

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 black sludge, or evaporates completely.

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

Modifying Potions

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

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

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

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

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

Purchasing Potions

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

Potion List

Alchemic Grenade

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

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

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

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

Optional Ingredients:

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

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

Alihotsy Draught

A blue liquid which emits a powerful liquorice smell

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

Ingredients: Alihotsy Leaves, Billywig Sting

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

Optional Ingredients:

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

Side Effect: Fumes also effect the potioneer with laughter.

Amortentia

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

Cost	Mixing Time	Dose	Difficulty
£6 £5	12 hours	1 dose	15

Ingredients: Ashwinder Eggs, Nightshade, Rose Petals

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

Optional Ingredients:

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

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

Anti-Paralysis Potion

A yellow gel that smells of cat urine

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

Ingredients: Aconite, Billywig Sting, Mandrake Root

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

Optional Ingredients:

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

Side Effect: Causes insomnia for 48 hours.

Antidote to Common Poisons

Colourless, but smells like antiseptic.

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

Ingredients: Bezoar, Mandrake Root

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

Optional Ingredients:

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

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

Astral Acid

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

Cost	Mixing Time	Dose	Difficulty
£13	4 hours	3 doses	10

Ingredients: Billywig Sting, Fairy Wings, Vodka

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

Optional Ingredients:

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

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

Azimov's Awesome Acid

Toxic green liquid, smells acrid.

Cost	Mixing Time	Dose	Difficulty
£11	3 hours	3 doses	10

Ingredients: Bundium Fluid, Dragon Blood, Sphinx Saliva

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

Optional Ingredients:

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

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

Baruffio's Brain Elixir

A green liquid which smells of strawberries

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

Ingredients: Centaur Hoof, Dragon Claw, 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
£2	12 hours	3 doses	15

Ingredients: Fairy Wings, Morning Dew, Rose Petals

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

Optional Ingredients:

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

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

Befuddle Beverage

A brown sludge which smells like chocolate

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

Ingredients: Doxy Venom, Hemlock Essence, Lethe River Water

Applies the *confused* status for 2 minutes

Optional Ingredients:

Name	Bonus	DV Cost
Lovage	+50%	1
Mercury	+75%	2
Troll 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
£7	1 hour	3 doses	10

Ingredients: Honeywater, Murtlap Tentacles, Tormentil Tincture

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

Optional Ingredients:

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

Side Effect: Dyes the skin a permanent yellow

Blood-Refilling Potion

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

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

Ingredients: Dittany, Slug Slime, Wiggentreep Bark

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

Optional Ingredients:

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

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

Burn-healing paste

An orange gel with a strong alcohol smell

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

Ingredients: Frost Salamander Blood, Honeywater, Iron

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

Optional Ingredients:

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

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

Calming Draught

A *lilac* soup, with a *lavender* aroma

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

Ingredients: Asphodel, Flobberworm Mucus, Lavender

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

Optional Ingredients:

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

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

Conduit Concoction

Looks like a lightning bolt, trapped in a bottle.

Cost	Mixing Time	Dose	Difficulty
£65 £5	1 week	1 dose	20

Ingredients: Mercury, Pheonix Feather, Thunderbird Feather

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

Optional Ingredients:

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

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

Curse-Countering Concoction

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

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

Ingredients: Diricawl Feather, Moly, Unicorn Hair

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

Optional Ingredients:

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

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

Draconic Protection Draught

A fiery red liquid that smells like chalk.

Cost	Mixing Time	Dose	Difficulty
£11	3 hours	3 doses	10

Ingredients: Dragon Scale, Iron, Pogrebin Shell

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

Optional Ingredients:

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

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

Dragonbreath Solution

Looks like molten lava, and smells like sulphur.

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

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

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

Optional Ingredients:

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

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

Draught of Living Death

Thick, black, odourless goo.

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

Ingredients: Asphodel, Valerian, Wormwood

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

Optional Ingredients:

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

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

Drink of Despair

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

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

Ingredients: Eye of Newt, Manticoe Skin, Nettles, Nogtail Trotter

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

Optional Ingredients:

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

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

Druid's Delight

Looks like an acorn. In a bottle.

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

Ingredients: Abyssinian Shrivelfig, Caterpillar, Fire Seed, Fluxweed

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

Optional Ingredients:

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

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

Duplicating Draught

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

Cost	Mixing Time	Dose	Difficulty
£28 £5	3 days	1 dose	15

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

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

Optional Ingredients:

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

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

Emanation Elimination Elixir

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

Cost	Mixing Time	Dose	Difficulty
£13	1 hour	3 doses	15

Ingredients: Dragon Fire Gland, Octopus Powder, Peppermint

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

Optional Ingredients:

Name	Bonus	DV Cost
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
£1 £5	5 hours	3 doses	15

Ingredients: Antimony, Dementor Cloak, Mercury

Drains the afflicted of 10 FP

Optional Ingredients:

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

Side Effect: Restores FP, instead of draining it.

Felix Felicis

Looks like liquid gold, and smells of warm hugs.

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

Ingredients: Ashwinder Eggs, Occamy Egg, Squill Bulb

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

Optional Ingredients:

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

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

Final Goodnight

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

Cost	Mixing Time	Dose	Difficulty
£65 £5	1 week	1 dose	20

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

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

Optional Ingredients:

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

Side Effect: The fumes do half damage to the poisoner

Finder' Friend

A glowing silver liquid that smells like treasure and opportunity.

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

Ingredients: Kneazle Claw, Lemon Juice, Niffler Fang

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

Optional Ingredients:

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

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

Flask of Freezing

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

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

Ingredients: Antimony, Dementor Cloak, Frost Salamander Blood

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

Optional Ingredients:

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

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

Fleet Foot Fluid

This blue liquid swirls into a vortex of its own accord

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

Ingredients: Diricawl Feather, Honeywater, Nogtail Trotter

Your movement speed is doubled for 30 seconds

Optional Ingredients:

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

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

Forgetting Fog

Looks like a living cloud, trapped in a jar.

Cost	Mixing Time	Dose	Difficulty
£29 £15	3 days	1 dose	20

Ingredients: Doxy Venom, Lethe River Water, Lovage

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

Optional Ingredients:

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

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

Garrotting Gas

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

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

Ingredients: Ash, Grindylow Claw, Kelpie Hair

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

Optional Ingredients:

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

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

Gift of the Gab

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

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

Ingredients: Daisy, Honeywater, Puffskein Tongue, Silver

Charisma bonus 2 Points

Optional Ingredients:

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

Side Effect: Tongue stained permanently silver.

Gilly Concoction

Green-blown sludge. Looks and taste disgusting.

Cost	Mixing Time	Dose	Difficulty
£1	0.5 hour	1 dose	10

Ingredients: Gillyweed

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

Optional Ingredients:

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

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

Girding Potion

A golden liquid with suspicious lumps in it.

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

Ingredients: Doxy Eggs, Fairy Wings, Hippocampus Hair

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

Optional Ingredients:

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

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

Gloom-inducing Agent

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

Optional Ingredients:

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

Side Effect: Target loses the ability to speak entirely.

Growing Agent

A green paste which seems to pulse with power

Cost	Mixing Time	Dose	Difficulty
£1 F5	5 hours	3 doses	15

Ingredients: Caterpillar, Mercury, Occamy Egg

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

Optional Ingredients:

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

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

Herbicide Potion

A thin, pale green oil

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

Ingredients: Bundium Fluid, Flobberworm Mucus, Horklump Juice

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

Optional Ingredients:

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

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

Hero's Brew

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

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

Ingredients: Griffin Claw, Troll Snot, Vodka

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

Optional Ingredients:

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

Side Effect: Intelligence suffers a permanent 1 point penalty.

Infusion of Strength

A solid yellow liquid with an incredibly sweet smell.

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

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

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

Optional Ingredients:

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

Side Effect: Permanent 2 point penalty to Finesse attribute

Insulation Inoculation

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

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

Ingredients: Coffee Beans, Fire Seed, Honeywater

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

Optional Ingredients:

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

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

Magi-Me-More

A red liquid that smells of almonds.

Cost	Mixing Time	Dose	Difficulty
£4 £10	2 days	3 doses	10

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

For 5 minutes, Power attribute increases by 2 points

Optional Ingredients:

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

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

Malevolent Mixture

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

Cost	Mixing Time	Dose	Difficulty
£6 £10	2 days	3 doses	15

Ingredients: Dragon Fire Gland, Hellebore, Quintaped Leg

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

Optional Ingredients:

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

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

Merlin's Surprise

A clear, colourless and odourless liquid.

Cost	Mixing Time	Dose	Difficulty
£19 £10	2 days	1 dose	15

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

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

Optional Ingredients:

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

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

Midas' Mixture

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

Cost	Mixing Time	Dose	Difficulty
£96	2 weeks	1 dose	20

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

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

Optional Ingredients:

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

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

Mopsus' Tincture

Looks and smells like milk, but tastes of popcorn.

Cost	Mixing Time	Dose	Difficulty
£3 £5	1 day	3 doses	10

Ingredients: Centaur Hoof, Fairy Wings, Kneazle Claw

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

Optional Ingredients:

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

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

Navigator's Necessity

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

Cost	Mixing Time	Dose	Difficulty
£1 £15	12 hours	3 doses	10

Ingredients: Iron, Owl Feather, Runespoor Egg

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

Optional Ingredients:

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

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

Paralyzing Poison

A thick white paste

Cost	Mixing Time	Dose	Difficulty
£1	3 hours	3 doses	15

Ingredients: Lobalug Venom, Mercury, Nettles

Applies the Paralyzed status effect for 15 seconds

Optional Ingredients:

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

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

Pepperup Potion

Bright blue gel, with a strong, spicy odour.

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

Ingredients: Chizpurfle Fang, Ginger, Tea Leaf

Restores FP by 5 points

Optional Ingredients:

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

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

Philosopher's Stone

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

Cost	Mixing Time	Dose	Difficulty
£96699 £10	3 years	1 dose	30

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

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

Optional Ingredients:

Name	Bonus	DV Cost
Silver	+50%	2

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

Polyjuice Potion

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

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

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

Transfigure yourself into another human for 1 hour

Optional Ingredients:

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

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

Potion of Extreme Energy

A thin, brown liquid that smells of fresh coffee.

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

Ingredients: Coffee Beans, Dragon Claw, Tea Leaf

When consumed, removes the need for sleep for 2 days

Optional Ingredients:

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

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

Potion of Living Dreams

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

Cost	Mixing Time	Dose	Difficulty
£6 £10	2 days	3 doses	15

Ingredients: Flobberworm Mucus, Hippocampus Hair, Knotgrass

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

Optional Ingredients:

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

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

Potion of Safe Harbour

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

Cost	Mixing Time	Dose	Difficulty
£10	3 days	3 doses	20

Ingredients: Diricawl Feather, Horklump Juice, Thunderbird Feather

When consumed, teleports 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	+150%	5
Venom		
Dragon Scale	+150%	5
Galanthus Nivalis	+25%	1
Owl Feather	+75%	3

Side Effect: The teleportation occurs randomly.

Potion of Sustenance

Looks, tastes and smells like porridge.

Cost	Mixing Time	Dose	Difficulty
£46	5 days	1 dose	15

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

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

Optional Ingredients:

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

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

Sapping Solution

A milky white fluid with an incredibly sweet smell

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

Ingredients: Caterpillar, Doxy Eggs, Silver

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

Optional Ingredients:

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

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

Savage Toxin

A poisonous green colour accompanies a foul rotting odour.

Cost	Mixing Time	Dose	Difficulty
£6 £10	2 days	3 doses	15

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

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

Optional Ingredients:

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

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

Shrinking Agent

A red paste which seems to pulse with power

Cost	Mixing Time	Dose	Difficulty
£1 £5	5 hours	3 doses	15

Ingredients: Abyssinian Shrivelfig, Mercury, Occamy Egg

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

Optional Ingredients:

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

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

Skele-grow

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

Cost	Mixing Time	Dose	Difficulty
£1 £10	8 hours	3 doses	15

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

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

Optional Ingredients:

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

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

Sleeping Serum

A dark purple fluid, with sparks of gold within

Cost	Mixing Time	Dose	Difficulty
£1 £15	12 hours	3 doses	10

Ingredients: Flobberworm Mucus, Lavender, Valerian

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

Optional Ingredients:

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

Side Effect: The target dies instantly.

Solution of Nature's Ally

An oily substance, the colour of a vibrant forest.

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

Ingredients: Dugbog Bark, Lemon Juice, Owl Feather

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

Optional Ingredients:

Name	Bonus	DV Cost
Moly	+200%	5
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 Rememberance

This clear fluid seems to glow from within

Cost	Mixing Time	Dose	Difficulty
£19 £10	2 days	1 dose	15

Ingredients: Centaur Hoof, Galanthus Nivalis, Hippocampus Hair

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

Optional Ingredients:

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

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

Solution of Vulnerability

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

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

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

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

Optional Ingredients:

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

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

Stew of Near-Invisibility

An invisible liquid, can be felt but not seen.

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

Ingredients: Bowtruckle Thorn, Demiguise Hair, Niffler Fang

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

Optional Ingredients:

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

Side Effect: Target suffers uncontrollable flatulence.

Ulgard's Unstable Catalyst

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

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

Ingredients: Ash, Bulbadox Powder, Chizpurple Fang

Add to another potion to increase the potency by 50 %

Optional Ingredients:

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

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

Vampric Savior

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

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

Ingredients: Dragon Blood, Salamander Blood, Slug Slime

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

Optional Ingredients:

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

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

Veritaserum

Colourless, odourless liquid. Indistinguishable from water.

Cost	Mixing Time	Dose	Difficulty
663 £10	1 week	1 dose	15

Ingredients: Jobberknoll Feather, Moonstone, Wormwood

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

Optional Ingredients:

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

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

Viper's Venom

A blue liquid with a slight acrid odour.

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

Ingredients: Asp Tail, Lobalug Venom, Nightshade

Ingredients

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

Abyssinian Shrivelfig

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

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

Aconite

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

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

Acromantula Venom

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

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

Alihotsy Leaves

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

Category: Common, Magical
Required in: Alihotsy Draught

Antimony

A silver metal used as a cosmetic throughout muggle history

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

Ash

Burned and blackened organic matter.

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

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

Optional Ingredients:

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

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

Weasley's Patented Stinking Solution

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

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

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

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

Optional Ingredients:

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

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

Wiggenweld Potion

Vibrant red fluid with a pleasant, herbal aroma.

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

Ingredients: Dittany, Horklump Juice, Wiggentree Bark

Restores HP 5 points

Optional Ingredients:

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

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

Wolfsbane

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

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

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

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

Optional Ingredients:

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

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

Ashwinder Eggs

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

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

Asp Tail

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

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

Asphodel

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

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

Basilisk Venom

Potent purple venom from the fangs of a monstrous snake.

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

Bezoar

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

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

Bicorn Horn

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

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

Billywig Sting

The venom inside causes giddiness and levitation.

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

Boomberry

A small brown nut that explodes when disturbed.

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

Boomslang Skin

The brown, sloughed skin of a nonmagical snake.

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

Bowtruckle Thorn

Living green wood harvested from the forest-dweller

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

Bubotuber Juice

White sap from the magic tree causes boils on contact.

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

Bulbadox Powder

Volatile orange powder capable of causing boils and itching

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

Bundium Fluid

A powerfully acidic, foul smelling grey secretion.

