

Harry Potter:

The Roleplaying Game

Compendia Creatura

Adapted by Matthew A. Kearns

With the help of Mitchell Lord and Philip O'Neill

Disclaimer

This document was created solely for private use. All rights are retained by the owners of trademarks and copyrights of the content within this document.

This document, in part or whole, cannot be reproduced for the intent of retail sale or personal gain except by those said interested parties or by others with legal, written consent by said parties.

Table of Contents

CHAPTER 1: FORMAT	5
STAT BLOCK	5
DESCRIPTION BLOCK	7
CHAPTER 2: CREATING YOUR OWN CREATURES	8
TINKERING WITH EXISTING CREATURES	8
FROM THE GROUND UP	8
CHAPTER 3: CREATURES	19
ACROMANTULA.....	19
ASHWINDER.....	20
AUGUREY.....	21
BANSHEE	22
BASILISK.....	23
BILLYWIG.....	24
BLAST-ENDED SKREWT.....	25
BOGGART	26
BOWTRUCKLE	27
BUGBEAR	27
BUNDIMUN	28
CERBERUS	29
CHIMAERA	30
CHIZPURFLE.....	30
CLABBERT.....	31
DEMENTOR.....	32
DEMIGUISE	33
DEVIL’S SNARE.....	33
DIRICAWL	34
DOXY	35
DRAGONS.....	35
• ANTIPODEAN OPALEYE.....	36
• CHINESE FIREBALL	37
• COMMON WELSH GREEN	37
• HEBRIDIAN BLACK	38
• HUNGARIAN HORNTAIL.....	39
• NORWEGIAN RIDGEBACK.....	39
• PERUVIAN VIPERTOOTH	40
• ROMANIAN LONGHORN	41
• SWEDISH SHORTSNOUT	41

• UKRAINIAN IRONBELLY	42
DUGBOG	42
ERKLING.....	43
ERUMPENT	44
FAIRY	45
FIRE CRAB	45
FWOOPER.....	46
GARGOYLE	47
GERANIUM, FANGED	48
GHOST	48
GHOUL.....	50
GLUMBUMBLE	50
GNOME	51
GRAPHORN	51
GRIFFIN	52
GRINDYLOW.....	53
HAG	54
HINKYPUNK.....	55
HIPPOCAMPUS	56
HIPPOGRIFF.....	56
HORKLUMP.....	57
IMP.....	58
JARVEY.....	58
KAPPA.....	59
KELPIE	60
KNEAZLE	61
LEPRECHAUN	61
LETHIFOLD.....	62
LOBALUG	63
MACKLED MALACLAW.....	64
MAGICAL HORSES	65
• ABRAXAN.....	65
• BICORN	65
• PEGASUS	66
• THRESTRAL.....	66
• UNICORN	67
MANTICORE.....	68
MOKE.....	69
MUMMY.....	69
MURTLAP.....	71

NOGTAIL.....	71
NUNDU	72
OCCAMY.....	73
OGRE	74
PHOENIX.....	74
PIXIE.....	76
PLOGREBIN.....	76
POLTERGEIST	77
QUETZALCOATL.....	78
QUINTAPED	79
RED CAP	80
RE'EM.....	81
RUNESPOOR.....	81
SALAMANDER.....	82
SEA SERPENT.....	83
SPHINX	84
STREELER.....	85
TEBO.....	86
TROLL.....	86
VEELA.....	87
VENOMOUS TENTACULA.....	88
WHOMPING WILLOW	89
WRAITH	90
YETI	91
CHAPTER 4: OPTIONAL RACES FOR PC'S AND NPC'S.....	92
CENTAUR.....	92
DWARF.....	94
GIANT	96
GOBLIN.....	98
HALF-BREED	100
HOUSE ELF	101
LYCANTHROPE.....	103
MERFOLK	105
VAMPIRE	107
CHAPTER 5: APPENDICES.....	109
APPENDIX A: GLOSSARY.....	109
APPENDIX B: LIST OF TABLES	112
APPENDIX C: INDEX.....	113

Chapter 1: Format

Creatures, like PC's, have stat and description blocks outlining their attributes, special abilities, and information regarding their habits, habitat, and social structure. This first section will describe what each entry in the stat block means, guidelines in creating a unique creature, and how experience is gained from encountering these creatures.

Stat Block

Attributes

Bearing, Nimbleness, Perception, Strength, Vitality, and Intellect as discussed in the CRB, beginning on pg. 8. Each is described by a score and a modifier; the latter in parentheses. Favoured attributes are denoted with asterisks.

