Terram

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|  | Mechanics | In game |
| Variability |  | 10 pwns / year |
| Nature\* | *Originates from an organism.*   * *Monster Category: beast* * *Attributes: Stag (deer body form)* * *Obtaining Food: Carrion-eater* * *Special Attacks: Speech/Sound* * *Special Defenses: Improved by cold attacks* * *Distinctive Attributes: reproduces by fission* |  |
| Visibility\* | *Mobile* |  |
| Occurrence Frequency\* | *Planetary Cycles*   * *When Mars reaches its max height in the night sky.* |  |
| Distance |  | 11 miles |
| Size | *Can carry in cart, more than two arms* |  |
| Texture | *Powdery* |  |
| Color | *Green* |  |
| Shape | *Symmetrical cube* |  |
| Structural Integrity | *Rigid* |  |
| Smell | *Strong Fishy sickening* |  |
| Harvest time limit/Catalyst | *Individual Performs an action* |  |

Ignem

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| --- | --- | --- |
|  | Mechanics | In game |
| Variability |  | 2 pwns / year |
| Nature\* | *Originates from an object*   * *Map made of leather* * *Made from the hide of a cow infused with magic after being born, raised and slaughtered for its hide in a powerful aura* |  |
| Visibility\* | *Hidden*   * *Lazily damaged, excitement opposition* |  |
| Occurrence Frequency\* | *Freezing / Thawing cycle*   * *The entrance is only visible when the first thaw happens* |  |
| Distance |  | 19 miles |
| Size | *Can carry in cart, more than two arms* |  |
| Texture | *Foamy* |  |
| Color | *Brown* |  |
| Shape | *Irregular rectangular* |  |
| Structural Integrity | *Weak* |  |
| Smell | *Woody Faint Sickening* |  |
| Harvest time limit/Catalyst | *None* |  |

Imaginem

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|  | Mechanics | In game |
| Variability |  | 3 pwns / year |
| Nature\* | *Originates from location*   * *Concealed mansion of the wasp-scholar* * *underwater* |  |
| Visibility\* | *Mobile* |  |
| Occurrence Frequency\* | *Secondary Effect Cycle from rising and falling of magical power*   * *what effect does the aura cause?*   + *Magical change to the area: when magical aura is at its peak, individuals that are within the aura experience an intelligence boost that allows them to solve the puzzle to get in to the mansion. The puzzle is generated randomly each season.* |  |
| Distance |  | 76 |
| Size | *Can carry in both arms* |  |
| Texture | *Knotted* |  |
| Color | *White* |  |
| Shape | *Oval Irregular* |  |
| Structural Integrity | *Rigid* |  |
| Smell | *Spicy Overpowering Agitating* |  |
| Harvest time limit/Catalyst | *Individual performs an action* |  |

Mentem

|  |  |  |
| --- | --- | --- |
|  | Mechanics | In game |
| Variability |  | 8 pwns / year |
| Nature\* | *Originates from an object*   * *Weapon was involved in killing an unwanted guest 100 years ago* |  |
| Visibility\* | *Hidden*   * *Curiously odd, Violate Allies* |  |
| Occurrence Frequency\* | *Lunar Cycle*   * *Every first quarter moon* |  |
| Distance |  | 93 miles |
| Size | *Fits in the palm of your hand* |  |
| Texture | *Ribbed* |  |
| Color | *Blue* |  |
| Shape | *Irregular flat* |  |
| Structural Integrity | *Weak* |  |
| Smell | *Stinky Strong No effect* |  |
| Harvest time limit/Catalyst |  |  |