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

Caterpillar

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

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

Centaur Hoof

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

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

Chizpurple Fang

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

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

Coffee Beans

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

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

Copper

A chemical element with many intriguing properties.

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

Daisy

A small white and yellow flower familiar to muggles.

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

Dementor Cloak

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

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

Demiguise Hair

An invisible strand of hair, with many beneficial properties.

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

Diricawl Feather

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

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

Dittany

A mundane green leaf with powerful healing properties.

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

Doxys Eggs

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

Category:	Common, Magical
Required in:	Girding Potion and Sapping Solution
Optional in:	Viper's Venom

Doxys Venom

This clear fluid deeply affects the brain of the victim.

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

Dragon Blood

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

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

Dragon Claw

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

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

Dragon Fire Gland

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

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

Dragon Liver

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

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

Dragon Scale

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

Category:	Rare, Magical
Required in:	Dracomic Protection Draught
Optional in:	Potion of Safe Harbour

Dugbog Bark

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

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

Erumpet Horn

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

Category:	Rare, Magical
Required in:	Merlin's Surprise
Optional in:	Alchemic Grenade, Felix Felicis and Ulgard's Unstable Catalyst

Eye of Newt

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

Category:	Common, Non-Magical
Required in:	Drink of Despair and Wolfsbane
Optional in:	Druid's Delight, Anti-Paralysis Potion, Gilly Concoction, Stew of Near-Invisibility and Veritaserum

Fairy Wings

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

Category:	Common, Magical
Required in:	Astral Acid, Beautification Potion, Girding Potion and Mopsus' Tincture
Optional in:	Duplicating Draught and Potion of Living Dreams

Fire Crab Shell

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

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

Fire Seed

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

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

Flobberworm Mucus

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

Category:	Abundant, Magical
Required in:	Calmng Draught, Herbicide Potion, Potion of Living Dreams and Sleeping Serum
Optional in:	Azimov's Awesome Acid

Fluxweed

A magical plant known for its healing and transformative properties.

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

Frost Salamander Blood

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

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

Galanthus Nivalis

A mundane herb known for its memory-inducing effects.

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

Gillyweed

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

Category:	Uncommon, Magical
Required in:	Gilly Concoction

Ginger

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

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

Glumbumble Treacle

A melancholy inducing substance that looks like pink honey.

Category:	Uncommon, Magical
Required in:	Gloom-inducing Agent
Optional in:	Calming Draught

Gold

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

Category:	Rare, Non-Magical
Required in:	Midas' Mixture
Optional in:	Alihotsy Draught and Finder' Friend

Griffin Claw

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

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

Category:	Rare, Magical
Required in:	Baruffio's Brain Elixir and Girding Potion

Grindylow Claw

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

Category: </td

Horklump Juice

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

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

Iron

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

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

Jarvey Fang

A curved fang containing a venom that causes involuntary babbling.

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

Jobberknoll Feather

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

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

Kelpie Hair

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

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

Kneazle Claw

When powdered, increases the consumer's perception enormously.

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

Knotgrass

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

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

Lacewing Flies

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

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

Lavender

A pleasant smelling purple plant with powerful calming effects.

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

Leeches

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

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

Lemon Juice

Cloudy, acidic juice with healing properties.

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

Lethe River Water

Water from a magic river. A powerful amnesiac.

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

Lobalug Venom

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

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

Lovage

A mundane plant with nausea inducing qualities.

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

Mackled Malaclaw Tail

A powerful iridescent blue ingredient, useful but unstable.

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

Magnesium

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

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

Mallowsweet

The yellow berries of this plant have many beneficial properties.

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

Mandrake Root

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

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

Manticore Skin

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

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

Mercury

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

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

Mint

A pleasant smelling and tasting herb. Fresh!

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

Moke Skin

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

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

Moly

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

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

Mooncalf Tears

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

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

Moondew

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

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

Moonstone

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

Category:	Uncommon, Magical
Required in:	Veritaserum
Optional in:	Amortentia, Antidote to Common Poisons, Blood-Refilling Potion and Wolfsbane
Category:	Abundant, Non-Magical
Required in:	Beautification Potion and Potion of Sustenance
Optional in:	Flask of Freezing and Vampiric Savior

Murtlap Tentacles

The pink tentacles have a soothing effect on the skin.

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

Niffler Fang

A small white fang that exudes mischief.

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

Nightshade

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

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

Nogtail Trotter

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

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

Nundu Venom Sac

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

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

Occamy Egg

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

Category:	Rare, Magical
Required in:	Felix Felicis, Growing Agent and Shrinking Agent
Optional in:	

Octopus Powder

A disgusting orange powder, but a powerful catalyst.

Category:	Uncommon, Non-Magical

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Pearl Dust

A lustrous powder that gleams with positive energy.

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

Peppermint

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

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

Phoenix Feather

A scarlet feather with many wonderful magical properties.

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

Pogrebin Shell

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

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

Puffskine Tongue

A long ribbon of flesh harvested from a puffskine.

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

Pungent Onion

A bright green onion with a powerfully repulsive odour.

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

Quintaped Leg

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

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

Re'em Blood

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

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

Rose Petals

Red petals that exude lust.

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

Runespoor Egg

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

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

Salamander Blood

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

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

Scarab Beetles

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

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

Sea-Serpent Spine

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

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

Silver

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

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

Sloth Brain

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

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

Slug Slime

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

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

Sphinx Saliva

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

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

Squill Bulb

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

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

Stinksap

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

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

Styx River Water

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

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

Tea Leaf

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

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

Thunderbird Feather

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

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

Tormentil Tincture

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

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

Troll Snot

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

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

Unicorn Blood

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

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

Unicorn Hair

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

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

Valerian

A sleep-inducing plant. Poisonous in high concentrations.

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

Venomous Tentacula

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

Category:	Uncommon, Magical
Required in:	Alchemic Grenade

Vodka

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

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

Wartcap Powder

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

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

Wiggentreep Bark

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

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

Wormwood

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

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

2: Beasts, Beings and Other Bad Business

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

Beings of all kinds are classified based on two different properties: their *mind*, and their *type*.

Minds

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

Sapient

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

For political reasons, the word *Beings* is often used to describe Sapient creatures, with *Beasts* used for Non-sapient creatures. However this is considered a very politically charged terms, and Sapients such as Centaurs and the Merpeople object to sharing this category with, for example, the hags, and hence are often classified as *beasts*, despite their evidently sapient nature.

Sapient creatures are often able to use magic, and are capable of adapting and formulating complex tactics and plans.

Non-sapient

Non-sapient creatures are those which, whilst they have a (mostly) recognisable brain, containing recognisable thoughts, they do not possess a true consciousness.

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

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

Ineffable

A creature which possesses an *Ineffable* mind has a consciousness that is beyond the realm of the humanoid mind to conceive. The very classification of sapience or not is entirely irrele-

vant to their being. Spirits, and abominations are generally considered 'ineffable', as are the most powerful celestials.

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

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

Types

The *type* of a creature denotes how creatures are related to each other, and gives a hint at their intrinsic nature. Creatures which share a 'type' often have many characteristics in common - though this is not always guaranteed.

Though often closely linked (most creatures of a humanoid *type* have a sapient *mind*), many creatures of the same type have a different kind of mind.

Abomination: An abomination is an incomprehensibly alien creature from the depths of the Eldritch Domains, or even the Void Beyond. Primal, extraplanar beings, even attempting to comprehend the existence of such creatures is enough to break the minds of weaker individuals.

Beast: A beast is a non-humanoid and (generally) non-sapient creature of magical or mundane nature, which forms a natural part of the life cycle in their environment. Almost all non-magical creatures are classified as beasts, as are many of the most common magical creatures.

Celestial: Celestials are natives of some of the more distant higher planes, such as the heavenly Elysium, or the awful Tartarus. Angels, Devils and other beings form the bulk of the Celestials, normally possessing incredible power they have, throughout history, been mistaken for servants of the Gods and sometimes even for gods in their own right.

Construct: A construct is an artificially created being. Usually constructed from inorganic materials such as metal, stone or clay and animated using powerful magic or technological means. Though not considered *alive*, some constructs contain a Sapient mind, though most are mindless automatons.

Demon: Demons are malevolent magical creatures, often possessing an intrinsic affinity with the Dark Arts, and a thirst for human flesh. Demons can take many forms, and can be found across the multiverse. Some demons, like elementals, harbour an affinity for a certain aspect of the universe, others serve powerful beings, and some demons rise to power in their own right and crown themselves *Demon Princes*. Most of the truly horrifying demons have been banished from the mortal realm, leaving behind only minor evils such as the Grindylow or the Kappa. Sometimes, however, a Dark Witch or Wizard reaches through the barriers between worlds and pulls one of the more abhorrent powers into this world.

Dracnid: A dragon or dragon-like creature, usually charac-

terised by an enormous reptilian form and affinity for elemental flame. Often possessing both incredible physical and magical power, any member of the Draconid family should be treated with fear and respect, the True Dragons most of all.

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

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

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

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

Imp: The imps are vaguely humanoid creatures, though besides the Elves, they mostly possess only limited intellect. An imp is immediately distinguished from even the shortest dwarf

by their diminutive stature (rarely reaching more than 2 feet in height), and their innate magic which seems to operate on entirely different rules to that used by most humanoids. Elves, hobgoblins and fairies are the most prominent member of the imp family.

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

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

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

Undead: The undead are profane creations, the mortal remains of a once-living creature reanimated by powerful necromantic magic, or possessed by an evil spirit. The Walking Corpses, as well as Vampires, fall into this category.

Rating

The Department of Magical Beasts, an important part of the Ministry of Magic, maintains a classification scheme to determine the threat posed by individual magical creatures. This classification system breaks beings down into 8 categories.

Category	Encounter Value	Description
0	0	Utterly harmless, incapable of inflicting harm
I	2	“Boring”, capable of inflicting only tiny injuries
II	10	Mostly harmless, commonly domesticated
III	25	Poses only minimal danger to a capable individual
IV	50	A group of competent individuals can handle, though an individual would face serious harm.
V	75	Requires specialist knowledge, or a group of highly trained individuals to defeat
VI	100	Known Wizard-Killer, impossible to control or train. Requires a large group of exceptionally trained warriors to defeat
VII	150	Lethal, poses a viable extinction-level threat to population centres if left unchecked. Few-to-no examples in recorded history of wizards successfully defeating them.

Constructing Encounters

The 'encounter value' is provided to help GMs construct viable, yet challenging scenarios for players.

For each character in the party, add together twice their total character level, to calculate an 'encounter budget'. For an easy encounter you may half this value, whilst for a particularly challenging one, you may double it.

For each beast or being in the encounter, add together the encounter value associated with them, and then multiply the result by the modifier found in the 'group attack' table below.

Beasts in Encounter	Encounter Value Multiplier
1	× 1
2-3	× 1.5
4-5	× 2
6-8	× 3
9-10	× 4
10+	× 5

If the values are comparable, then the encounter is probably suited for the group.

Abyssal Spawn

In the most alien and horrifying corners of the multiverse, deep within the Eldritch Domains dwell creatures beyond mortal comprehension. Mounds of twisting, writhing tentacles and unblinking eyes which never see light, their minds ancient and alien, with desires and motivations which would cause a human to wretch.

On the rare occasions that these abyssal, eldritch horrors require something in one of the lower planes, they send a posse of their enumerable children to execute their will: the *Abyssal Spawn*.

Horrific, twisted mimics of mortal forms, these beasts spread terror, and destruction in their relentless pursuit of the masters' will.

Eldritch Servants: Abyssal spawn follow the orders of their masters with a single-minded zeal. Their actions and plans, therefore, may seem chaotic and random, but are part of an eons-long plan, with many trillions of moving parts.

Bloodlust: If an Abyssal Spawn is not able to complete their task, or a plan goes awry, they will first attempt to regain contact with their masters. If this is not possible, an abyssal servant reverts to their default mood: a primal hatred for all living things, going on a rampage, slaying everything in sight.

Terrifying Form: The twisted forms created for the Abyssal Spawn is enough to drive terror into the heart of even the bravest warrior and possibly drive them insane.

Unliving: As beings which are not truly alive, Abyssal Spawn need neither air, food, drink or sleep in order to survive. However, they are vulnerable to celestial damage.

Dust To Dust: When killed, Abyssal Horrors leave behind no corpses. Their bodies explode into voidic essence, which slowly evaporates as black mist.



Death Hunter

Habitat: Eldritch Domains

A disgusting pale-white creature with 6 legs and a face which is entirely featureless except a gaping red maw.

Incredibly fast, and with powerful alien senses the Death Hunter serves one purpose: to track and hunt down their target across dimensions. When their target is located, they release an earsplitting howl across dimensions, drawing their allies in.

DEATH HUNTER

Sightless Tracker (*Ineffable Abomination*)

MoM Rating: V

Health:	80 Points	Dodge:	19				
Block:	17	Length	2 metres				
Speed :	25 metres						
FIT 22 (+6)	PRS 8 (-1)	SPR 12 (+1)	CHR 0 (-5)	INT 5 (-3)	PCP 21 (+5)	POW 13 (+1)	EVL 18 (+4)

Expertise: Speed (+11), Stealth (+4), Observation (+10), Intimidation (+7)

Senses: Alien (100m), Bloodhound (10km)

Condition Immunity: Asleep, Blinded, Charmed, Deaf, Enraged, Exhausted, Frostbitten

Immunity: Cold Damage

Resistance: Necrotic

Susceptible: Celestial

Speaks: Voidic

Understands: All spoken languages

Magic Resistance: As an otherworldly being, normal magic is weaker against a Death Hunter. The Death Hunter gets advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first lays eyes on any member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrorified* of the creature. All terrified beings must reperform the check again. On a second failure, take 5d6 psychic damage.

Actions

Bludgeon: (melee attack, +11 to hit) Deals 6+1d6 bludgeoning damage

Bite: (melee attack, +10 to hit) Deals 6 + 2d8 piercing damage

Pounce: As a major action, a Death Hunter may leap up to 5 metres towards a target, and take a combined Bludgeon and Bite attack.

Call Allies: As a major action, a Death Hunter may raise their head to the heavens and howl a phrase in Voidic, stretching across dimensions, alerting their masters that they have found their quarry.



Flesh Ripper

Habitat:

Eldritch Domains
A hulking mass of rotting, oily flesh covered in a bony exoskeleton which seems to twist and warp in multiple dimensions. The Flesh Ripper's role is as a heavy assault weapon. It is aided in this by its long, scorpion-like tail, which ends in a vicious barb. This tail is used to spear beings, before dragging them, helpless, into its maw.

FLESH RIPPER

Animalistic Fighter (Ineffable Abomination)

MoM Rating: VI

Health: 200 Points

Block: 18

Dodge: 13

Speed : 3 metres

Length 5 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
20 (+5)	15 (+2)	17 (+3)	3 (-4)	16 (+3)	17 (+3)	16 (+3)	18 (+4)

Expertise: Strength (+11), Intimidation (+10)

Senses: Nightvision (15m)

Condition Immunity: Asleep, Charmed, Encumbered, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Cold

Resistance: Necrotic

Susceptible: Celestial

Speaks: Voidic

Magic Resistance: As an otherworldly being, normal magic is weaker against a Flesh Ripper. They get advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first lays eyes on any member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrorized* of the creature. All terrified beings must reperform the check again. On a second failure, take 5d6 psychic damage.

Actions

Bite: (*melee attack, +12 to hit*) Deals 4d8 piercing damage. On a failed DV 15 Vitality Resist, target takes an additional 4d8 necrotic damage.