Reactions

Stamina, Swiftiness, Willpower, and Wisdom as discussed in the CRB, beginning on pg. 10. Each is described simply as a score and favored reactions are denoted with asterisks.

Size

Creatures range in size from Microscopic to greater than Titanic. In addition to describing how big a creature is, Size also determines how many Wound Levels it has and, in part, its movement. For the purpose of fighting penalties due to wounds, creatures with fewer than five Wound Levels retain the Wound Levels toward the Healthy end of the spectrum. For example, Little creatures have the Dazed, Injured, and Wounded Wound Levels (in addition to Healthy) and die from further damage instead of progressing to Incapacitated or Near Death. Refer to pg. 16 in the CRB for more on Size.

Health

The number of Wound Points a creature can sustain at each of its Wound Levels. Health is typically Vitality + Strength modifier.

Defense

The TN for attempts to hit the creature in combat. Defense is typically 10 + Nimbleness modifier.

Movement

The creature's base walking speed in yards (unless otherwise indicated) per round. Refer to Table 9-x and Table 9-x for a creature's typical land-travel movement based on its size and movement actions.

Courage

Particularly noble, heroic, or noteworthy creatures have and use Courage like PC's. Refer to pg. 13 in the CRB for more on Courage.

Renown

This stat reflects how prevalent the creature is in the world, how often it is encountered, and/or how notorious it is as a threat or nuisance.

TN

This is an arbitrary number representing the difficulty a group of heroes are likely to have in overcoming the creature(s), whether they do so in combat, by stealth, or through intimidating displays of might. These values correspond to standard target numbers similar to those assigned to tests with the addition of “Legendary”, creatures that even the most powerful and/or resourceful characters would be unlikely to defeat successfully or survive an encounter with.

Table 1-1: TN Equivalents

<u>TN</u>	<u>Description</u>	<u>Example</u>
5 or less	Simple	Bowtruckle
10	Routine	Blast-Ended Skrewt
15	Challenging	Bugbear
20	Difficult	Antipodean Opaleye Dragon
25	Virtually Impossible	Hungarian Horntail Dragon
> 25	Legendary	Nundu

TN’s are also used as how much experience creature are worth upon defeating them. Table 1-2 supplies a number of possible modifiers appropriate to determining the final TN-XP amount. Unless otherwise noted, all modifiers are cumulative.

Table 1-2: Experience Modifiers for Creature Encounters

<u>Condition</u>	<u>Modifier</u>
Encountered in lair	+5 TN
Encountered in beneficial natural environment	+3 TN
Greater than normal quantity of creatures	+2 TN per doubling*
Has minions	+(Total minions TN / 2)
Defeated through turn of story**	-1 to -5 TN
Has advancements	+1 TN per 3 advancements

* Doubling means each time the number of creatures encountered doubles, the TN-XP increase by 2. For example, defeating two Grindylovs, the TN-XP would be 9 (7 base + 2 for doubling number of creatures).

** Turn of story refers to an element of the story and not through character virtue or Innovation. For example if the characters were given a special item to help defeat the creature, they don’t get as much XP as if they had devised a clever plot to gain some advantage.

Special Abilities

A list of abilities, both general and unique, associated with the creature.

Skills

A list of skills this creature is proficient with.

Edges & Flaws

Traits, same as for characters, that describes certain powers of the creature.

Description Block

Unique Special Abilities

A descriptive and mechanical explanation of abilities unique to this creature.

Description

The description of what the creature looks like and how it acts.

History

A narrative of the creature's background, if a notable aspect of the creature.

Habitat

The landform, climate, and types of lairs preferred by this creature.

Society

The way this creature relates to its own kind, if a notable aspect of the creature.

Chapter 2: Creating Your Own Creatures

The world of Harry Potter is wide and varied, only a small portion is revealed within the books and movies. Since it would be almost impossible (and exhaustive) to list statistics for every sort of creature the heroes might encounter, this chapter presents a system the Narrator can use to generate the statistics of her own creatures.

Tinkering With Existing Creatures

Sometimes it's just easier to modify the characteristics of existing creatures than create new own (see Chapter 3 for a list of existing creatures). Options for doing so are described below.

Creature Advancements

Just as not all heroes are equal, neither are all creatures; some are just more powerful than others of their ilk. To represent this, give a creature advancements. Simply record the number of advancements and increase the creature's characteristics, following the same rules and costs as characters.

