5	0	6	2	2	2	14	3

Unicorn*Horned Equine***Habitat:** European Forests**Length:** 2m

A pure white, horned horse when fully grown, though the foals are initially golden, and turn silver before achieving maturity. The unicorn's horn, blood, and hair all have highly magical properties. It generally avoids human contact, is more likely to allow a witch to approach it than a wizard, and is so fleet of foot that it is very difficult to capture.

HP: 25 / 26 / 30**Armour:** None**Melee Attack:** Gore: 1d8/10/12 (requires run up, piercing)**Ranged Attack:** None

Abilities: Unprovoked attacks on unicorn applies the *unlucky* status effect for 1 year .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
9	10 / 11 / 12	13/14/15	14	9	20	7/8/9	0

Wampus Cat*Mind-Reading Panther***Habitat:** Appalachian Mountains**Length:** 1.5m

Somewhat resembling the mundane mountain lion or cougar in size and appearance, the Wampus Cat can walk on its hind legs, outrun arrows, and its yellow eyes are reputed to have the power of both hypnosis and Legilimency. The Wampus cat is fast, strong, and almost impossible to kill.

HP: 50 / 60 / 70**Armour:** None**Melee Attack:** Bite: 1d8 + 2 / 3 / 4 (piercing)

Scratch: 1d6/8/10 (slashing)

Ranged Attack: Hypnosis: Attacker is fixed in place for 1 turn and cannot move (psychic)**Abilities:** Dodge checks get +3 bonus (negated by occlumency) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
15/16/17	5	10	5	7	14	8	1

Winged Horse*Winged Equine***Habitat:** Worldwide**Length:** 2m

As the name suggests, a winged horse is an otherwise normal horse, with a set of powerful wings on its back. They come in many different varieties across the world from the powerful and aggressive Arabian Abraxan, to the docile British Aethonan, and the particularly fast Icelandic Granian. It is not entirely known if the thestral is a subspecies of the Winged Horse, or a separate species altogether.

HP: 20 / 24 / 27**Armour:** None**Melee Attack:** Trample: 1d8 + 2/3/4 (bludgeoning)**Ranged Attack:** None**Abilities:** Flight (prolonged) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
12	4	7	7	4	9	2	0

Yeti*Arctic Troll***Habitat:** Tibet & Himalayas**Height:** 5m

Known as the Abominable Snowman or Bigfoot, depending on where in the world they reside, the yeti is believed to be related to the troll and may even be a fourth category of troll. Up to 15 feet in height, it is covered from head to foot in pure white hair. The yeti devours anything that strays into its path, though it fears fire.

HP: 25/35/45**Armour:** Thick skin, strength 11 / 13 / 15, covers entire body**Melee Attack:** Bludgeon: 1d8/10/12 (bludgeoning)**Ranged Attack:** None**Abilities:** If yeti has a club, damage is doubled 100% Cold Resistance 100% Fire Weakness.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	1	7	2	3	2	16	3

Unlife

The unlife are those entities which were never truly alive. Often called *amortal*, because that which is dead may never truly be said to die, many of the most unpleasant and darkest entities in the world are considered Unlife, from the soul-sucking dementors, to the manifestations of the Elder Gods themselves. There are, however, some entities which are not inherently evil - ghosts and angels are often considered friendly and helpful, in fact.

Unlife also covers inanimate objects that have been brought to life, by magic, enchanted matter given form and thought. Golems, inferi and so on are all considered *unlife*.

Abyssal Servant

Servant of the Elder Gods

Habitat: Dark Plains

Height: 2.5m

Abyssal Servants take the form of withered, ancient humanoids - however, this is simply a shell of flesh that covers the truly terrifying being beneath the surface. An aspect of the evil Elder Gods, a humanoid manifestation of the primeval chaos of the universe, they exist to serve their masters, which they do by spreading fear, chaos and death wherever they can.