Harpoon Tail: (*melee attack, Range: 5 metres, +7 to hit*) Deals 5d6 piercing damage, and initiates a grapple action.

Devour: Consume a target being in melee range which is *Incapacitated*, instantly killing the being and restoring 4d20 Health points.

Voidic Bile: (*ranged attack, +7 to hit, range: 50 metres*) Spits a gout of black bile which does 3d6 each of Acid, Necrotic and Poison Damage



Mind Shredder

Habitat:

Eldritch Domains
A monstrous female form, all protruding fangs and tentacles lies behind layers of illusions and deception. Created by the Abyssal Masters for the express purpose of infiltration of the minds of their foes, the Mind Shredder is weak in body, but wields immense psionic powers.

MIND SHREDDER

Mistress of Lies (Ineffable Abomination)

MoM Rating: VI

Health: 100 Points

Block: 11

Fortitude: 70 Points

Speed : 5 metres

Dodge: 14

Height 1.7 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
10 (0)	14 (+2)	18 (+4)	24 (+7)	20 (+5)	15 (+2)	18 (+4)	22 (+6)

Expertise: Deception (+12), Persuasion (+12), Willpower (+9)

Senses: Truesight (2m), Darkvision (20m)

Condition Immunity: Asleep, Charmed, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Psychic, Cold

Resistance: Necrotic

Susceptible: Celestial

Speaks: Voidic

Understands: All spoken languages

Magic Resistance: As an otherworldly being, normal magic is weaker against a Mind Shredder. They get advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first lays eyes on any member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrorized* of the creature. All terrified beings must reperform the check again. On a second failure, take 5d6 psychic damage.

Actions

Spellcasting: A Mind Shredder can perform the following spells as silent, wandless actions, and upcast them all to Expert level:

Beginner Glamour, Chaotic Whispers, Piercing Wail, Force Shield

Novice Horrific Araments, Necrosis, Silent Illusion

Adept Voidsphere, Entrance Other, Speak in Tongues

Expert Delusion, Psychosis, Waking Dream

Master Modify Memory, Psionic Overload

The Mind Shredder has an Arcane Subjugation value of 18.

Soul Devourer

Habitat:

Eldritch Domains

The Soul Devourer is every inch as terrifying as its name would suggest, with a face seemingly composed of a rotting, skeletal deer skull with enormous antlers protruding from it. Mounted atop the antlers are a series of dripping candles, said to allow the Soul Devourer to act as a guide through the inky darkness of the Void, as they travel to do their master's bidding.

As the arcane experts of the Abyssal Army, the Soul Devourers, as their name might suggest, rely heavily on the power of ritual sacrifices and the corruption and absorption of slain souls, even using the souls of their slain allies to power their assaults. Their long, spider-like hands are continually dripping with thick, congealed blood which they use in their profane rituals, and as a powerful weapon.

Of all of the Abyssal Spawn, it seems that the Soul Devourers have the most amount of free will, and will often explicitly communicate that they are allied with their Abyssal Masters out of convenience, rather than the rabid, unthinking loyalty expressed by some of the other soldiers in the Profane Masses.

Whispered rumours in some corners of the Multiverse indicate that some Soul Devourers have even gone rogue, and attempted to rebel against their masters, some have even had a degree of success. That the Soul Devourers remain such an integral part of the Abyssal Army indicates that this rebellious streak is in some way beneficial to their masters, though no one is quite sure why or how this might be.



SOUL DEVOURER

Eldritch Arcane Master (Ineffable Abomination)

MoM Rating: VI

Health:	140 Points	Fortitude:	200 Points				
Block:	9	Dodge:	12				
Speed :	2 metres	Height	3 metres				
FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
8 (-1)	15 (+2)	25 (+7)	4 (-3)	22 (+6)	13 (+1)	25 (+7)	20 (+5)

Expertise: Willpower (+11), Arcane (+10), Unnaturality (+10)

Senses: Nightvision (100m)

Condition Immunity: Asleep, Charmed, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Cold

Resistance: Necrotic

Susceptible: Celestial

Speaks: All spoken languages

Necrotic Shroud: The Soul Devourer is surrounded by a field of negative energy. Any being which spends any part of their turn within 2 metres of the Soul Devourer takes 4d4 necrotic damage.

Soul Grab: Whenever a being dies inside the Necrotic Shroud, the Soul Devourer instantly absorbs its soul as if it had cast *Soul Snare*.

Magic Resistance: As an otherworldly being, normal magic is weaker against a Soul Devourer. They get advantage on all Resist Checks against magic spells.

Terrifying Visage: When a being first sees a member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrified* of the creature. All terrified beings must reperform the check again, take 5d6 psychic damage on a failure.

Actions

Void Walk: The Soul Devourer can open a temporary portal through Voidspace to a location they have previously visited anywhere in the Multiverse, or honing in on the site of a Death Hunter's *Call Allies* ability. Up to 3d10 creatures can pass through the portal before it collapses.

Shroud Flare: As a minor action, the Soul Devourer can push its Necrotic Shroud outwards, expanding to a radius of $2 + 1d6$ metres, where it remains until the end of the next turn cycle.

Blood Whip: (melee attack, reach 5m, +6 to hit) A stream of blood congeals into an enormous whip, striking out at a target for 2d10+4 slashing damage.

Droplet Cascade: (ranged attack, +10 to hit, range: 25m) 1d10 +1 droplets of blood are flicked from a long finger. The Soul Devourer can decide how many droplets strike at which targets. Each droplet deals 1d6 piercing damage.

Blood Burst: (1/recharge: 6) As an instantaneous action, a Soul Devourer may expel a gigantic burst of blood-red energy in a sphere 15 metres in radius around them. Anything in this region is instantly pushed to the edge, and on a failed DV 15 Acrobatics Resist, take 5d8 necrotic damage.

Spellcasting: A Soul Devourer can perform the following spells as silent, wandless actions, and upcast them all to Master level:

Beginner	<i>Shadow Blast, Vicious Slash, Shroud of Darkness</i>
Novice	<i>Necrosis, Blight, Crippling Fatigue, Counterspell</i>
Adept	<i>Plague of Insects, Shadow Demon, Voidsphere, Blood Barrier</i>
Expert	<i>Create Zombie, Create Thrall</i>
Master	<i>Burning Blood, Word of Death, Selfshift</i>

A Soul Devourer has an Arcane Subjugation value of 21.

Wielder-of-Night

Habitat:

Eldritch Domains
In the midst of a pitched battle between the forces of good and evil, light and dark, life and death, one figure stands apart. A grotesque, scarred humanoid body is sewn onto a countless mass of tentacles which seem to boil and writhe of their own accord. Standing tall over the immense, endless battlefield, it surveys the chaos; planning and strategising.

With a movement as fast as the eye can see, the abomination leaps into battle, dueling hand-to-hand with the most powerful servants of the light, firing bolts of dark arcane energy from a finger, and screeching orders to the untold legions of the Abyss.

This is the Wielder-of-Night, the Commander of the Abyssal Legions, Slayer of Hope, Destroyer of Worlds, and the reason that every sane being in the multiverse is afraid of the darkness.

It is unknown if the Wielder-of-Night is a position, akin to a general, or if there is only one of them, a single mighty champion of the Eldritch Horroors, who has executed their will throughout the eons. Most scholars hope that it is the latter, for the idea of there being multiple such beings is too horrible to even consider.

There is only one recorded instance of a Wielder-of-Night stepping onto the Mortal Realm, at the culmination of the final battle of the Cataclysm. Merlin the Great, the most powerful Wizard who ever lived, managed to barely survive its onslaught, until he tricked it into falling through a Rift in time and space, which he sealed behind it. So harrowing was this experience, that Merlin refused to talk about it for hundreds of years after the event.



WIELDER-OF-NIGHT

Eldritch General (*Ineffable Abomination*)

MoM Rating: VII

Health:	175 Points	Fortitude:	75 Points
Block:	18	Dodge:	17
Speed :	10 metres	Height	3 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
16 (+3)	18 (+4)	19 (+4)	7 (-2)	25 (+7)	23 (+6)	20 (+5)	22 (+6)

Expertise: Speed (+10), Strength (+10), Logic (+14), Observation (+13)

Condition Immunity: Asleep, Charmed, Enraged, Terrified, Exhausted, Frostbitten

Immunity: Necrotic, Cold, Magic below Expert level

Susceptible: Celestial

Speaks: Voidic

Magic Resistance: As an otherworldly being, normal magic is weaker against a Wielder-of-Night. They get advantage on all Resist Checks against magic spells, and are totally immune to all spells cast below an Expert level.

Voidic Armour: The Wielder-of-Night wears an oily black armour which provides a +3 bonus to its block value.

Terrifying Visage: When a being first sees a member of the Abyssal Spawn, they must succeed on a DV 15 Willpower Resist check, or become *Terrified* of the creature. All terrified beings must reperform the check again, take 5d6 psychic damage on a failure.

Situational Awareness: A Wielder-of-Night always knows exactly where its foes are. Once it has laid eyes on you, you cannot hide from it unless you remain out of sight for more than 1 minute.

Actions

Multiattack: The wielder of night may make up to 4 attacks per turn, with no more than 2 of them being of the same type.

Abyssal Scythe: (melee attack, +10 to hit) Deals 4 + 2d4 slashing damage. On a failed DV 15 vitality Resist, deals an additional 3d6 cold damage.

Tentacle Strike: (melee attack, +7 to hit) Deals 3 + 1d4 bludgeoning damage and allows the Wielder-of-Night to initiate a grapple .

Maddening Screech: (1/minute) All living beings within hearing range experience a psychic blast which threatens their sanity. They take 4d6 psychic damage, and on a failed DV 15 Logic Resist become *Distracted* next turn.

Spellcasting: A Wielder-of-Night can perform the following spells as silent, wandless actions, and upcast them to Master level:

Beginner	Taste of Blood, Force Shield, Shadow Blast
Novice	Abyssal Fluid, Necrosis
Expert	Arctic Blast, Black Dragon's Fury
Master	Crush Bones, Anti-Magic Ward, Word of Death

Command Legions: The Wielder-of-Night may use their major action to command up to 2d8 other Abyssal Spawn in hearing, giving them check-advantage on their next check.

Acromantula

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

Hatching from eggs the size of rugby balls, the oldest specimens have legspans in excess of 10 metres. Their equally enormous fangs contain a potent venom. The speed, strength and venom, however, is not what makes the Acromantula a truly awful foe. Rather, their greatest weapon is their formiddable intellect, which allows them to outthink even the greatest wizards.

Elaborate Lairs: A spider's central tenet is patience: waiting for prey to come to you. Acromantula are no different, though they work on a slightly different scale. Over their multi-decade-long lifespan, a Patriarch will build an enormous, complex labyrinth of webs and forest, in order to ensnare their unsuspecting prey

Talking Spiders: Acromantula have the ability to speak the spider tongue, to command their legions of arachnid followers. As they age and their minds continue to develop, they even gain the ability to understand and eventually speak in human tongues.

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

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



Acromantula Hatchling

Habitat: Rainforests of Borneo, spread worldwide

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

ACROMANTULA HATCHLING

Newborn Giant Spider (Non-sapient Monstrosity)

MoM Rating: III

Health: 15 Points

Block: 10

Speed : 10 metres
(walking,
climbing)

Dodge: 12

Legspan 1 metre

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

Expertise: Stealth (+4), Nightvision

Senses: Darkvision (10m)

Condition Immunity: Poisoned: Mild

Immunity: Celestial damage

Resistance: Poison damage

Understands: Spider Tongue

Tiny: Acromantula hatchlings are very small, and so can occupy the same space as another being, climbing over their body, or hiding between their legs.

Lightweight: Acromantula Hatchling's are small enough to have a non-lethal terminal velocity. They are immune to natural falling damage. Their falling speed is 10 metres per combat cycle.

Web Walker: An Acromantula Hatchling takes no movement penalty when walked on webbed surfaces

Actions

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

Dangle: An Acromantula hatchling may use their webspinning-abilities to silently descend from above, dangling on a thread. They may descend at a rate of 4 metres per cycle using this ability. The thread has 5HP (vulnerable to slashing damage). If this is reduced to zero, the acromantula falls.



Acromantula

Habitat: Rainforests of Borneo, spread worldwide

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

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ACROMANTULA

Adult Giant Spider (Sapient Monstrosity)

MoM Rating: V

Health: 65 Points

Block: 17

Speed : 15 metres
(walking,
climbing)

Dodge: 15

Legspan 4 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	15 (+2)	10 (0)	6 (-2)	18 (+4)	14 (+2)	12 (+1)	13 (+1)

Expertise: Stealth (+6), Strength (+5), Observation (+5), Nightvision

Senses: Darkvision (20m)

Condition Immunity: Poisoned: Mild

Immunity: Celestial damage

Resistance: Poison damage

Susceptible: Fire damage

Speaks: Spider Tongue

Understands: Human Languages

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

Web Walker: An Acromantula Hatchling takes no movement penalty when walked on webbed surfaces

Actions

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

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

Dangle: An Acromantula may use their webspinning-abilities to silently descend from above, dangling on a thread. They may descend at a rate of 4 metres per cycle using this ability. The thread has 5HP (vulnerable to slashing damage). If this is reduced to zero, the acromantula falls.

Acromantula Patriarch

Habitat: Rainforests of Borneo, spread worldwide

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

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ACROMANTULA PATRIARCH

Ruler of the Spider Clan (Sapient Monstrosity)

MoM Rating: VI

Health: 180 Points

Block: 15

Speed : 5 metres (walking,
climbing)

Dodge: 5

Legspan 8 metres

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
7 (-2)	14 (+2)	15 (+2)	8 (-1)	22 (+6)	18 (+4)	16 (+3)	17 (+3)

Expertise: Strength (+4), Observation (+10)

Senses: Darkvision (20m)

Condition Immunity: Poisoned

Immunity: Celestial damage

Resistance: Poison damage

Susceptible: Fire damage

Speaks: Spider Tongue, Human Languages

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

Web Walker: A Acromantula Patriarch takes no movement penalty when walked on webbed surfaces

Webbed Domain: Whilst inside its vast, webbed and labyrinthian lair, the Acromantula Patriarch has the upper hand. It has advantage on all Resist checks imposed on it, and has access to its **Lair Abilities**.

Actions

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

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

Webburst: (1/recharge: 5-6) A patriarch may use a major action to launch a globule of sticky material up to 10 metres away from them, which covers an area of 15m in radius. This area is considered *Webbed*. Movement on a webbed area is halved.

Command Spiders: All spiders and spider-like creatures which understand the spider tongue follow the commands of the Acromantula Patriarch. As a minor action, the Acromantula Patriarch may give a one-phrase instruction to all spiders in range, which they are forced to obey.

Lair Abilities

Summon Legions: (3/day) Summon 2d4 Acromantula and 2d6 Acromantula Hatchlings to come crawling out of hidden nooks and crannies in a radius up to 30m away from the Patriarch (but still within the lair). These creatures immediately attack any beings hostile to the Patriarch.