Giant Size

Sometimes creatures are affected by Engorgement spells that run amok or grow to size much larger than normal. To represent this, select a new size and modify its Strength, Vitality, and Wound Levels by referring to pg. 16 in the CRB. The table below gives the modifiers to the giant-sized creature's TN.

Table 2-1: Giant-size Creature TN Modifiers

<u>Size Increase</u>	<u>TN Modifier</u>
1	--
2	--
3	+5
4	+5
5	+10
6	+15

From the Ground Up

There are essentially three phases to creating your own unique creature: Description, Form and Role, and Statistics.

Description

Write out a description of the creature, keeping in mind the same format that is used throughout this book; don't even start deciding specifics like "What is its Bearing?" and such. Develop its history, physical description, social habits, and special qualities (see pg. 8 for more information).

Form and Role

Form describes the most general outlines of the creature's existence, whereas Role refers to a creature's behavior or nature more specifically. These packages listed are relative to both Muggle and magical creatures.

Form: Role

Elevated Attributes:	Attributes higher than average, typically favored attributes
Depressed Attributes:	Attributes lower than average
Common Skills:	Skills often associated with the type of creature
Common Abilities:	Abilities often associated with the type of creature

Beast: Intelligent

Elevated Attributes:	Bearing, Intellect
Depressed Attributes:	—
Common Skills:	Athletics: Run, Athletics: Swim, Games, Knowledge, Language, Observe, Persuade, Survival
Common Abilities:	Cunning

Beast: Monstrous

Elevated Attributes:	Strength, Vitality
Depressed Attributes:	Intellect
Common Skills:	Intimidate, Melee Combat: Natural Weapons, Survival
Common Abilities:	Armor, Ferocious, Multiple Attacks, Natural Weapons

Beast: Predator

Elevated Attributes:	Strength, Nimbleness, Perception
Depressed Attributes:	Bearing
Common Skills:	Athletics (any), Melee Combat: Natural Weapons, Observe, Stealth, Survival, Track
Common Abilities:	ESP, Ferocious, Natural Weapons, Speed

Beast: Scavenger

Elevated Attributes:	Vitality, Intellect
Depressed Attributes:	Bearing
Common Skills:	Athletics (any), Craft: Traps, Observe, Search, Stealth, Survival, Track
Common Abilities:	Camouflage, Deterrent, ESP, Evasion

Civilized Creature: Noble

Elevated Attributes:	Bearing, Intellect
Depressed Attributes:	—
Common Skills:	Craft, Knowledge, Language, Observe, Persuade
Common Abilities:	—

Civilized Creature: Tranquil

Elevated Attributes:	Perception, Intellect
Depressed Attributes:	Strength, Vitality
Common Skills:	Craft, Games, Knowledge, Language, Observe, Perform, Persuade, Survival
Common Abilities:	ESP

Civilized Creature: Warlike

Elevated Attributes:	Strength, Vitality
----------------------	--------------------

Depressed Attributes: Intellect
Common Skills: Intimidate, Melee Combat, Ranged Combat
Common Abilities: Cunning, Ferocious, Natural Weapons

Mythical: Demon

Elevated Attributes: Bearing, Strength, Vitality
Depressed Attributes: Intellect
Common Skills: Intimidate, Survival
Common Abilities: Armor, Cunning, Ferocious, Immunity, Multiple Attacks, Natural Weapons, Spellcasting, Vulnerability

Mythical: Fey

Elevated Attributes: Bearing, Nimbleness, Perception
Depressed Attributes: Intellect, Strength, Vitality
Common Skills: Athletics (any), Observe, Stealth, Survival
Common Abilities: Cunning, ESP, Evasion, Natural Weapons, Speed

Plant: Immobile

Elevated Attributes: Vitality
Depressed Attributes: Nimbleness, Perception, Intellect
Common Skills: Survival
Common Abilities: Armor, Camouflage, Deterrent, Immobile, Poison

Plant: Mobile

Elevated Attributes: Strength, Vitality
Depressed Attributes: Perception, Intellect
Common Skills: Athletics (any but Swim), Melee Combat: Natural Weapons, Observe, Stealth, Track
Common Abilities: Armor, Camouflage

Spirit: Benevolent

Elevated Attributes: Perception
Depressed Attributes: —
Common Skills: Knowledge, Language, Observe, Stealth
Common Abilities: ESP, Incorporeal, Immunity

Spirit: Restless

Elevated Attributes: Vitality
Depressed Attributes: Perception
Common Skills: Intimidate, Knowledge, Language, Observe, Stealth
Common Abilities: Drain, ESP, Incorporeal, Spellcasting, Vulnerability