HP: 50 / 54 / 63

Armour: Shadows, strength 50, protect the Abyssal Servant

Melee Attack: None

Ranged Attack: Spells: All dark magic spells (wandless)

Abilities: Aura of Darkness: All illumination in a 20m radius fails

Aura of Terror: All foes take the Terrified status

Can phase through matter

May substitute EVL for a check once per turn .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
4	3	15/18/22	14	15	1	18/19/20	25

Angel

Winged, Holy Entities

Habitat: Heaven

Height: 2m

The winged soldiers of God himself (or whichever benevolent deity resides the other side of the mystic veil), angels are the opposite of darkness: brilliant light exudes from them at all times, and they are champions of kindness and empathy. Created at the beginning of time itself to fight for the light in the Eternal War, the angels are a force for good in this world.

HP: 54/68/100

Armour: Armour, strength 15/20/30 covers vital organs

Melee Attack: Sword: 1d10 + 5/6/7

Ranged Attack: Holy cry: perform 1d8 check, all creatures with within hearing range with EVL greater than check have AMR set to 0 for 3 turns
Spells: All non-dark magic (wandless)

Abilities: Can fly

Produce illumination in darkness

Deal 50% more damage to Dark creatures .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
13	15 / 25 / 30	13/18/24	15	18	20/25/30	23	0

Avatar of Fire

Fire Spirit

Habitat: Volcanoes and Forest Fires

Height:: Between 10cm and 10m

It has been said since man first discovered fire that it seems fickle, like a scared animal. Muggles think that this is just their imagination, but it is in fact true. Fire is amongst the most ancient magics, and large enough fires can summon an Avatar of Flame. Ranging from 10cm tall 'candles' that can be extinguished by a sneeze, to 10m tall volcanic gods that can devastate continents, the Fire Avatar is flame made flesh. Avatars of flame rejoice in burning living beings to ash, and kill wherever possible.

HP: 15 / 40 / 100

Armour: None

Melee Attack: Contact burn: 1/2/3d6

Ranged Attack: Flamethrower: 1/2/3d20 fire damage

Abilities: All attacks causes a mild/moderate/severe burn

All objects within 1m combust immediately

Fire attacks heal rather than hurt

Contact with water does 1d20 damage. .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	7	7/13/25	7	5/8/15	4	6/14/27	1/4/10

Avatar of Ice

Frozen Golem

Habitat: Glaciers worldwide

Height:: 2m

The Avatars of Ice are incredibly rare ice spirits, cold embodied, matter imbued with the most ancient of magics. They emerge from their mother glaciers when the ice is threatened, or when called by an exceptionally powerful wizard. The Avatars of Ice can lower the temperature of a room by a hundred degrees in a matter of seconds, though absorbing that much heat can cause them to melt. Exceptionally strong, and with limitless endurance, these are not beings to anger.

HP: 30 / 40 / 50

Armour: Skin strength 20

Melee Attack: Bludgeon: 1/2/3d8

Ranged Attack: Draw heat: freeze all water within 5m range (does 5 damage to avatar)

Abilities: All attacks causes mild/moderate/severe Frostbite

All objects within 50cm are frozen until thawed

Ice attacks heal rather than hurt

Fire attacks do 100% more damage .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
4	2	8/15/25	2	5	2	5/10/15	1/2/3

Avatar of Storms

Humanoid Thundercloud

Habitat: Clouds
Height: Varies

The Avatars of Storms are the fury and power of a thunderstorm compacted into a physical form. Able to summon ferocious winds and bolts of lightning at will, these Avatars are capable of levelling an entire city should they want to. They can also dissipate their corporeal form and move around as nothing more than vapour, only to reappear in physical form wherever they desire. Unlike the Avatars of Flame, which kill for the joy of it, the Avatars of Storm kill only when given no other option.

HP: 40 / 50 / 65
Armour: None
Melee Attack: Shock touch: 1/2/3d20 (causes paralysis for 3 turns)
Ranged Attack: Bolt: 1d12 + 2/3/4 (range 1km)
Abilities: Can apparate and attack on same turn (5m range)
Can summon wind (range 200m, 80mph limit) .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
5	3	6/7/8	4	8/12/17	7	10/15/24	1/2/3

Banshee

Wailing Demon

Habitat: Ireland
Height: 2.5m

An amortal being spawned from darkness itself, the banshee takes the form of a rotting and decaying woman, said to have a mouth up to three times as large as a normal human (though the research teams at the Ministry have revealed that they can simply unhinge their jaws at will). The cry of a banshee pierces deep into the soul, with effects ranging from insanity, to paralysis, and even instant death.