Angels

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

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

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

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

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

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

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



Cherubim

CHERUBIM

(Ineffable Celestial)

MoM Rating: VI

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Seraphim

SERAPHIM

(Ineffable Celestial)

MoM Rating: VI

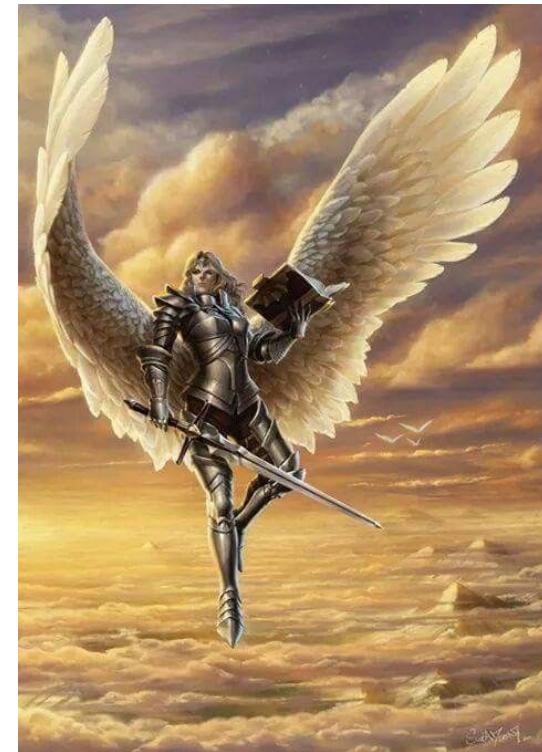
Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)



Throne

THRONE

(Ineffable Celestial)
MoM Rating: VII

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Archangel

ARCHANGEL <i>(Ineffable Celestial)</i> MoM Rating: VII	
Health: NaN Points	FIT 0 (-5)
Block: NaN	PRS 0 (-5)
Speed :	SPR 0 (-5)
	CHR 0 (-5)
	INT 0 (-5)
	PCP 0 (-5)
	POW 0 (-5)
	EVL 0 (-5)

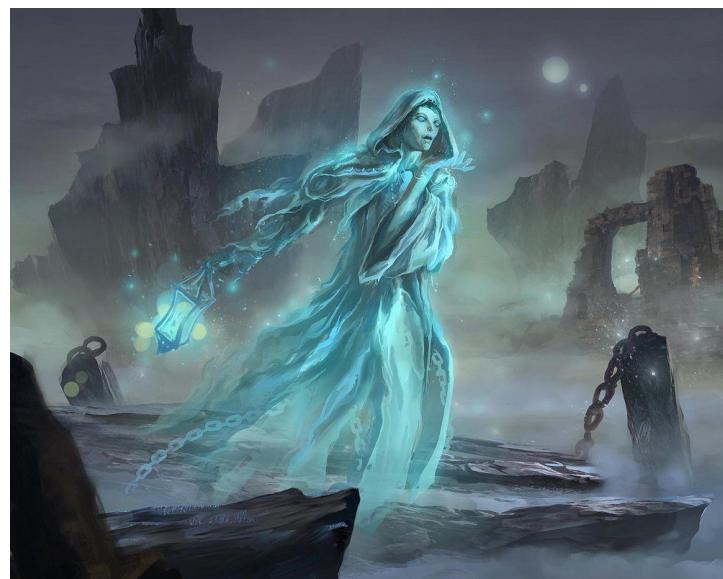
Apparitions

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

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

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

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



Ghost

Habitat: The place of their death

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

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

GHOST

Remnant of deceased human (Ineffable Phantasm)

MoM Rating: 0

Health: 1 Points

Block: 0

Dodge: 10

Speed : 10 metres (flying)

Height 2 metres

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

Expertise: Stealth (+8)

Condition Immunity: All status effects

Immunity: All damage types

Speaks: Whatever languages they could speak when alive

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

Actions

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

Poltergeist

Habitat: Wherever humans are found

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

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

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

POLTERGEIST

(Mostly) Harmless Trickster (*Ineffable Phantasm*)

MoM Rating: II

Health:	20 Points	Fortitude:	10 Points				
Block:	9	Dodge:	13				
Speed :	15 metres (flying)	Height	1 metre				
FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
8 (-1)	16 (+3)	15 (+2)	12 (+1)	8 (-1)	8 (-1)	7 (-2)	3 (-4)

Expertise: Chicanery (+5), Acrobatics (+5), Improvised Range Weapons

Condition Immunity: Asleep

Resistance: Piercing, Bludgeoning & Slashing damage

Speaks: All human languages

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

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

Actions

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

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



Boggart

Habitat: Wherever humans are found

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

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

BOGGART

Aspect of Fear (*Ineffable Phantasm*)

MoM Rating: II

Health:	10 Points	Dodge:	10				
Block:	5	Height	Depends on form				
Speed :	Depends on form						
FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	10 (0)	10 (0)	13 (+1)	8 (-1)	17 (+3)	0 (-5)	6 (-2)

Expertise: Empathy (+6), Intimidation (+4)

Immunity: All damage types & status effects

Susceptible: Laughter

Understands: Depends on form taken

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

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

Actions

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

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

Arachnid

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

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

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

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

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



Great Widow

Habitat: Urban areas

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

GREAT WIDOW

Poisonous spider (Non-sapient Beast)

MoM Rating: III

Health: 45 Points

Block: 7

Speed : 8 metres (walking, climbing)

Dodge: 14

Legspan 40 centimetres

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

Expertise: Stealth (+5)

Senses: Nightvision (10m)

Condition Immunity: Poisoned: Mild

Immunity: Celestial damage

Resistance: Poison

Understands: Spider Tongue

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

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

Actions

Bite: (melee attack, +3 to hit) Deals 3d6 poison damage. On a failed DV 10 Vitality check, the victim takes the *Poisoned: Mild* status

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



Howling Tick

Habitat:

Urban areas

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

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

HOWLING TICK

Size-changing Spider (Non-sapient Beast)

MoM Rating: III

Health: 25 Points

Block: 12

Speed : 5 metres (walking, climbing)

Dodge: 13

Legspan 10cm

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

Expertise: Stealth (+5), Acrobatics (+5)

Senses: Darkvision (15m)

Immunity: Celestial damage

Understands: Spider Tongue

Bloodsucker: Whenever the Howling Tick lands a successful attack, it doubles in size, and its bites become more venomous. Its HP and maximum health also increase by 1d6.

If it goes a combat cycle without feasting on blood, it halves in size until it reaches 10cm in length. Each decrease in size decreases the maximum health by 1d6.

Languages: Can understand the spider tongue

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

Actions

Leap Attack: As a single major action, the Howling Tick may leap up to 4 metres, and then take a bite attack.

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

Spraying Mantis

Habitat:

Tropical Regions

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

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

SPRAYING MANTIS

Acid-Spitting Monster (Non-sapient Beast)

MoM Rating: III

Health: 40 Points

Block: 14

Speed : 8 metres (walking, climbing)

Dodge: 13

Length 1 metre

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	16 (+3)	8 (-1)	2 (-4)	4 (-3)	14 (+2)	4 (-3)	2 (-4)

Expertise: Acrobatics (+5), Speed (+4), Intimidation (+4)

Immunity: Celestial damage

Resistance: Acid

Susceptible: Fire

Understands: Spider Tongue

Web Walker: A Spraying Mantis takes no movement penalty when walking on webbed surfaces

Fanged Forearms: The Spraying Mantis' hooked and fanged carapace allows it to cling onto targets more tightly – taking check advantage on all grappling checks.

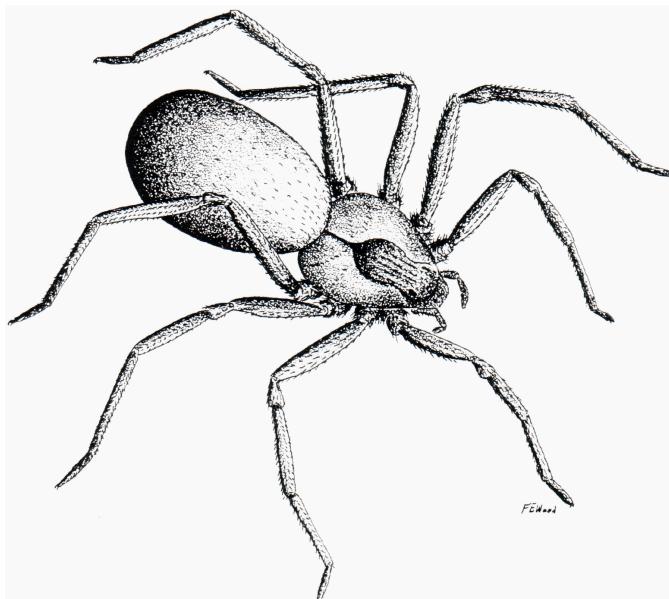
Four Forearms: The Spraying Mantis has two sets of arms, and so can grapple up to two individuals at a time.

Actions

Lunge: (melee attack, +3 to hit) The Spraying Mantis leaps forward up to 5 metres, and lashes out with its hinged arms, dealing 2d6 +2 piercing damage, and initiating a grappling action.

Acid Injection: When holding a grappled target, the Spraying Mantis may use their full turn to pump their prey full of digestive juices. The target gets an additional chance to break free of the grapple, but on a failure takes 4d6 acid damage.

Acid Spray: As a major action, the Spraying Mantis releases a horrifying spray of acid, coating a cone up to 3 metres long. All beings in this area take 3d6+2 acid damage, halved on a successful Acrobatics or Speed Resist. This ability recharges after 3 turns.



Brood Mother

Habitat:

Underground

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

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BROOD MOTHER

Egg-collecting spider (Non-sapient Beast)

MoM Rating: III

Health: 60 Points

Block: 13

Speed : 3 metres (walking,
climbing)

Dodge: 11

Legspan 1 metre

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
5 (-3)	15 (+2)	9 (-1)	2 (-4)	6 (-2)	16 (+3)	6 (-2)	3 (-4)

Expertise: Stealth (+7)

Senses: Nightvision (15m)

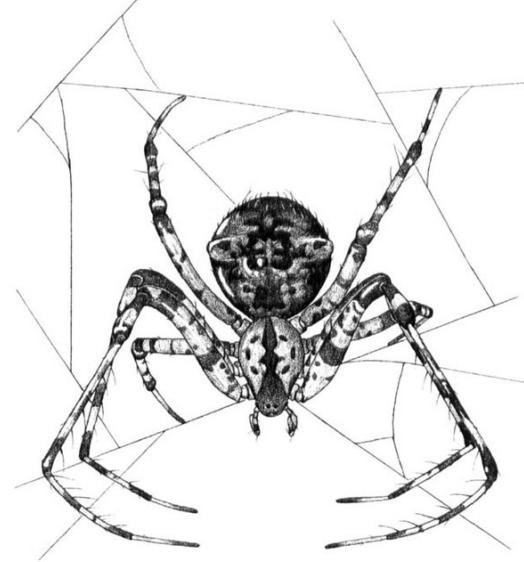
Immunity: Celestial damage

Understands: Spider Tongue

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

Web Walker: A Brood Mother takes no movement penalty when walked on webbed surfaces

Brood Nest: A Brood Mother typically resides in an elaborately nest constructed from web, fortified with nearby objects. Whilst inside her nest, a Brood Mother has access to Lair Actions.



Protective: The Brood Mother cannot willingly move more than 5 metres away from her nest. She can be tricked or forcibly removed.

Actions

Bite: (melee attack, +3 to hit) Deals 1d6 poison damage and on a failed DV 13 Vitality Resist deals another 2d6 poison damage

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

Lair Abilities

Forced Hatch: (2/recharge: 5-6) The Brood Mother may force one of the eggs in her nest to hatch early. The newly hatched spider has only half its normal max HP, but will defend its mother to the death.

Poison Pod: (5/day) The Brood Mother spends her day littering her nest with traps for the unwary. Whenever a foe takes a movement whilst in her nest, the Brood Mother can pull a special thread, exploding a venom sac over the threat. The target takes 3d4 poison **or** acid damage, halved on a DV 15 Vitality Resist.

Ceratothid

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



ERUMPET

Exploding-horned Rhinoceros (Non-sapient Beast)

MoM Rating: V

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)



Graphorn

hey

GRAPHORN

Aggressive Horned Bovine (Non-sapient Beast)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Erumpet

hey



Re'em

hey

RE'EM

Giant Golden Ox (Non-sapient Beast)

MoM Rating: IV

Health: NaN Points

Dodge: NaN

Speed :



Chimera

hey

Habitat:

Cloaked Spirits

d



Dementor

hey

DEMENTOR
(Ineffable Abomination)
MoM Rating: VI

Health: NaN Points **Dodge:** NaN
Block: NaN **Speed :**

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Lethifold

hey

LETHIFOLD
(Ineffable Abomination)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

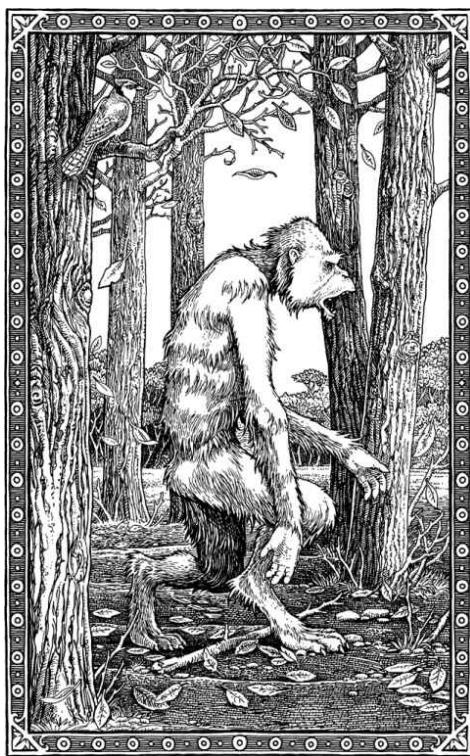
Dodge: NaN

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)



Creations

b



Hidebehind

hey

Blast-Ended Skrewt

hey

BLAST-ENDED SKREWWT
(Non-sapient Monstrosity)
MoM Rating: III

Health: NaN Points **Dodge:** NaN
Block: NaN **Speed :**

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Demiguise

hey

Habitat:

DEMIGUISE

BEINGESE *(Non-sapient Beast)*

MoM Rating: III

Health: NaN Points

Health: NaN
Block: NaN

Speed :

Dodge: NaN

FIT PRS SPR CHR INT PCP POW EVL
 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

Tyrannosaurus Rex

TYRANNOSAURUS REX

King of the Giant Lizards (Non-sapient Beast)

MoM Rating: V

Health: NaN Points

Dodge: NaN

Speed :

Velociraptor

VELOCIRAPTOR

Small pack hunter (Non-sapient Beast)

MoM Rating: III

Health: NaN Points

Dodge: NaN

Speed :

FIT **PRS** **SPR** **CHR** **INT** **PCP** **POW** **EVL**

Romanian Longhorn

hey

Swedish Shortsnout

hey

Ukrainian Ironbelly

hey

UKRANIAN IRONBELLY
<i>(Sapient Draconid)</i>
MoM Rating: VI
Health: NaN Points
Block: NaN
Dodge: NaN
Speed :
FIT PRS SPR CHR INT PCP POW EVL
0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

Elemental Avatar

b

Avatar of Fire

hey

Avatar of Ice

hey

Avatar of Storms

hey

Elf

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

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

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

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

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

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



House-Elf

A House-Elf is a small impish humanoid creature which has been bound, or inherited a binding, to a given master. House-Elves are incredibly devoted to these masters, and will obey every order given to them. Typically treated as household servants, their magic is dedicated to the upkeep of the home and, on incredibly rare occasions, the repelling of intruders.