Spirit: Corrupt

Elevated Attributes:	Vitality
Depressed Attributes:	---
Common Skills:	Intimidate, Knowledge, Language, Observe, Stealth
Common Abilities:	Drain, ESP, Incorporeal, Immunity, Spellcasting, Vulnerability

Details

Attributes

Just as for heroes, a creature's attributes reflect their innate physical and mental faculties. Not all creatures possess the full spectrum of man-like capabilities. A value of naught ('-') is given to those attributes which don't apply. Creatures with naught as their attribute score do not suffer game effects that target that attribute, nor can they have skills based on it. For anything based on an attribute with naught (Health, Defense, etc.), use 0 for the attribute score and/or modifier. A creature may also have a attribute score of 0, meaning that it is simply too negligible to even regard as noteworthy and all capabilities derived from the attribute function as normal.

A Narrator assigns scores based on an average of 7 for each attribute and deviate (giving higher or lower than average scores) from that as they see fit. Lastly, two favored attributes are assigned.

Reactions

Reactions are derived in the same way as that for heroes, but the Narrator has the option to also choose either attribute modifier to base the reaction on and/or modify it according to her tastes. Values of 0 or less, including naught, are viable reaction scores.

Size

Size is one of the most definitive characteristics of a creature. A creature's size determines number of Wound Levels (the number of Weariness Levels are equal to this as well), relative modifiers for physical tests, and its base movement.

Health

Typically, this is defined as the creature's Vitality + Strength modifier. The Narrator can adjust it as she sees fit.

Defense

Defense is the creature's Nimbleness modifier + 10.

Movement

Movement represents the speed per action the creature can make on the ground walking. If it normally flies or something else, that is reflected by special abilities.

Courage

Creatures only have Courage when the Narrator decides that they are especially noble, heroic, or noteworthy.

Renown

As with Courage, the Narrator assigns Renown based on considerations of the chronicle.

TN

See pg. 7 concerning this mechanic and how to determine a relative difficulty TN for a creature.

Special Abilities

Special abilities that creatures have are similar to the abilities that heroes have – they augment a creature’s capabilities both for the good and bad. There are really two kinds of special abilities: standard special abilities (listed below) and unique special abilities that are specific to that and a small few other creatures. Standard special abilities are suggested in the creature packages in the above section, *Form and Role*, while unique special abilities help a Narrator differentiate that creature from all other standard creatures.

Ability

- Prerequisite: Condition(s) required to be met before being able to acquire this ability.
- Restriction: Condition(s) that bar the acquisition of this ability.
- Effect: Mechanics that affect gameplay.
- Complements: Other special abilities frequently possessed by creatures that have this ability.

Altered Regeneration

- Prerequisite: Stamina 1+
- Effect: The creature recovers Wound Points in a nonstandard time frame, either faster or slower than normal. Select a rate at which the creature recovers Wound Points (rounds, minutes, hours, weeks, months, or years). Follow the rules regarding healing in the CRB and apply it using the new time increment.

Armor

- Effect: Armor absorbs damage equal to the numerical value listed. The armor value usually equals the creatures Strength and Vitality modifiers, but can vary widely.
- Complements: Immunity, Resistance

Burrow

- Prerequisite: Natural Weapons (claws)
- Restriction: Immobility, Incorporeal
- Effect: A creature with this ability is able to dig underground and move at a speed equal to half its movement rate or rate specified.
- Complements: Corrosion, Trap-builder

Camouflage

- Restriction: Invisible
- Effect: Confers a -3 penalty to Observe (Spot) tests when visually searching for the creature in its natural environment.

Chameleon

- Prerequisite: Stealth 1+
- Effect: Creatures with this ability gain a +3 bonus to Stealth (Hide or Move Silently) tests.

Corrosion

Prerequisite: Natural Weapons (for attack method) or Ranged Combat 1+ (for discharge method)
Restriction: Incorporeal
Effect: A creature's corrosive secreted substance has five characteristics: method, material affected, onset, potency, and effect.

Method: Means for delivering the substance to a target either through contact by an *attack* using a Natural Weapon or *discharge* with Ranged Combat.
Material Affected: Various; flesh, cloth, wood, stone, metal, etc.
Onset: The amount of time it takes for the secretion to affect the specified material(s).
Potency: The TN for the target to resist; either a Stamina test or comparing against a Resistance Rating.
Effect: The amount of damage taken upon failing the reaction test or Resistance Rating comparison.