HP: N/A
Armour: None
Melee Attack: Scratch: 1d8 + 1/2/3
Ranged Attack: Wail: Drain FP and cause paralysis
Screech: cause instant death to 1l in hearing range, if maintained for 3 turns.
Abilities: Inability to die. Vulnerable to poo.

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	6	8	4	10	3	20	5

Boggart

Non-corporeal Terrorform

Habitat: Worldwide
Height: N/A

A shapeshifter that has the ability to sense its target's deepest and most desperate fear, and takes that form. Boggarts are fear manifest, a pure manifestation of terror. They cannot be killed, but they can be temporarily banished by laughter.

HP: N/A
Armour: Depends on the form
Melee Attack: None
Ranged Attack: None
Abilities: Takes the form of the subject's worst fear
Attacks depends on the form taken, but are weaker than the assumed form.
Applies 'terrified' status to one target at a time .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
5	20	16	11/12/13	6	13/14/15	6	3

Clockwork Soldier

Mechanical Monstrosity

Habitat: Not found in nature
Height: 2.5m

The Clockwork Soldier is not, strictly speaking, a magical being - it is entirely mechanical in nature, composed of springs, gears and cogs, the clockwork soldier is of such exquisite complexity that it can act like a functioning (if stupid) humanoid. However, the machinery requires such finesse to assemble that a Clockwork Soldier can only be assembled by magical means, so no muggle has ever been able to construct one.

HP: 15 / 33 / 57
Armour: Skin is metal, strength 8
Melee Attack: Slice: 1d8/12/20
Ranged Attack: Dart: 1d8 + 1/2/3 (range 5m)
Abilities: Immune to illusion magics, poisons, diseases and curses
Does not need to breathe
Cannot be disarmed .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
15/16/17	4	1	2	4	1	15	2

Crystal Golem

Living Diamond

Habitat: Not found in nature
Height: 2m

A core of glass, surrounded by an impenetrable diamond shell, the Crystal Golem shines like a beacon, as it redirects all light that touches its skin at will, which it can use to blind opponents. Unlike the Iron and Stone golems, which are suited to manual work, the crystal golem is created solely for battle, with arms that consist of nothing but razor-sharp diamond blades. A formidable opponent, the crystal golem is almost impossible to kill, until its skin is penetrated, whereupon it can be shattered like glass.

HP: 5 / 10 / 15
Armour: Skin strength 70
Melee Attack: Slice: 3d6/10/20
Ranged Attack: Blinding radiance: 1d4 light damage, applies Blinded status
Abilities: Immune to bite, scratch and heat damage
Follows all orders of its creator
Dies if creator dies. .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
10	9	8	3	7	7	17	3

Dementor

Soul Wraith

Habitat: Azkaban
Height: 2m

A Dementor is a gliding, wraith-like Dark creature, widely considered to be one of the foulest to inhabit the world. Dementors feed on human happiness and thus generate feelings of depression and despair in any person in close proximity to them. They can also consume a person's soul, leaving their victims in a permanent vegetative state. Though there appears to exist a humanoid form underneath their cloaks, only the victims of the Dementor's kiss has ever borne witness to it, and they are in no state to tell anyone what they saw.

HP: N/A
Armour: None
Melee Attack: Dementors kiss: Set FP to 0, HP to 1
Ranged Attack:
Abilities: Aura of Frozen Despair: all creatures within 30m take 1d6 chill damage, and lose 4FP per turn. Spell casting checks take a 1 point point penalty
Can fly.
Immune to all magic except the Patronus 100% Resistance to cold .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	4	20/21/22	0	8	19/20/21	25	7

Demonus Temporus*Time Travel Agents***Habitat:** Temporal Vortex**Height:** 2m

In normal times, the Demonus Temporus live outside this universe, feeding off the time vortex itself. However, if a wizard misuses a time-altering spell to change the past or the future, they create ruptures and fissures in the timestream, which draw the Demonus Temporus into this universe, where they seek to fix the breach, usually by annihilating the wizard who caused it. They appear as a collection of glowing blue orbs, with each individual distinguished by a slightly different shade of blue.