HOUSE-ELF

Household Servant (Sapient Imp)

MoM Rating: I

Health: 10 Points

Block:

7

Dodge: 15

Speed :

3m (walking)

Height 60cm

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
5 (-3)	15 (+2)	12 (+1)	9 (-1)	9 (-1)	16 (+3)	8 (-1)	0 (-5)

Expertise: Empathy (+6), Observation (+6), Chicanery (+5)

Condition Immunity: Exhaustion

Immunity: Celestial

Speaks: Common human languages, Elfin

Unknown Power: A House-Elf's magic works on completely different rules to that wielded by humans. Magical effects imposed by a House-Elf are not removed by counterspells, dispelling effects or counter-curses. Anti-magic wards, anti-disapparition bounds and other such effects do not stop a House-Elf from using their abilities.

Loyal Servant: A House-Elf follows orders given to them by their master(s) without hesitation, and with a single minded loyalty.

Actions

Spatial Displacement: Instead of a movement action, a House-Elf can teleport to any location they can see that is within twice the range of their movement. Doing so is not considered *moving*.

Deny Magic: (1/recharge: 5-6) A House-Elf can use a minor action or a reaction to instantly disable any spellcasting they can see. The targeted being automatically fails the spellcasting action it is undertaking.

Innate Spellcasting: A House-Elf can cast the following spells as silent, wandless actions. They can upcast known spells to Novice level. Their Arcane Subjugation value is 12 and all spells have a +2 to hit.

Beginner	<i>Fresh Air, Levitation, Clean Surface, Launder Clothes, Locate Object, Stickfast, Trip, Knockback</i>
Novice	<i>Disarm, Bolt from the Blue, Will-O'-the-Whisp</i>
Adept	<i>Unlock, Sense Humans, Locate Being</i>
Expert	<i>Apparate</i>



Brúnbásu

Habitat: Northern Europe, Great Britain, Scandinavia

It is said that the Brúnbásu were the original species that were enslaved and magically altered over generations to become the House-Elves. Long considered extinct, the freeing of Dobby the House-Elf, the first Free-Elf in 1000 years, has led to a resurgence in the Brúnbásu as a newly re-recognised species.

Though rejecting their former enslavement, the Brúnbásu retain a love of order and cleanliness, and will often do chores for a household – on the condition of respect and equitable payment. They are easily offended, and if they feel denigrated or slighted, they will wreck the place, and will never return.

BRÚNBÁSU

Helpful Brownie (Sapient Imp)

MoM Rating: II

Health: 15 Points

Block: 9

Speed : 3m (walking)

Dodge: 16

Height 60cm

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
7 (-2)	18 (+4)	16 (+3)	11 (0)	9 (-1)	16 (+3)	10 (0)	0 (-5)

Expertise: Empathy (+7), Observation (+7), Chicanery (+9)

Immunity: Celestial

Speaks: Common human languages, Elfin

Unknown Power: A Brúnbásu's magic works on completely different rules to that wielded by humans. Magical effects imposed by a Brúnbásu are not removed by counterspells, dispelling effects or counter-curses. Anti-magic wards, anti-disappearance bounds and other such effects do not stop a Brúnbásu from using their abilities.

Actions

Spatial Displacement: Instead of a movement action, a Brúnbásu can teleport to any location they can see that is within twice the range of their movement. Doing so is not considered *moving*.

Deny Magic: (1/recharge: 4-6) A Brúnbásu can use a minor action or a reaction to instantly disable any spellcasting they can see. The targeted being automatically fails the spellcasting action it is undertaking.

Innate Spellcasting: A Brúnbásu can cast the following spells as silent, wandless actions. They can upcast known spells to Adept level. Their Arcane Subjugation value is 14, and spells have a +4 to hit.

Beginner Fresh Air, Levitation, Clean Surface, Launder Clothes, Locate Object, Stickfast, Trip, Knockback

Novice Disarm, Bolt from the Blue, Will-O'-the-Whisp, Ignite

Adept Unlock, Sense Humans, Locate Being, Object Swarm

Expert Apparate



Ellengæst

Habitat: Great Britain, Scandinavia, Germany

The archetypal impish prankster, the Ellengæst, also known as a 'Puck', or a 'True Imp' competes only with the Poltergeist for the mischief-maker's crown. They adore slapstick comedy and petty theft, often building themselves a nest out of their stolen objects.

Visually, an Ellengæst appears to be a small, flightless fairy; a slender humanoid, approximately a foot tall. Their mouth is filled with a disturbing number of teeth, but they're too small to harm a human, and are used to supply their mostly-insect based diet.

ELLENGÆST

True Imp (Sapient Imp)

MoM Rating: II

Health: 18 Points

Block: 7

Speed : 3m (walking)

Dodge: 17

Height 30cm

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
5 (-3)	16 (+3)	14 (+2)	13 (+1)	7 (-2)	14 (+2)	7 (-2)	2 (-4)

Expertise: Chicanery (+6), Acrobatics (+6), Speed (+0), Stealth (+6)

Condition Immunity: Trapped

Immunity: Celestial

Speaks: Elfin

Understands: Common human languages

Unknown Power: An Ellengæst's magic works on completely different rules to that wielded by humans. Magical effects imposed by an Ellengæst is not removed by counterspells, dispelling effects or counter-curses. Anti-magic wards and other such effects do not stop an Ellengæst from using their abilities.

Actions

Innate Spellcasting: A Ellengæst can cast the following spells as silent, wandless actions. They can upcast known spells to Novice level. Their Arcane Subjugation value is 11, and spells have a +2 to hit.

Beginner Mage Hand, Levitation, Stickfast, Trip, Knockback, Contact Shock, Gust, Mark Surface, Pebbledash, Transmutation, Prank

Novice Smokescreen, Warted Skin, Cause Confusion, Silent Illusion, Lock, Weld Objects

Pickpocket: When making contact with another being, either physically or with their Mage Hand, use a major action to contest a Chicanery check against the target's passive Perception value. On a success, they steal something from the target, usually starting with the shiniest.



Dunælf

Habitat: Great Britain, Scandinavia, Germany

The warriors and guardians of the Elves, the Dunælf make great use of their nimble nature and their ability to turn invisible, more than making up for their diminutive stature. The Dunælf also wield magical bows which inflict agonising pain on their targets.

DUNÆLF

Warrior Elf (*Sapient Imp*)

MoM Rating: III

Health: 25 Points

Block: 12

Speed : 4m (walking), 3m (climbing)

Dodge: 15

Height 40cm

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
13 (+1)	15 (+2)	12 (+1)	8 (-1)	8 (-1)	13 (+1)	8 (-1)	3 (-4)

Expertise: Chicanery (+6), Acrobatics (+6), Stealth (+6), Willpower (+5), Observation (+5)

Immunity: Celestial

Speaks: Common human languages, Elfin

Unknown Power: A Dunælf's magic works on completely different rules to that wielded by humans. Magical effects imposed by a Dunælf is not removed by counterspells, dispelling effects or countercurses. Anti-magic wards and other such effects do not stop a Dunælf from using their abilities.

Actions

Elfin Strike: At the start of every turn, a Dunælf attempts a stealth check against their opponent's Observation value (passive or active, situation depending). On a success, the Dunælf may take a full turn movement, use the *Elfshot* attack and then turn invisible all as part of the same major action. On a failure, they take their turn as normal.

Elfshot: (ranged attack, +5 to hit, range: 15m) An astral arrow shot from a magic bow causes shooting pains in the joints. Target must pass a DV 12 Vitality Resist, or take the *Poisoned: Mild* status effect. After being poisoned, every subsequent failed Resist from an Elfshot deals 1 more point of poison damage than the previous strike (max 8).

Shortsword: (melee attack, +3 to hit) Deals 1d4 slashing damage.

Invisibility: A Dunælf can become invisible as a minor action, magically fading from normal sight. This effect lasts until the Dunælf makes an attack or casts a spell.

Innate Spellcasting: A Dunælf can cast the following spells as silent, wandless actions. They can upcast known spells to Adept level. Their Arcane Subjugation value is 14, and spells have a +4 to hit.

Beginner	<i>Mage Hand, Trip, Knockback, Gust, Pebbledash</i>
Novice	<i>Smokescreen, Warted Skin, Cause Confusion, Silent Illusion, Ignite, Hunter's Mark, Bolt from the Blue, Create Trap</i>



Vættir

Habitat: Great Britain, Scandinavia, Germany

The least human-like of the elves, the Vættir are a species of elves which have an affinity for the primal elements, and the associated magics.

Though capable of wielding all of the elements, many Vættir find themselves drawn to one element in particular. This reflects in their outwards appearance, which slowly begins to shift and change. A fire-bound Vættir grows a fiery red beard and orange eyes, whilst a water-bound Vættir's skin turns blue and appears permanently damp. Current arcane knowledge has found no additional abilities granted with this change, so it is unknown if there is any particular reason for this 'bonding' process to occur.

VÆTTIR

Elemental Elf (*Sapient Imp*)

MoM Rating: III

Health: 16 Points

Block: 9

Speed : 6m (walking)

Dodge: 14

Height 50cm

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
8 (-1)	13 (+1)	15 (+2)	8 (-1)	10 (0)	13 (+1)	14 (+2)	3 (-4)

Expertise: Chicanery (+5), Willpower (+6), Arcane (+4)

Immunity: Celestial

Resistance: Spell damage from the *Elemental* discipline

Speaks: Elfin

Unknown Power: A Vættir's magic works on completely different rules to that wielded by humans. Magical effects imposed by a Vættir is not removed by counterspells, dispelling effects or countercurses. Anti-magic wards and other such effects do not stop a Vættir from using their abilities.

Actions

Innate Spellcasting: A Vættir can cast the following spells as silent, wandless actions. They can upcast known spells to Adept level. Their Arcane Subjugation value is 15, and spells have a +6 to hit.

A Vættir knows all Elemental spells up to Adept level, and can upcast all spells to this level. A Vættir will preferably use spells associated with its bonded element, though this is a preference and not a limitation.



Huldufólk

The Huldufólk (Icelandic for *The Hidden People*) are powerful extraplanar beings which most closely resemble the Tolkenien elves, for they appear as ~5ft humanoids of exceptional, unearthly beauty and appear to glow from within with a golden radiance.

The Huldufólk reside within a group of dimensions known as the *Seelie Courts*, which lie close to the Astral realm. Each Seelie Court is a verdant paradise, populated entirely by elves, both those species which are found on Earth, and myriad others.

Each Court is ruled over by an Elf-Prince, the most powerful Huldufólk in the Court, as well as their advisors and attendants. Typically these offices are all held by other Huldufólk, though rarely you may find a Dunaelf or Vættir who has risen through the ranks of the Court to serve in these lofty positions.

Even those elves which reside on Earth are (technically) members of a Court, and must obey the summons from their Prince when it is time for them to attend their Seelie Court, failure to do so leads to expulsion (or worse). In reality, however, the Seelie Courts are rarely called in such a manner and Earthbound elves may not even know that they belong to a Court until the summons arrives.

The Huldufólk wield immense and powerful magic, which they primarily use to cause mischief, mayhem and to disrupt the plans of the other members of the courts. The most famous conflict between various courts is that between Oberon and Titania, with the conflict spilling over into the Mortal Plane on more than one occasion, even making its way into the muggle subconscious.

On rare occasions a Court can become corrupted by evil – either due to the profane actions of the Prince themselves, or because of some external corrupting influence such as a Voidic Incursion. A corrupted court is known as an *Unseelie Court*, and is often a source of violence, conflict and further corruption.

Though not all Huldufólk are Elf-Princes, those which are have access to the specified *Lair Actions* whilst they remain in their Court.



HULDUFÓLK

Elf-princes (Sapient Sprite)

MoM Rating: V

Health: 100 Points

Block: 15

Speed : 6m (walking)

Dodge: 19

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
15 (+2)	18 (+4)	18 (+4)	20 (+5)	15 (+2)	15 (+2)	16 (+3)	2 (-4)

Expertise: Chicanery (+11), Willpower (+11), Persuasion (+12), Nature (+9), Empathy (+9)

Senses: Nightvision (25m)

Condition Immunity: Asleep, Charmed, Exhausted, Terrified

Resistance: Slashing, Bludgeoning and Piercing

Speaks: All spoken languages

Unknown Power: A Huldufólk's magic works on completely different rules to that wielded by humans. Magical effects imposed by a Huldufólk is not removed by counterspells, dispelling effects or counter-curses. Anti-magic wards and other such effects do not stop a Huldufólk from using their abilities.

Actions

Onslaught: The Huldufólk takes two Elegant Longsword attacks and then casts a spell as part of a single major action attack.

Elegant Longsword: (*melee attack, +8 to hit*) Deals 1d8 + 5 slashing damage.

Innate Spellcasting: A Huldufólk can cast the following spells as silent, wandless actions. They can upcast known spells to Expert level.

Their Arcane Subjugation value is 17 and all spells have a +6 to hit.

Beginner	Control Fire, Control Water, Create Fire, Gust, Mage Hand, Animal Eyes, Distressing Omen, Glamour, Hypnotic Lights, Chaotic Whispers, Rainbow Sparks, Ticklish Blast, Force Shield, Transmutation
Novice	Fabricate Object, Halting Field, Bolt from the Blue, Manipulate Emotions, Silent Illusion, Counterspell, Dancing Bolt, Ignite, Charm Creature
Adept	Animate Earth, Bedazzle, Commune With Nature, Sense Humans, Glimpse Future, Sleep, Entrance Other
Expert	Banish, Bedazzling Aura, Curse Being, Waking Dreams

Lair Abilities

A Huldufólk which presides over a Seelie Court maintains an intense connection to the ambient magics present in their domain. Once per turn that they spend within their court, as an additional instantaneous action they can redirect the energies to produce one of the following effects:

Call to Court: A Huldufólk can summon their forces to court, opening a number of portals across the multiverse. The number of Elves which respond to the call depends on the power of the Prince, but typically lies between 2d4 and 10d12.

Tremble: The ground rumbles and shakes with magical power. All beings in contact with the ground besides the Elf-Prince must make an Acrobatics Resist against the Huldufólk's Arcane Subjugation, or be knocked prone.

Bind: Roots, branches and vines reach out to bind an individual in place, rendering them *Incapacitated*. At the end of each turn, the ensnared individual may attempt to break free using a Strength Resist.

Blink: The Huldufólk can instantly disappear and reappear anywhere within the court. All attacks directed at them this turn cycle miss, unless they move to an area caught within a specified area of effect of an attack. This ability cannot be used on consecutive turns.

Fairy

d

Doxy

hey

DOXY

(Non-sapient Imp)
MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

Pixie

hey

PIXIE

(Non-sapient Imp)
MoM Rating: II

Health: NaN Points

Health: No N

Health: Black:

— 1 —

FIT PRS SPR CHR INT PCP POW EVL
 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

True Fairy

hey

TRUE FAIRY

(Non-sapient Imp)

MoM Rating: II

141

Dodge: NaN

FIT **PRS** **SPR** **CHR** **INT** **PCP** **POW** **EVL**

False Dragon

b

Draconic Guardian

hey

Hydra

hey

Fish

c

Flora

d

Bundimun

hey

BUNDIMUN
(Non-sapient Flora)
MoM Rating: I

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Horklump

hey

Mandrake

hey

Giants

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

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

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

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

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

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

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



Giant Civilian

Giant civilians, though monstrous in size and appearance, are not mighty warriors. Despite this, their immense strength and resistance to magic means that they can still pose a severe hazard to the unwary wizard.