Complements: Burrow, Immunity (Corrosive Material)

Constrict

Prerequisite: Natural Weapons (tail or tentacles)
Effect: On a successful attack, this creature grapples its victim, causing 1d6 + Strength Modifier damage and causes it to suffocate as well. If a victim is caught by surprise, an attack with a Superior Success or better gets the victim around its throat or analogous body part and it will suffocate in half the normal time. To break free, a Strength test with a TN equal to the creature's Strength is required.

Cunning

Prerequisite: Intellect 1+
Effect: In certain situations - when its lair is threatened or hunting - the creature gains a +3 bonus to Intellect and Wisdom tests.

Drain

Prerequisite: Vitality 1+
Effect: Choose a biological substance that the creature derives sustenance from and designate a game attribute (usually Strength or Vitality) affected by the drain. Upon making a successful Melee Combat: Unarmed or Melee Combat: Natural Weapons test, the creature may begin to drain the victim of said attribute. The creature drains a number of points of the attribute per round equal to the creature's Vitality modifier +1 (minimum 1). To break free, the victim must make an opposed Strength test. If successfully freed, the loss of the attribute is temporary, but it will permanently lose 1 point of the attribute drained.

Complements: Multiple Attacks, Ranged Attack

ESP

Prerequisite: Perception 4+

Restriction: A creature with 0 or naught for its Perception score cannot have this ability.
Effect: This creature is able to detect the listed feature (danger, Muggles, living creatures, etc.). To determine if there the listed feature is sensed, roll a Perception or Observe (Sense Power) test. Upon a successful test, the creature may react by either not being surprised if entering combat or allowing the creature to act first in combat regardless of initiative. This ability is active up to a 10-foot radius/point of Perception. This ability can be chosen more than once by selecting a different feature each time.

Ferocious

Prerequisite: Willpower 1+
Effect: The creature exhibits great ferocity when the situation warrants it. Choose a narrative aspect of when the creature would exhibit its ferociousness (defending territory, killing prey, etc.). When the aspect occurs, the creature gains a +3 bonus to Melee Combat, Ranged Combat, and Willpower tests as applicable.

Fly

Prerequisite: Nimbleness 0+, Strength 0+
Restriction: Immobile
Effect: As a movement action, the creature can fly through the air at the listed speed.
Complements: Speed

Immobile

Restriction: Burrowing, Evasion, Fly, Speed
Effect: Reduce creature's movement rate to naught.

Immunity

Restriction: Resistance or Vulnerability to same feature.
Effect: Select a feature. Spells or effects that would normally cause it to be affected by the selected feature don't affect a creature with this ability such as corrosion, falling, magic, fire, cold, etc. This ability can be chosen more than once by selecting a different feature each time.

Incorporeal

Restriction: Any ability that requires the creature to affect the physical plane
Effect: Incorporeal creatures lack a physical body, passing through solid matter unhindered. They are immune to heat, cold, fire, falling, weapons (unless specified by magical properties), poison, and corrosives.
Complements: Invisibility, Vulnerability

Invisible

Effect: The creature is almost entirely imperceptible by one or more methods of detection such as sight, hearing, or smell. A TN 25 Observe test is required to detect the creature using one of the specified senses.
Complements: Other special abilities frequently possessed by creatures that have this ability

Magic Armor

Prerequisite: Armor ability
Effect: Creatures with this ability have very tough Armor and resist all but the most potent or powerful spells with ease. To resist being affected by spells, make a Willpower test against Spellcraft test result and add the creature's Armor Rating as a modifier to the test result; the result must be equal to or greater than the Spellcraft result to resist the spell. This ability only works when a spell either affects an area or specifically against a part of the creature covered by its natural armor, not places like eyes, inside of mouth, etc. This ability doesn't extend to anything the creature could be wearing or attached to.

Mighty Charge

Effect: The creature charges ferociously, receiving a +3 bonus to Melee Combat tests when charging. A successful charging attack deals twice the normal damage. All other effects remain the same.

Mount: Steady

Effect: The creature is able to be ridden and is not easily spooked in combat. Its rider does not suffer the -1 to -4 penalty when entering combat.

Mount: War-trained

Effect: The creature can act in combat without causing problems for its rider. It gains 1 action per round to act without penalty as directed by its rider.