HP: 20/40/60**Armour:** Immune to physical damage**Melee Attack:** None

Ranged Attack: Temporal Manipulation: Makes the target either 20 years younger, or 20 years older
Energy blast: 1/2/3d12

Abilities: Can sense the use of time travel, immune to time paradoxes .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	9	10/11/12	5	13/14/15	10/11/12	15	0

Ghost*Departed Spirit***Habitat:** Worldwide**Height:** 1.8m

The non-corporeal remains of a deceased sapient, remaining in the world of the living. Nobody quite knows what causes someone to remain behind as a ghost, theories include having *unfinished business*, or having been cursed in life. Either way, a ghost is mostly powerless to effect the world of the living.

HP: N/A**Armour:** None**Melee Attack:** None**Ranged Attack:** Terrify: drain 2FP**Abilities:** Immune to all damage

Can pass through solid objects .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	0	10	10	10	11	0	0

Inferius*Zombie Flesh Puppet***Habitat:** Not found in nature**Height:** 1.8m

An inferius (plural: inferi) is a hideous puppet of flesh, a dead body reanimated as a zombie by a dark witch or wizard to do their bidding. Nothing of the original being remains beside the physical shell. The inferi feel no pain, and will keep attacking even as limbs are hacked off (and so will the limbs!), the only true way to kill an inferius is to burn it to ashes. Not very dangerous on their own, the inferi are truly terrifying in large numbers.

HP: 10/20/40**Armour:** None**Melee Attack:** Bite: 1d6/8/10**Ranged Attack:** None

Abilities: Fire does 100% more damage
Immune to slashing and stabbing damage
Obey all commands of their creator
Feasting on flesh heals 10HP .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	2	3/4/5	2	5	1	8	8/9/10

Inhabitor*Possessing Spirit***Habitat:** Spirit plane**Height:** N/A

Inhabitants are formless, malevolent spirits that are drawn to areas of political turmoil, lies and deceit. They creep inside the bodies of the living, and wrestle control of the body away from the owner. The inhabitor is then able to perfectly imitate their host's behaviour and actions, which they then use to spread chaos and strife.

HP: N/A**Armour:** Various**Melee Attack:** **Ranged Attack:**

Inhabit: take control nearby beings (20m range)

Abilities: Can take control of any living beings in range that fail a resist magic check, or inhabit inanimate objects, turning them into golems.
Whilst inhabiting a being, inherits their stats and abilities.
Body returns to original owner after leaving the body. .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
3	10/11/12	16/17/18	7	6	5	10	5

Iron Golem*Living Metal***Habitat:** Not found in nature**Height:** 3.5m

A being of living, churning metal held together by ancient magics over a core of molten iron. Stronger and more resilient than its stone brethren, the molten core of the iron golem allows it to generate intense magnetic fields, which it uses to manipulate nearby metallic objects.

HP: 35 / 40 / 45**Armour:** Skin strength 40**Melee Attack:** Bludgeon: 2d10 + 3**Ranged Attack:**

Abilities: Magnetism: manipulate iron objects (10m range)
Immune to bites and scratches.
Immune to electricity and lightning
Follows all orders of its creator.
Dies if creator dies .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	2	12/14/16	3	4	5	13/19/22	3

Judiciary*Righteous Universal Entity***Habitat:** Multiverse**Height:** 3m

A single minded manifestation of Justice, the Judiciary are a hive mind, an extraterrestrial consciousness controlling an infinite number of iron-clad bodies, wielding ferocious whips. Their very presence damages the souls of evil beings, and the whip has the ability to banish the UnLife. The Judiciary hunts down those who have committed crimes with a single minded zeal, often tracking their target across entire nations.