GIANT CIVILIAN

Gigantic Humanoid (Sapient Gigantoid)
MoM Rating: IV

Health:	85 Points	Dodge:	8
Block:	12		
Speed :	10m (walking)		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
20 (+5)	6 (-2)	13 (+1)	7 (-2)	5 (-3)	8 (-1)	6 (-2)	3 (-4)

Expertise: Strength (+9), Vitality (+9)

Immunity: Celestial

Resistance: Spell damage

Susceptible: Attacks to the eyes

Speaks: Eotun

Magic Resistance: A Giant Civilian is immune to all spells cast at or below a Novice level, is considered Resistant to all damage inflicted by spell attacks and takes advantage on all Resist checks against spells. These resistances are negated if the damage inflicted is *Psychic*.

Vulnerable Eyes: When performing an attack which requires an accuracy roll, the attacker may choose to aim for the eyes. This grants a +3 bonus to the defensive Instincts, but such attacks bypass the *Magic Resistance* ability (if a spell), or the damage is rolled at advantage (if a physical weapon).

Actions

Slam: (*melee attack, reach 2m, +6 to hit*) Deals 5+2d6 bludgeoning damage.

Rockthrow: (*ranged attack, +6 to hit, range: 30m*) Deals 5 + 2d8 bludgeoning damage.

Giant Grapple: On initiating a grapple, a giant may lift a target high into the air. Target is *Trapped* and all ability checks are at a disadvantage. Breaking the grapple causes the target to fall, taking 4d4 bludgeoning damage and taking the *Prone Position* status.

Giant Elder

Giant elders are civilian leaders, who have earned respect from their clan not merely through martial prowess (though many were mighty warriors in their youth), but through their relatively high intellect.

GIANT ELDER

Wise(ish) Civilian Leader (Sapient Gigantoid)

MoM Rating: IV

Health: 65 Points

Block: 11

Dodge: 8

Speed : 7m (walking)

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
18 (+4)	7 (-2)	15 (+2)	9 (-1)	8 (-1)	12 (+1)	6 (-2)	3 (-4)

Expertise: Strength (+7), Willpower (+5), History (+2)

Immunity: Celestial

Resistance: Spell damage

Susceptible: Attacks to the eyes

Speaks: Eotun, Common Human Tongues

Magic Resistance: A Giant Elder is immune to all spells cast at or below a Novice level, is considered Resistant to all damage inflicted by spell attacks and takes advantage on all Resist checks against spells. These resistances are negated if the damage inflicted is *Psychic*.

Vulnerable Eyes: When performing an attack which requires an accuracy roll, the attacker may choose to aim for the eyes. This grants a +3 bonus to the defensive Instincts, but such attacks bypass the *Magic Resistance* ability (if a spell), or the damage is rolled at advantage (if a physical weapon).

Actions

Slam: (melee attack, reach 2m, +6 to hit) Deals 2+2d6 bludgeoning damage.

Rockthrow: (ranged attack, +6 to hit, range: 30m) Deals 2 + 2d8 bludgeoning damage.

Giant Grapple: On initiating a grapple, a giant may lift a target high into the air. Target is *Trapped* and all ability checks are at a disadvantage. Breaking the grapple causes the target to fall, taking 4d4 bludgeoning damage and taking the *Prone Position* status.

Study: By taking a major action to study a target, a Giant Elder gains advantage on accuracy rolls against the being for the next 30 seconds, as well as learning any immunities, susceptibilities or vulnerabilities they possess.



Giant Warrior

A Giant Warrior dedicates their life to combat – be it hunting for supplies, or fighting in the mighty giant wars and skirmishes that saturate history.

GIANT WARRIOR

Enormous Primal Warrior (Sapient Gigantoid)

MoM Rating: V

Health: 115 Points

Block: 14

Dodge: 7

Speed : 12m (walking)

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
23 (+6)	7 (-2)	14 (+2)	7 (-2)	6 (-2)	12 (+1)	7 (-2)	4 (-3)

Expertise: Strength (+11), Vitality (+11), Intimidation (+11)

Immunity: Celestial

Resistance: Spell damage

Susceptible: Attacks to the eyes

Speaks: Eotun

Magic Resistance: A Giant Warrior is immune to all spells cast at or below a Novice level, is considered Resistant to all damage inflicted by spell attacks and takes advantage on all Resist checks against spells. These resistances are negated if the damage inflicted is *Psychic*.

Vulnerable Eyes: When performing an attack which requires an accuracy roll, the attacker may choose to aim for the eyes. This grants a +4 bonus to the defensive Instincts, but such attacks bypass the *Magic Resistance* ability (if a spell), or the damage is rolled at advantage (if a physical weapon).

Reckless Attacks: A Giant Warrior can choose to make their melee attacks *Reckless*, taking advantage on accuracy rolls this turn, but granting advantage on any accuracy rolls made against them this turn.

Actions

Multiattack: The Giant Warrior takes melee attacks using any combination of club attacks or grapples.

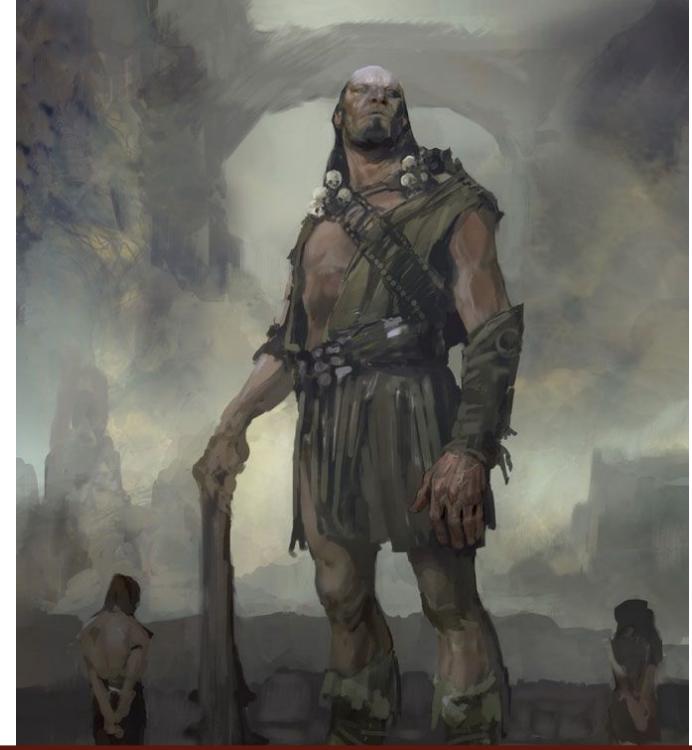
Club: (melee attack, reach 3m, +8 to hit) Deals 3d8 + 4 bludgeoning damage.

Rockthrow: (ranged attack, +7 to hit, range: 50m) Deals 3d10 + 5 bludgeoning damage.

Giant Grapple: On initiating a grapple, a giant may lift a target high into the air. Target is *Trapped* and all ability checks are at a disadvantage. Breaking the grapple causes the target to fall, taking 4d4 bludgeoning damage and taking the *Prone Position* status.

Giant Gurg

Lorem ipsum dolor sit amet, consectetuer adipiscing elit. Etiam lobortis facilisis sem. Nullam nec mi et neque pharetra sollicitudin. Praesent imperdiet mi nec ante. Donec ullamcorper, felis non sodales



GIANT GURG

Clan Leader (Sapient Gigantoid)

MoM Rating: VI

Health: 143 Points

Block: 18

Speed : 12m (walking)

Dodge: 5

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
25 (+7)	7 (-2)	15 (+2)	7 (-2)	6 (-2)	13 (+1)	8 (-1)	5 (-3)

Expertise: Strength (+12), Vitality (+12), Intimidation (+12), Willpower (+8), Observation (+7)

Immunity: Celestial

Resistance: Spell damage

Susceptible: Attacks to the eyes

Speaks: Eotun, Common Human Tongues

Magic Resistance: A Giant Gurg is immune to all spells cast at or below Adept level, is considered Resistant to all damage inflicted by spell attacks and takes advantage on all Resist checks against spells. These resistances are negated if the damage inflicted is *Psychic*.

Vulnerable Eyes: When performing an attack which requires an accuracy roll, the attacker may choose to aim for the eyes. This grants a

+5 bonus to the defensive Instincts, but such attacks bypass the *Magic Resistance* ability (if a spell), or the damage is rolled at advantage (if a physical weapon).

Reckless Attacks: A Warrior can choose to make their melee attacks *Reckless*, taking advantage on accuracy rolls, but giving advantage on any accuracy rolls made against them this turn.

Actions

Multiattack: The Giant Gurg takes melee attacks using any combination of greataxe attacks or grapples.

Greataxe: (*melee attack, reach 3m, +8 to hit*) Deals 3d8 + 4 bludgeoning damage.

Rockthrow: (*ranged attack, +7 to hit, range: 50m*) Deals 3d10 + 5 bludgeoning damage.

Giant Grapple: On initiating a grapple, a giant may lift a target high into the air. Target is *Trapped* and all ability checks are at a disadvantage. Breaking the grapple causes the target to fall, taking 4d4 bludgeoning damage and taking the *Prone Position* status.

Return Missile: (*Reaction*) If a rock or other such missile is launched at the Giant Gurg, they can attempt a DV 10 Precision Resist check to snare it in midair before it can deal damage, and then use the *Rockthrow* ability to hurl it back at the attacker.

Golem

b

Crystal Golem

hey

Iron Golem

hey

Stone Golem

hey

Guardian Spirit

c

Kneazle

hey

KNEAZLE

(*Sapient Sprite*)

MoM Rating: II

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Porlock

hey

PORLOCK

(*Non-sapient Sprite*)

MoM Rating: II

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Hag

d

Druidic Hag

hey

DRUIDIC HAG

(Sapient Humanoid)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

WATER HAG

(Sapient Humanoid)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Hag

hey

HAG

(Sapient Humanoid)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Necrotic Hag

hey

NECROTIC HAG

(Sapient Humanoid)
MoM Rating: VI

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Water Hag

hey

Hellion

b

Hell Hound

hey

Hellion

hey

HELLION	
(Sapient Demon)	
MoM Rating: V	
Health:	NaN Points
Block:	NaN
Dodge:	NaN
Speed :	
FIT	0 (-5)
PRS	0 (-5)
SPR	0 (-5)
CHR	0 (-5)
INT	0 (-5)
PCP	0 (-5)
POW	0 (-5)
EVL	0 (-5)

Herald

c

Augrey

hey

Pheonix

hey

Hobgoblin

d

Erkling

hey

ERKLING

(Non-sapient Imp)
MoM Rating: III

Health: NaN Points

Block: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

RED CAP

(Sapient Imp)
MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Gnome

hey

GNOME

(Non-sapient Imp)
MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Gringwart Goff

hey

GRINGWART GOFF

(Sapient Imp)
MoM Rating: V

Health: NaN Points

Block: NaN

Speed :

Dodge: NaN

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Red Cap

hey

Hybrid

b

Griffin

hey

GRIFFIN

(Non-sapient Beast)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Hippogriff

hey

HIPPOGRIFF

(Non-sapient Beast)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Inhabitor

hey

Habitat:

Insectum Magicae

d

Glumbumble

hey

Streeeler

hey

Lich

b

Et Iniquum

When a powerful wizard seeks to defy death, they may tear their soul asunder, and store a portion inside a Horcrux. In doing so, the wizard stops being fully human, and becomes an *Et Iniquum*, the Tethered Soul.

Outwardly human, the Et Iniquum differ only in their affinity for Dark Magic, and their inability to die.

ET INIQUUM

Horcrux-Possessing Human (Sapient Humanoid)

MoM Rating: VI

Health:	150 Points	Fortitude:	220 Points
Block:	11	Dodge:	14
Speed :	8 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
11 (0)	17 (+3)	15 (+2)	16 (+3)	20 (+5)	18 (+4)	24 (+7)	16 (+3)

Expertise: Vitality (+6), Willpower (+8), Arcane (+11), Unnature (+11), Intimidation (+12). Wandless Spellcasting, Silent Spellcasting, Apparation.

Resistance: Celestial, Necrotic

Speaks: Whatever they spoke as a human

Almost human: As a near-human entity, the Et Iniquum have all the abilities that a normal magical NPC has. If a character becomes an Et Iniquum, they retain all their previous attributes in place of those stated here, taking a + 4 bonus to Power.

Opposable Thumbs: The Et Iniquum may use items, equip armour, learn spells, and otherwise interact with the world as any other human does.

Outwardly Unchanged: The process of turning a human into an Et Iniquum changes them fundamentally on a spiritual level, but leaves their outward appearance unchanged. They cannot be differentiated from a normal human.

Great Power: An Et Iniquum has incredibly powerful magical abilities. As such they are considered proficient in all schools of magic (proficiency bonus is +6), and take advantage on all Resist checks against magical effects.

Unkillable: Whilst at least one of their Horcruxes remains intact, an Et Iniquum cannot be truly killed. If their hitpoints are reduced to zero, their body is destroyed, leaving behind an *Inōtator*, which flees in order to regroup.

Unstable Soul: The process of creating an Et Iniquum leaves their soul fractured and unstable. The maximum number of Horcruxes an individual can support is given by $1d4 + \text{Spirit modifier}$. If they exceed this, they instantly die and rise as an Abserstath.

Actions

Spellcasting: An Et Iniquum is a Master Level spellcaster. It retains any spells it knew as a human, however their dark nature gives them a preference for the following spells:

Beginner	Taste of Blood, Force Shield, Shadow Blast, Control Fire, Mage Hands, Animal Eyes, Chaotic Whispers, Knockback, Vicious Slash
Novice	Abyssal Fluid, Necrosis, Crippling Fatigue, Blight, Summon Snake, Horrific Armaments, Mental Burden, Strangle, Psychic Crush, Dancing Bolt
Adept	Fireball, Freeze, Fury, Dilute Blood, Spiral Inversion, Blood Barrier, Torture
Expert	Arctic Blast, Contagion, Create Thrall, Create Zombie, Shield Breaker
Master	Flame Whip, Psionic Overload, Corrupt Object, Self-shift, Create Horcrux, Word of Death, Burning Blood

Înōtator

When the body of an Et Iniquum or an Aileni is destroyed, their spirit remains bound to the Mortal Plane, as long as their Horcrux(es) remain intact.

With nowhere else to go, this spirit manifests as a dark apparition called an Înōtator. A formless wisp, the Înōtator seeks out living beings and whispers in their ear, attempting to corrupt them into its service and allow them to merge together. Many Dark Wizards which go down the path of creating a Horcrux have a dedicated lieutenant who will act as a host for them until a new body can be created.

INÔTATOR

Disembodied Spirit (Sapient Phantasm)

MoM Rating: IV

Health:	10 Points	Fortitude:	50 Points
Block:	0	Dodge:	13
Speed :	15 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
3 (-4)	10 (0)	13 (+1)	14 (+2)	20 (+5)	12 (+1)	10 (0)	18 (+4)

Expertise: Willpower (+5), Stealth (+5), Arcane (+9), Unnature (+9).

Immunity: All physical damage

Susceptible: Celestial

Speaks: Whatever they spoke as a human

Incorporeal: The Înōtator has no physical form, and as such can pass through solid matter at will. When phasing through matter, the Înōtator is effectively blind and deaf.

Floating: The Înōtator can fly freely in all 3 vertical dimensions.

Unliving: As a phantasm, an Înōtator does not require sleep, food or air in order to survive.