Multiple Attacks

Prerequisite: Natural Weapons
Effect: The creature gains one additional action per round that can only be used for dodging or attacking. It can have this ability multiple times equal to the number of appendages it has minus 2.
Complements: Prehensile Appendage

Natural Weapons

Prerequisite: Nimbleness 0+, Strength 0+
Restriction: Incorporeal
Effect: Select a form of natural weapon(s) that applies to the creature: Bite, Claw, Hoof, Horn, Stinger, or Tail. It can use these innate weapons to inflict damage. This ability gives access to the skill Melee Combat: Natural Weapons.

Poison

Restriction: Incorporeal
Effect: The creature secretes, exudes, or spits some kind of toxic substance. The creature delivers a poison defined according to the rules on pg. ## in the CRB. Only by having another special ability can a creature deliver the poison with a Ranged Attack.
Complements: Invulnerable (to poison)

Prehensile Appendage

- Prerequisite: Nimbleness 1+, Strength 1+
- Restriction: Incorporeal
- Effect: The creature has additional appendages for which it can use for either locomotion or any other actions. For each extra appendage used for locomotion, the creature gains 1 extra action for moving only; otherwise the Multiple Attacks ability is required for the creature to use its appendages for more than 2 total combat actions.
- Complements: Multiple Attacks

Ranged Attack

- Prerequisite: Corrosive, Natural Weapons, Poison
- Effect: The creature can perform one type of attack – Corrosive, Natural Weapons, or Poison – at range. Point Blank range is 1 yard. Short range is equal to the creature's Strength. Medium range is twice its Strength. Long range is three times its Strength. Extended range increments is plus half the creature's Strength.

Resistance

- Prerequisite: Stamina 1+
- Restriction: Immunity or Vulnerability to same thing
- Effect: The creature can ignore some of the damage due to a particular source. Select a source of damage the creature is resistant to: falling, magic, weapons, poisons, etc. When damaged by the selected source, the creature makes a TN 10 Stamina test. If it succeeds, the creature takes half damage from the source, otherwise it takes $\frac{3}{4}$ damage.

Shapeshifter

- Effect: This creature is able to alter its form at will; doing so takes 1 action. What abilities the creature has when not in its standard form are individually described. This effect is similar to the Polymorph Self spell and is subject to the same jinxes and such that would affect that spell.

When the creature changes to a form of a different size, its Wound Levels change as well. If hurt as a bigger creature and it changes into a small creature or vice versa, the damage that it has taken will be proportionally transferred to the new form. For example, a Kelpie goes from a form with 6 Wound Levels (including Healthy) to 4, then the damage transferred is $\frac{4}{6} = \frac{2}{3}$ (rounded up) damage taken. If a Kelpie goes from a form with 4 Wound Levels (including Healthy) to 6, then the damage transferred is $\frac{6}{4} = \frac{3}{2}$ (rounded up) damage taken.

Speed

- Prerequisite: Nimbleness 4+, Strength 1+, Swiftness +1
- Restriction: Immobile
- Effect: The creature is very fast when travelling in a certain manner (flying, burrowing, etc.). The creature moves at double its movement rate in one, some, or all of its forms of movement.

Terror

Effect: The mere presence of a creature causes fear in those around it. The creature's Intimidate (Fear) skill operates continuously when it does not spend actions to cause fear in its opponents. Opponents who face the creature must make a Willpower test vs. Fear every round. In such cases when actions aren't spent on using the skill, add the creature's ranks to its Bearing modifier and divide by 2 before rolling the dice; all other effects remain the same (see pg. 29 in the CRB for more information). Having this ability also does not preclude the creature from using the skill at full power.

Tail Sweep

Prerequisite: Natural Weapons (tail)
Effect: Any creature that sustains damage from a tail attack and fails a Strength or Nimbleness test with a TN equal to the dragon's Strength (target's choice) is knocked down.

Trample

Effect: As a full-round move action, a creature can use its bulk and speed to charge over the top of its opponents, doing grievous damage to them. Make a Strength-based Melee Combat: Natural Weapons test to hit the target. If successful, the target is knocked down and dealt either 2d6 or the creature's hoof/foot/etc. damage + (2*Strength).

Undead Stamina

Prerequisite: Must be a spirit or undead creature
Effect: This creature doesn't have to eat or drink and heals all injuries at five times the normal rate. They also don't have Weariness Levels and never need to make Stamina checks to resist Weariness for any reason.

Vulnerability

Restriction: Immunity or Resistance to same thing
Effect: Select a source from which the creature is vulnerable to damage. If damaged from this source, the creature must make a TN 10 Stamina test. If successful, it is dealt normal damage; otherwise it is dealt double damage. Other effects may apply instead and are described in the individual entry.