HP: 40 / 50 / 60**Armour:** Metal armour, strength 20/30/40

Melee Attack: Holy whip: 1/2/3d12 (range 3m)
Bludgeon: 1d8

Ranged Attack: Righteous Aura: All evil beings within 10m take 1d8 damage

Abilities: Can be disarmed
Can apparate
All UnLife hit by whip are banished .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
10	10/11/12	16/18/25	6	7	4	15/16/17	0

Lethifold*Mindless Devourer***Habitat:** Tropics**Width:** 1m

The Lethifold is a mercifully rare creature found solely in tropical climates. It resembles a black cloak perhaps half an inch thick (thicker if it has recently killed and digested a victim), which glides along the ground at night, absorbing its victims, leaving no trace. The only known spell that repels a lethifold is the Patronus Charm which brings to light a similarity with another Dark creature: the Dementor. Unlike a Dementor, which appears to have some physical form underneath its cloak, a lethifold is simply a cloak. Lethifold are mindless beasts which absorb their prey, whilst Dementors seem to have a level of intelligence, Dementors also only take the soul of their victim, not the entire form. Nonetheless, it is speculated that the two creatures are related in some way.

HP: 20/30/40**Armour:** None**Melee Attack:** Digest: 1d8/12/20**Ranged Attack:** None

Abilities: Devour the body of the dead, restoring health to full, and getting a +5 bonus to damage
Immune to all magic, except the Patronus charm .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
8	3	14/15/16	0	4	0	19	5

Poltergeist*Spirit of Chaos***Habitat:** Large buildings**Height:** 1m

Said to be an indestructable spirit of chaos, a poltegeist haunts a specific building, rather like a ghost, though a poltergeist was never a living being, seeming to have existed since the dawn of time. Also unlike ghosts, poltergeists can manifest a physical(ish) form, and interact with the physical world, which they chiefly use to commit mischief.

HP: N/A**Armour:** None**Melee Attack:** None**Ranged Attack:** Hurl objects: 1d6**Abilities:** Specific objects from the environment do more damage

Can fly

Can become invisible and non-corporeal at will .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
7	10/12/14	10	11/12/13	7	5	6	1

Shadow Demon*Inhabitor of Dark Corners, Devourer of the Unwary***Habitat:** Shadows**Height:** 2m

The Shadow Demons are the cause of the deep-seated fear of the darkness that resides in all sapient life. A being composed of pure darkness, an demonic shadow that can flicker between pockets of darkness at will, devouring those who are foolish enough to step within range. Whilst ensconced in shadow, they cannot be defeated, but they can be destroyed by bringing them into the light.

HP: 22 / 27 / 36**Armour:** None**Melee Attack:** Devour: 1d10 + 3/4/5

Infect: Shadow curse does 5 damage per turn for 20 turns

Ranged Attack: Shadow blast: 1d10/12/20**Abilities:** When in darkness, cannot be killed

Can teleport through shadows in 10m range .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
15	10/12/13	8	10	13	2	15/16/17	9

Stone Golem*Living Stone***Habitat:** Not found in nature**Height:** 3m

Inanimate stone given life through a magic ritual, a stone golem is a powerful ally for any wizard, capable of taking a beating and, more importantly, capable of giving one. Immensely strong, they follow the orders of their creator to the letter.

HP: 30 / 40 / 50**Armour:** Skin strength 35**Melee Attack:** Bludgeon: 2 + 1d8/10/12, applies Broken Bone status**Ranged Attack:** None**Abilities:** Immune to bite and scratch damage

Follows all orders of its creator

Dies if creator dies. .

ATH	FIN	SPR	CHR	INT	EMP	POW	EVL
6	2	10/13/16	3	2	4	10/15/20	3

Sapient

Sapient are those creatures intelligent and sociable enough to either exist within the conventional wizarding society, or to form a society of their own. A hugely diverse group, by their very nature, sapient take different roles within their society. Therefore, the threat posed by a Sapient is not only dictated by its species, but by the role that it has within a society: a soldier is more dangerous than a librarian!

The entries in this section reflect this inherent polymorphism: species have multiple entires, one for each major societal role.

The entries are colour coded: Blue entires are those which primarily use magic to attack, brown represents sapient which rely on physical force, and purple is non-combat entities.

(Sapient removed for maintenance)