Unkillable: Whilst a Horcrux still exists, the Înōtator cannot be killed. If their HP is reduced to 0, they temporarily dissipate, and then reform near one of their remaining Horcruxes over a period of 1d10 days.

Actions

Intrinsic Spellcasting: Greatly weakened from their physical form, an Înōtator is only a Novice-level spellcaster. An Înōtator may cast the following spells as silent, wandless major actions:

Beginner	Control Fire, Animal Eyes, Chaotic Whispers
Novice	Crippling Fatigue, Mental Burden, Psychic Crush

Possess: An Înōtator may take refuge in the body of a willing acolyte, often manifesting in the form of a face in the back of their head, or an eye in the centre of the palms of the host. The host and Înōtator may communicate telepathically whilst bound together.

Regenerate: Whilst possessing an individual, an Înōtator may attempt to forcibly take control of their body, by contesting a Willpower check against that of their host. Alternatively, there is a complex ritual involving the blood of the Înōtator's worst enemy. Whichever method is chosen, the Înōtator is reborn, either warping the body of their host into a new form, or creating an entirely new body. The Înōtator is reborn as an Aileni.



Aileni

When an Înōtator regenerates itself a new body, the result is something more than human. An imprint of the true form of the being's soul is left on the new form - resulting in a being which is more animalistic, sadistic, and much, much more powerful.

The most famous Aileni is Lord Voldemort, who rose as an Aileni in 1995 after 14 years as an Înōtator. His pride in his Slytherin heritage imprinted a serpentine form on his Aileni form, with red eyes and snake-slit slits, rather than a nose. Many other deformities have been reported in Aileni throughout history - Herpo the Foul was said to be more spider than man by the time he died his final death.

This warping of their human form allows an Aileni to wield more power, and the further they deviate from their human origins, the more powerful and deadly they become.

AILENI

Reincarnated Individual (Sapient Humanoid)

MoM Rating: VI

Health:	200 Points	Fortitude:	250 Points
Block:	13	Dodge:	16
Speed :	10 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
14 (+2)	17 (+3)	17 (+3)	17 (+3)	20 (+5)	18 (+4)	25 (+7)	20 (+5)

Expertise: Vitality (+9), Willpower (+10), Arcane (+12), Unnature (+12), Intimidation (+12). Wandless Spellcasting, Silent Spellcasting, Apparation.

Resistance: Celestial, Necrotic

Speaks: Whatever they spoke as a human

Human(ish): The Aileni may use items, equip armour, learn spells, and otherwise interact with the world as any other human does.

Great Power: An Aileni has incredibly powerful magical abilities. As such they are considered proficient in all schools of magic (proficiency bonus is +7), and take advantage on all Resist checks against magical effects.

Unkillable: Whilst at least one of their Horcruxes remains intact, an Aileni cannot be truly killed. If their hitpoints are reduced to zero, their body is destroyed, leaving behind an Înōtator, which flees in order to regroup.

Unstable Soul: The process of creating a Horcrux leaves their soul fractured and unstable. The maximum number of Horcruxes an individual can support is given by $1d4 + \text{Spirit modifier}$. If they exceed this, they instantly die and rise as an Abserstath.

Actions

Spellcasting: An Aileni is an Ascendant Level spellcaster. It retains any spells it knew as a human, however their dark nature gives them a preference for the following spells:

Beginner	Taste of Blood, Force Shield, Shadow Blast, Control Fire, Mage Hands, Animal Eyes, Chaotic Whispers, Knockback, Vicious Slash
Novice	Abyssal Fluid, Necrosis, Crippling Fatigue, Blight, Summon Snake, Horrific Armaments, Mental Burden, Strangle, Psychic Crush, Dancing Bolt
Adept	Fireball, Freeze, Fury, Dilute Blood, Spiral Inversion, Blood Barrier, Torture
Expert	Arctic Blast, Contagion, Create Thrall, Create Zombie, Shield Breaker
Master	Flame Whip, Psionic Overload, Corrupt Object, Create Horcrux, Word of Death, Burning Blood
Ascendant	Army of the Dead, Soul Snare, Incineration Field, Taboo, Revoke Power

Aberstath

An Aberstath is a truly terrifying being, the result of a Dark Wizard gone too far in their quest for immortality, leaving behind a shattered shell of their former self, inhabited by a powerful and destructive demon.

The process of creating a Horcrux requires the subject to shatter their soul, which leaves their essence unstable, pushing them closer to insanity and abject evil. If a Wizard pushes this process to its logical conclusion, they will eventually damage their soul so much that it can no longer retain cohesiveness, and it will splinter away from their body. Their quest for immortality, ironically, killing them and denying their soul any chance of eternal life beyond the veil.

This destruction of the soul is the spiritual equivalent of splitting the atom, releasing a tremendous amount of energy into the higher planes, even to the point of weakening the barriers between worlds.

Such a release of energy rarely goes unnoticed by the creeping, crawling horrors lying in the void – driven insane by their time spent in abject nothingness. The instant they become aware of a free vessel, they burst through the walls of reality, and attempt to make their home in the shattered remains of the unfortunate Aileni.

This forces the host to undergo a horrific transformation which rips away the last shreds of humanity, turning them into a dreaded Aberstath.

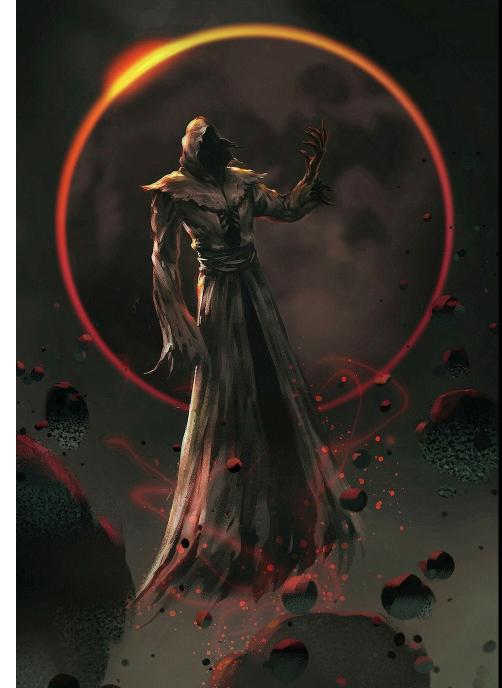
Tears of the Void: Initially, the only visible change when a being undergoes the transition from Et Iniquum or Aileni to a full-blood Aberstath is that the eyes of the Aileni will suddenly turn into inky black orbs, blacker than the darkest night. Over time, their form warps and becomes inhumane, even undead and skeletal. However, no matter what form the Aberstath takes, they cannot hide their voidic eyes.

Consumer of Life: The being which now resides inside the mortal remains of the host was a resident of the Void, the inky black nothingness between dimensions. Perhaps it is native to that horrifying realm, or perhaps it was originally a powerful being which fell into the void, eons ago. Either way, an Aberstath has been driven to utter insanity by this experience – their motivations are often deeply insane and

disturbed, and mostly focus on the destruction of all life.

Memories of the Shell: The Aberstath retains all the memories, experiences and skills of its original host.

Soulless: With the destruction of the original host's soul, the Aberstath loses the ability to create new Horcruxes themselves. They must rely on harvesting the souls of others to continue their existence.



ABERSTATH

Demon in Human Form (Ineffable Abomination)

MoM Rating: VII

Health:	250 Points	Fortitude:	300 Points
Block:	15	Dodge:	16
Speed :	15 metres		

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
17 (+3)	18 (+4)	18 (+4)	14 (+2)	22 (+6)	22 (+6)	27 (+8)	25 (+7)

Expertise: Vitality (+13), Conviction (+14), Willpower (+14), Arcane (+16). Wandless Spellcasting, Silent Spellcasting, Apparation.

Immunity: Necrotic, Poison, Diseases

Resistance: All magical damage

Speaks: Whatever they spoke as a human

Human(ish): An Aberstath may use items, equip armour, learn spells, and otherwise interact with the world as any other human does.

Great Power: An Aberstath has incredibly powerful magical abilities. As such they are considered proficient in all schools of magic (proficiency bonus is +10), take advantage on all Resist checks against magical effects, and are considered Resistant to all magical attacks.

Unkillable: Whilst at least one of their Horcruxes remains intact, an Aberstath cannot be truly killed. If their hitpoints are reduced to zero, their body is destroyed. One of the remaining Horcruxes is then instantly incinerated in a mighty inferno, which dies down to reveal the Aberstath reborn.

Unliving: An Aberstath does not require food, sleep or air to survive, and does not age.

Actions

Spellcasting: An Aberstath is an Ascendant Level spellcaster. It retains any spells it knew as a human, and can cast them as such. They may also cast the following spells as Wandless, Silent, Minor actions.

Beginner	<i>Taste of Blood, Force Shield, Shadow Blast, Control Fire, Chaotic Whispers, Vicious Slash</i>
Novice	<i>Abyssal Fluid, Necrosis, Blight, Summon Snake, Horrific Armaments, Strangle, Psychic Crush</i>
Adept	<i>Fireball, Freeze, Fury, Dilute Blood, Spiral Inversion, Blood Barrier, Torture, Shadow Demon, Voidsphere</i>
Expert	<i>Arctic Blast, Contagion, Create Thrall, Create Zombie, Shield Breaker, Detonation, Curse Being, Psychosis</i>
Master	<i>Flame Whip, Psionic Overload, Corrupt Object, Cursed Step, Selfshift, Word of Death, Burning Blood, Crush Bones</i>
Ascendant	<i>Army of the Dead, Soul Snare, Incineration Field, Taboo, Revoke Power, Destroy Mind, Mass Delusion, Channel Cataclysm, Immolation</i>

Lifedrain: (melee attack, +6 to hit) By grasping a victim by the throat, an Aberstath can siphon off life energy from them. The victim takes $3d8+5$ necrotic damage, half of which is restored to the Aberstath. This also initiates a grappling action.

Defy Magic: As an instantaneous action, the Aberstath can choose to automatically succeed on a Resist check against a spell. This ability can be used three times per day.

Imprison Soul: By targeting an incapacitated being in melee range, the Aberstath can force them to perform a DV 18 Conviction Resist. On a fail, they take $10d12$ force damage. If this reduces them to zero HP, then their soul is imprisoned in a nearby object. If this object is not destroyed within 24 hours, it is considered a new Horcrux for the Aberstath.

Sacrifice: An Aberstath may deliberately destroy one of their own Horcruxes. In doing so, they restore themselves to full HP and FP, remove all status effects, and otherwise regenerate to pristine health.

Mammalia Magicae

c

Dugbog

hey

DUGBOG

(Non-sapient Beast)

MoM Rating: II

Health: NaN Points

Block: NaN

Speed :

Mooncalf

hey

MOONCALF

(Non-sapient Beast)

MoM Rating: I

55 / 11

Health: NaN Points
Blade: NaN

Part 2 - N.N.

Jarvey

hey

JARVEY

(Non-sapient Beast)

MoM Rating: II

22-101-2020

Block: NaN

Speed :

1

Dodge: NaN

Murtlap

hey

MURTLAP

(Non-sapient Beast)
M.M.B. (part 1) - H

MoM Rating: II

Health: NaN Points
Bl. 1 N.N.

Block: NaN

Speed :

Dodge: NaN

Niffler

hey

NIFFLER

(Non-sapient Beast,
M. M. Butler, 1871)

MoM Rating: B

Health: NaN Points
Bl. 1 NaN NaN

Block: NaN

Dodge: NaN

Wampus Cat

hey

WAMPUS CAT

(Non-sapient Beast,

MoM Rating: I

Health: NaN Points
Bl. 1 NaN

Block: NaN

Dodge: NaN

Manticore

hey

Habitat:

MANTICORE

(Non-sapient Monstrosity) M.M.B. 'n' V.

MoM Rating: VI

Health: NaN Points

Dodge: NaN

Speed :

1

Mundane Animal

b

Bluebirds

hey

BLUEBIRDS
(Non-sapient Beast)
MoM Rating: I

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Viper

hey

VIPER
(Non-sapient Beast)
MoM Rating: II

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Nogtail

hey

Habitat:

NOGTAIL

Wolf Demon (Ineffable Demon)

MoM Rating: IV

Health: NaN Points

Dodge: NaN

Speed :

Nundu

hey

Habitat:

NUNDU

(Non-sapient Beast)

MoM Rating: VII

Health: NaN Points

Dodge: NaN

Speed :

Ogre

d

Ghoul

hey

GHOUL

(Non-sapient Gigantoid)
MoM Rating: III

141 N.N.

Health: NaN Points
Block: NaN

Block:

FIT PRS SPR CHR INT PCP POW EVL
0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

Troll

hey

TROLL

(*Sapient Gigantoid*)
M.M.B. 1911. XI.

MoM Rating: IV

W 141 N 3

Health: NaN Points
Block: NaN

Block: NaN
Speed :

Pedge: NaN

FIT PRS SPR CHR INT PCP POW EVL
0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

Yeti

hey

YETI

(Non-sapient Gigantoid)
M.M.B. - H.

MoM Rating: IV

W = 1tb · N = N

Health: Blacks

FIT PBS SPR CHR INT PCP POW EVI

Ophidian

c

Basilisk

hey

BASILISK
(Non-sapient Monstrosity)
MoM Rating: VI

Health: NaN Points **Block:** NaN **Dodge:** NaN
Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Cockatrice

hey

Runespoor

hey

Pegasus

c

Hippocampus

hey

HIPPOCAMPUS
(Ineffable Celestial)
MoM Rating: IV

Health: NaN Points **Block:** NaN **Dodge:** NaN
Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
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Thestral

hey

Winged Horse

hey

Pogrebin

hey

Habitat:

Puffskeins

d

Puffskein

hey

PUFFSKEIN
(Non-sapient Beast)
MoM Rating: 1

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Pygmy Puff

hey

Quintaped

hey

Habitat:

QUINTAPED

(Sapient Monstrosity)

MoM Rating: VI

Health: NaN Points

Dodge: NaN

Block: NaN **Dodge:** NaN
Speed :

Raised Dead

b

Banshee

hey

BANSHEE

(Ineffable Undead)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Inferius

hey

INFERIUS

(Ineffable Undead)

MoM Rating: IV

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT 0 (-5)	PRS 0 (-5)	SPR 0 (-5)	CHR 0 (-5)	INT 0 (-5)	PCP 0 (-5)	POW 0 (-5)	EVL 0 (-5)
----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------	----------------------

Salamanders

d

Ashwinder

hey

ASHWINDER

(Non-sapient Elemental)

MoM Rating: III

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

MOKE

(Non-sapient Elemental)

MoM Rating: I

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Fire Salamander

hey

FIRE SALAMANDER

(Non-sapient Elemental)

MoM Rating: III

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Frost Salamander

hey

FROST SALAMANDER

(Non-sapient Elemental)

MoM Rating: III

Health: NaN Points

Block: NaN

Dodge: NaN

Speed :

FIT	PRS	SPR	CHR	INT	PCP	POW	EVL
0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)	0 (-5)

Moke

hey

Shadow Demon

hey

Habitat:

SHADOW DEMON

(Ineffable Demon)

MoM Rating: V

Health: NaN Points

Dodge: NaN

Speed :

FIT PRS SPR CHR INT PCP POW EVL
0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5) 0 (-5)

Swooping Evil

hey

Habitat:

SWOOPING EVIL

(Non-sapient Monstrosity)

MoM Rating: VI

Health: NaN Points

Dodge: NaN

Block:	NaN	Dodge:	NaN
Speed :			

Thunderbird

hey

Habitat:

Unicorns

Bicorn

hey

Tebo

hey

Unicorn

hey

Water Demons



Grindylow

hey



Kappa

hey

Kelpie

hey

Werewolf

Human-form

hey

Wolf-form

hey

Whomping Willow

hey

Habitat:

WHOMPING WILLOW

(Non-sapient Flora)

MoM Rating: IV

Health: NaN Points

Dodge: NaN

Block: NaN **Dodge:** NaN
Speed :

Wyverns

Occamy

hey

Sea Serpent

hey

3: Cosmology

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

Throughout most of the modern history of the Western world, it has been held that there are three planes of existence: the Mortal world, where we reside, and then two higher planes: Heaven and Hell. In contrast, modern atheism holds that there is but one plane, and some adherents of a particular interpretation of Quantum Mechanics believe that there are an infinite number of copies of the Mortal plane. It seems unlikely that the true nature of these 'Planes' will ever be understood by mortal minds.