Skills

Craft

While most creatures are not able to use this skill like heroes, do they are some able to make use of Craft: Traps. This takes a creature 2d6 - Intelligence hours to create. A potential victim must make an Observe (Spot) v. Craft: Traps is required to notice the trap, otherwise it will fall prey to it.

Language

Quite a few creatures understand spoken words and this is denoted by "Language: Understand <language>". Some are even able to speak a language, denoted by "Language: Speak <language>"; this refers to the creatures ability to both understand and speak the language. If a creature can

understand, speak, and write (a feat very uncommon), then the skill is denoted the same way as by heroes, “Language: <language>”.

Edges & Flaws

Creatures can have edges and flaws just like heroes, but are usually assigned to civilized creatures (those that are intelligent and/or have complex social groups, such as Dragons, Veela, etc.).

Chapter 3: Creatures

Acromantula

	<u>Young</u>	<u>Juvenile</u>	<u>Adult</u>	<u>Special Abilities</u>
<u>Attributes</u>				ESP (Danger), Natural Weapons (bite, 1d6+1 [Young] or 1d6+4 [Juvenile] or 2d6+1 [Adult]), Poison, Webs
Bearing:	8 (+1)	9 (+1)	10 (+2)	
Nimbleness:	12 (+3)*	12 (+3)*	12 (+3)*	
Perception:	9 (+1)	11 (+2)	13 (+3)	
Strength:	7 (+0)	10 (+2)	13 (+3)	
Vitality:	6 (+0)*	9 (+1)*	12 (+3)*	
Intellect:	4 (+0)	6 (+0)	8 (+1)	
<u>Reactions</u>				<u>Skills</u> Athletics: Climb +10, Athletics: Jump +7, Craft: Web +6, Intimidate (Fear) +6, Language: Speak (varies) +5, Melee Combat: Natural Weapons (Bite) +6, Observe (Spot) +5, Ranged Attack: Natural Weapons (Webs) +4, Stealth (Move Silently) +6
Stamina:	+0	+2	+4	
Swiftness:	+4*	+5*	+6*	
Willpower:	+1	+2	+3	
Wisdom:	+2	+3	+4	
Size:	Small	Medium	Large	
Health:	7	9	11	
Defense:	13	13	12	
Movement:	18	18	15	
Courage:	1	2	3	
TN:	5	10	15	

Unique Special Abilities

Poison

Type:	Injury
Onset:	½-d6 rounds
Potency:	+5 TN
Treatment:	+10 TN
Primary Effects:	2d6 damage
Secondary Effects:	1d6 damage
Stages:	2d6+5

Webs

Acromantulas weave webs similiar to their smaller cousins, but are much stronger. Cutting such a strand requires minimum 5 damage from an edged. Pulling one apart requires a TN 20 Strength test and TN 25 to break free if a character is bound up in one.

Description

Acromantulas are brown, dark grey, or black and covered in black hairs. Its legspan can reach upwards of fifteen feet and it has enormous fangs that make a clicking sound when angry or agitated along with a poisonous secretion. They are considered untrainable and highly dangerous. Females are larger than the males and they have the ability to lay up to 100 beach ball-sized eggs at a time. The

young hatch in six to eight weeks. The Ministry of Magic has declared Acromantula eggs as Class A Non-Tradeable Goods, meaning very stiff penalties if caught doing so.

Habitat

Acromantulas prefer forests or jungles, the denser the better; they are thought to originate in Borneo and are believed to wizard-bred, possibly intended to guard treasure hoards. They construct and live in dome-shaped webs on the ground.

Ashwinder

Attributes

Bearing: 4 (+0)
Nimbleness: 10 (+2)*
Perception: 9 (+1)
Strength: 2 (-2)
Vitality: 5 (+0)*
Intellect: 2 (-2)

Reactions

Stamina: +0
Swiftness: +3*
Willpower: +1
Wisdom: +0

Special Abilities

Fire Eggs, Natural Weapons (bite, 1d6), Poison

Skills

Size: Little
Health: 3
TN: 5

Defense: 12
Movement: 12
Courage: 0

Athletics: Climb +6, Intimidate (Fear) +4, Melee
Combat: Natural Weapons (Bite) +4, Observe
(Smell) +4, Stealth (Hide, Move Silently) +6,
Survival (varies) +4

Unique Special Abilities

Fire Eggs

The eggs of the Ashwinder are scorchingly hot, causing the dwelling the eggs are laid to ignite within minutes. Anything within five feet that is heat RR <10 catches fire in 2d6 rounds. The eggs can be "frozen" within this time to retrieve them. To do this, a Cold Flame Charm (or another similar spell) with a Complete Success or better must be cast.