The Department of Mysteries, however, was created with the primary goal of studying these 'Planes of Existence'. The Department has established that there are in indeed multiple 'realms', or planes of existence. The total number of planes is actually unknown, for they are difficult to map, but the Department has so far managed to place them into 5 categories.

1. The Mortal World
2. The Astral Realm
3. The Higher Planes
4. The Eldritch Domain
5. The Void

It seems that there is some form of notion of 'distance', although given the multidimensional nature of the realms, it is not what you or I would recognise as distance, but some realms are 'further' away from the mundane reality that we exist in, and it takes significant effort to traverse this 'distance'. The 'closer' a Plane is, the easier it is to access. Roughly speaking, as you traverse down the above list, you get further and further away from our reality.

The Mortal World

The Mortal World is the universe that we see around us. It contains every star in the sky, and is seemingly infinite in extent.

Events in this World follow well-established rules, what the Muggles call 'the laws of physics', though these 'laws' may be tweaked somewhat by the use of magic.

Most Sapient beings go their entire life without knowing that there is anything besides the Mortal World in existence.

The Astral Realm

The Astral Realm is probably the plane that lies closest to the Mortal World, and is often imagined by those who study it as a blanket, lying over the top of the mortal realm.

Every point in the Mortal World has a corresponding point in the Astral Realm, however, the notions of space and time that we are comfortable with do not seem to apply in the Astral Realm. Past, present and future coexist all at once, and paths through the astral realm have a habit of not ending up where you'd expect them to.

It is from the astral realm, therefore, that seers are able to glean information about the future. It is also speculated that when a wizard apparates, they actually briefly enter into the astral realm, traverse a path that either takes no time at all, or perhaps has no length at all (or maybe both?), and then exit again, finding themselves to have instantaneously transported.

Visually, the Astral realm looks like a translucent mimicry of the mortal realm, filled with drifting mist, thick fog and ghostlike figures. One may therefore observe what is going on in the Mortal Realm from the Astral, but not the other way around without special training.

The Higher Planes

The Higher Planes is the collective name given to the realms which lie between the Astral Realm and the insanity-inducing Eldritch Domains.

Unlike the Astral Realm, the Higher Planes are far enough away from the Mortal World that most of them do not have a 1:1 correspondence with spatial point. Some of the Planes are as large as our universe, others may encompass only a single planet, or even a single room in extreme cases.

Most of the Planes in this category find themselves devoted to some elemental or conceptual aspect found in the real world – be it the Plane of Fire (Vulcan), or the Plane of Order (Machina). It is hypothesised that entities from these Planes that found their way to the Mortal Realm in the distant past were often mistaken for Gods.

Generally speaking, the only way to travel to one of the Higher Planes is by creating a Portal, and act that requires punching a hole through the walls of reality. This is an act so potentially destructive to all life on Earth that it is classified as a Dark Art, and should only be attempted by the most skilled wizards. A list of Planes that have previously been visited is found at the end of this section.

The Eldritch Domains

Little is known about the Eldritch Domains. It is thought that they are similar in structure to the Higher Planes, but are instead home to entities that have been dubbed the *Eldritch Horrors*. Only one Sapient – a muggle child in the late 1890s – has ever even glimpsed an Eldritch Domain and not been driven to complete insanity, and it is evident from his subsequent career as an author that he was not unscarred by the experience.

The Eldritch Horrors are entities beyond human comprehension, and go by many names: the Chaos Gods, The Great Old Ones, Devourer of Stars, Harbingers of Apocalypse to name but a few. They are not inherently evil, and are in fact so utterly alien that the concept of good and evil is barely applicable to beings of such cosmic power.

The Void

The Void is, unlike the other realms, omnipresent. It is simultaneously the closest Realm to the Mortal World, and yet also the most distant. It is thought that the Void is the hyper-dimensional space in which all the other Planes move, the glue that holds the universe together.

The Void possesses at least 16 spatial dimensions, and 4 temporal dimensions, which means that even objects that enter the Void simultaneously (from the point of view of another plane) will end up dispersed across the 20-dimensional manifold that represents the void.

Utterly, completely empty, the Void is the true vacuum of the multiverse. So black that empty space seems like a thick soup, and so dark that no light may propagate. The Void truly lives up to its name.

Higher Planes

Abyss: The Plane of Terror

Abyss is a plane that warps itself according to the fears of those who enter it. Formed from an endless, parched wasteland under a black sun, at the centre of which lies an sinkhole so deep it seems to have no end. Embedded into the walls of the sinkhole, spiralling infinitely downwards are thousands – millions – of doors, each with an individuals name inscribed upon it.

Behind every door lies a room of indeterminate size, containing the thing that most terrifies the being named on the door, be it an infinite maze, a posse of evil clowns, or an ocean populated by bloodthirsty sharks. Once inside a room, it is impossible to leave until you conquer your fears.

When entering Abyss, each individual is teleported into the room bearing their own name, and upon escaping, formless beings of shadow and darkness will attempt to force you back inside.

Planemeld Effect: when melded with the mortal plane, Abyss causes all entities in the region take the Terrified status.

Aeolus: The Plane of Storms and Winds

A plane of infinite expanse, filled with swirling air, floating clouds and drifting chunks of earth, Aeolus is the Plane associated with the element of Air.

There is no solid ground to be found in Aeolus, the civilisations found within are built upon the floating mountains that dot the skyscape, or perhaps carved out of condensed and harness cloud. These civilisations live a nomadic life as they drift through the endless sky, never fixed in one place.

Current-charts, which map the airflow and allow you to plot a route through the sky, are the most valued currency in this domain, as are Storm-warnings, for the skies of Aeolus are often split apart by vicious storms that can last a century or more.

Aelous is home to powerful wind-mages, who can calm the skies with a word, or whip up a brisk wind with wave of their hand. It is these wind-mages who first constructed the Storm Avatars, and from Aeolus that Mortal wizards draw the stormclouds to construct their own facsimiles of the Avatars.

Planemeld Effect: when melded with the mortal plane, Aeolus causes a stormcloud fills the region giving severe obscuration, and targets inside take 2d10 electric damage per turn.

Eden: The Plane of Nature

A druidic paradise, Eden is a single, enormous garden that lies behind an enormous wall, which forms the boundary between this realm and the Void. Every single species of plant and

animal life across the multiverse can be found living in perfect balance in Eden – the circle of life made manifest in a single region, for all of eternity.

No artificial structure can be built in Eden (outside of the Wall, of course), so no true civilisations are found within. The denizens of this realm – the Gardeners – instead tend to the wildlife, curing the sick and resolving conflicts, and are rewarded with fruit and wool, in return for their role in the Circle.

Planemeld Effect: when melded with the mortal plane, Eden gives the caster the ability to manipulate all plant life at will, causing them to grow as desired.

Elysium: The Plane of Blessings

Appearing as a gigantic city, constructed out of gleaming silver and shining marble, populated by beings that can only be described as Angels, it is said that Elysium is the place where dreams come true.

Indeed, one has to merely wish for something out loud, and a nearby Angel will promptly hand you the focus of your desires. Equally, the air in Elysium seems to be suffused with magic and positive energy, for every action that one attempts (even the most absurd), will succeed without question.

Of course, there is a price for such a blessed existence: an entity known as the Scribe – the chief angelic being – sits atop the highest tower in Elysium, judging the actions of all the inhabitants. If they fail her test, they are expelled from the Silver City.

Planemeld Effect: when melded with the mortal plane, Elysium grants all beings in the region check-advantage.

Hades: The Plane of Death

Like the astral plane, Hades appears as a mimicry of the Mortal World, albeit with a few alterations. The landscape is dotted with bomb-craters, bubonic plague pits, collapsed buildings and nuclear winter. Every single grotesque form of death is represented, somehow, in the environment, in a violent, deadly parody of the living world.

Populated entirely by ghosts, echoes of the living, no one is quite sure what causes a soul to be left in Hades. Some lucky souls are able to escape through the cracks and back to the Mortal Realm, forming the ghosts that wizardkind are aware of, but these are only a fraction of the ghosts found in Hades.

The living cannot spend much time in Hades, as the aura of death and decay seeps into their bones, and seeks to turn them into one of the ghouls that haunts its shattered landscape.

The Ministry of Magic possesses a portal to Hades, it lies deep beneath the Ministry itself, at the heart of the Department of Mysteries. However, this portal is one-way, so anyone who enters it without the ability to return home will surely perish.

Planemeld Effect: when melded with the mortal plane, Hades forces all beings below 50% health to pass an ATH(health) check (DV 10) or die instantly.

Hyperborea: The Plane of Ice

A land of endless glaciers and towering crystal-clear castles. Hyperborea is the Elemental Plane of Ice. Due to the freezing temperatures, the Hyperborean species tend to be much larger than their counterparts in other dimensions, to best preserve the heat. They also tend to be fiercely tribal – gathering together for warmth, but deeply fearful of outsiders.

The landscape of Hyperborea is sporadic, with vast featureless plains, interspersed with enormous mountain ranges, and fields of icebergs floating on highly-salted oceans.

Every time a wizard in the Mortal World summons an Avatar of Ice, he first begins by summoning a single snowflake from Hyperborea.

Planemeld Effect: when melded with the mortal plane, Hyperborea lowers the temperature in the region to -150 degrees Celsius, doing 3d8 cold damage per turn.

Machina: The Plane of Order

In Machina, everything is always in its correct place, for Machina is the Plane of Order, where chaos and randomness are abhorred and reviled. Over the millennia, the denizens of Machina have constructed enormous machines that enable them to control every aspect of reality down to the microsecond. The sun always rises at the same time every day, every coin toss lands on the same side, and the same events occur every single day.

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

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

Planemeld Effect: when melded with the mortal plane, Machina imposes order on the region, forcing all beings into their true form. Illusions shatter, transfiguration spells fail and astral effects are nullified.

Nirvana: The Plane of Peace

Nirvana is an alien landscape to those who first arrive – it is seemingly and endlessly white expanse, with no up or down, and no floor. Individuals move simply by willing themselves in

a certain direction. The entire domain is suffused with an aura of complete contentment. All desire and anger are stripped from your body, leaving you completely at peace with your place in the universe.

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

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

Planemeld Effect: when melded with the mortal plane, Nirvana imbues the region with peace, forbidding any being from taking combat actions in the region.

Pandæmonium: The Plane of Chaos

As the name suggests, Pandæmonium is a realm of pure unadulterated chaos, a whirling soup of matter, energy and magic.

A calm ocean sits metres away from a typhoon, which warps into a lake freezing in a bed of lava. Fragments of stable landscapes drift through the chaotic world, being destroyed and reformed by the whirling chaos that infuses this dimension. Even gravity is not a constant, sometimes normal, sometimes twice the usual strength, sometimes even negative.

Pandæmonium, however, will respond to an individual imposing their will on it. A simple individual may be able to impose normalcy on a region just large enough to prevent their atoms from shredding as the laws of physics morph. A particularly strong-willed individual, however, can impose order amongst the chaos – potentially for many dozens of metres, creating a safe haven for themselves. As soon as their will is broken, however, Pandæmonium will reclaim the land into its everlasting chaos.

Planemeld Effect: when melded with the mortal plane, Pandæmonium forces all beings in the region to pass a SPR(endurance) Resist check (DV 10), or be *True Shapeshift*-ed into a random animal for 1 minute.

Scholomancia: The Plane of Knowledge

Scholomancia is probably the smallest of the main Higher Planes, consisting as it does of a single reading room about 15 metres by 15 metres, lined with bookshelves stocked with ancient tomes. Comfortable leather furniture dots the rest of the room, which has a single inhabitant; the Librarian.

It is rumoured that, despite its small size, the bookshelves in Scholomancia contain every book ever written (and some that weren't), and that by providing new information to the Librarian, he will lead you to the knowledge you desire.

Planemeld Effect: when melded with the mortal plane, Scholomancia grants all beings in the region a temporary +4 bonus to the Arcane, History and Research proficiencies.

Tartarus: The Plane of Torture

The home of beings that truly enjoy causing *pain* on other living beings, Tartarus is perhaps the most unpleasant plane for a mortal to visit.

Tartarus appears as a neverending maze, with corridors dripping with blood and skeletons of previous victims. The demonic residents of Tartarus move freely through the walls, hunting their prey. If they catch their them, they torture their victims for as long as possible. Advancement through their terrifying society is achieved by inventive new torture methods, particularly excruciating torture, or for keeping a victim alive longer than expected.

If you find yourself in Tartarus, the general advice is to leave as quickly as possible.

Planemeld Effect: when melded with the mortal plane, Tartarus Causes all beings to suffer as if the *Incomprehensible Torture* spell had been cast on them with 2PP.

Valhalla: The Plane of Bravery

Viking mythology tells that at the heart of Asgard, lies the great Mead Hall of Heroes: Valhalla. It is from this myth that the Plane of Bravery gets its name. Societies in Valhalla hold bravery and conquest up as the mightiest virtue, and fear to be the greatest weakness. At the heart of Valhalla, lies a stone henge – a series of portals to other plains. As a rite of passage to be considered an adult, every individual must pass through a random portal, and bring back some plunder. The greater the plunder, the more respected in society that that individual is.

As a result of this somewhat primitive plunder-centric economy, the civilisations of Valhalla are not technologically advanced, and mostly resemble the Middle Ages of the Mortal World, albeit studded with advanced technology and magics that have been stolen from other planes.

Most of the great adventures in the multiverse begin their story in Valhalla.

Planemeld Effect: when melded with the mortal plane, Valhalla grants a temporary +5 bonus to Willpower and Endurance proficiencies.

Vulcan: The Plane of Fire

Visually, Vulcan most resembles typical depictions of the Christian Hell, with enormous pools of lava, gouts of fire twenty feet high, and patrolled by demons with pools of flame for eyes.

However, this domain is simply the Plane associated with Elemental Fire, not with righteous torture of the evil.

Outside of the volcano-top castles and their pools of lava, the land is covered in a fertile ash, and populated by ruby-red trees that can only distribute their seeds when the tree is consumed by fire. Diverse species of dragon, from tiny lizard-like creatures to formidable goliaths patrol the skys. The fire of this realm serves not simply to destroy, but to cleanse and refresh and as such, though Vulcan is quite alien to us mortals, it has been home to several thriving and prosperous civilisations.

At the core of every summoned Avatar of Flame, lies a single ember drawn across the multiverse from Vulcan.

Planemeld Effect: when melded with the mortal plane, Vulcan ignites everything in the region, doing 3d12 fire damage per turn.