Poison

Type: Injury
Onset: 1d6 rounds
Potency: +5 TN
Treatment: +10 TN
Primary Effects: 1d6 damage
Secondary Effects: ½-d6 damage
Stages: 5

Description

Ashwinders are thin, pale-grey serpents with glowing red eyes.

Habitat

These creatures emerge from the embers of a magical fire that is allowed to burn unchecked for a long period of time. Once they emerge from the flames of the fire, Ashwinders search for some dark, out-of-the-way place to lay their eggs. They die once they have finished laying the eggs, crumbling to ashes.

Augurey

Attributes

Bearing: 6 (+0)
Nimbleness: 7 (+0)*
Perception: 12 (+3)*
Strength: 2 (-2)
Vitality: 3 (-1)
Intellect: 3 (-1)

Reactions

Stamina: +1
Swiftiness: +3
Willpower: +2
Wisdom: +2*

Special Abilities

Baleful Cry, Fly (12), Natural Weapons (beak, 1d6)

Skills

Size: Little	Defense: 10	Intimidate (Fear) +8, Melee Combat: Natural
Health: 3	Movement: 3	Weapons (Beak) +3, Observe (Spot) +3, Survival (Forests, Swamps) +4
TN: 5	Courage: 0	

Unique Special Abilities

Baleful Cry

If caught unaware of the presence of an Augurey and it gives off its soul-wrenching cry, make a Willpower test vs. its Intimidate (Fear). Use the standard Fear effects listed in the CRB, but if a Disastrous Failure is rolled, the character must make a TN 15 Stamina test or die from fear.

Description

The Augurey (otherwise known as the “Irish Phoenix”) is a thin, mournful-looking bird, somewhat like an underfed vulture with its greenish black feathers, which are waterproof. Reclusive in nature, they are rarely seen in the wild by anyone, even wizards. Due to their solitary nature, males and females only mate every few years, never seeing one another again. The females only lay one egg at a time, which is the reason for their relatively small numbers.

History

For many years Augureys were believed to foretell death and it was probably perpetuated by the occurrence of wizards suffering heartattacks from an unseen Augurey's wail. Research eventually discovered that they gave their distinctive low, throbbing cry in the approach of rain. This fact caused it to become en vogue to have one as a weather forecaster, but they become quite unbearable in wet regions when winter comes.

Habitat

Found only in England, Augureys are intensely shy and build their teardrop-shaped nests in thickets and brambles. Their typical diet includes insects and fairies.

Banshee

Attributes

Bearing: 10 (+2)*
Nimbleness: 9 (+1)
Perception: 11 (+2)
Strength: 7 (+0)
Vitality: 8 (+1)*
Intellect: 6 (+0)

Reactions

Stamina: +3
Swiftiness: +2
Willpower: +3*
Wisdom: +1

Special Abilities

Fly (24), Icy Touch, Scream of the Banshee

Skills

Size: Medium	Defense: 11	Intimidate (Fear) +9, Language: English +3,
Health: 8	Movement: 12	Language: Irish +6, Melee Combat: Unarmed
TN: 12	Courage: 2	(Grab) +6, Observe (Spot, Hear) +4, Stealth
		(Move Silently) +6

Unique Special Abilities

Icy Touch

The chilling grasp of the Banshee causes a victim to lose 2 Strength and Vitality. Once a victim drops to or below 0, she falls unconscious for 2d6x10 minutes. Once conscious again, she regains, naturally, 1 point of Strength and Vitality per hour.

Scream of the Banshee

Banshees are famous for their deadly, earth-shattering screams. If a character were present when a Banshee scream, she must make a TN 15 Stamina test. If the test is successful then the character is deafened for a number of rounds equal to $10 - (\text{test result} - \text{TN})$; an Extraordinary Success is required to suffer no ill effects. If the test is a failure, then the character is deafened for a number of hours equal to $\text{TN} - \text{test result}$; a result of a Disastrous Failure occurs, the character dies.

Description

A Dark creature with the appearance of a woman with floor-length black hair and a skeletal, green-tinged face. Its screams will kill.

History

Banshees were thought to only foretell the death of a family it haunts, but in truth it is the Banshee that kills one of the family members. Their appearance is usually the product of an ancient and dark curse placed upon a person or family. The Bandon Banshee was supposedly defeated by Gilderoy Lockhart but was actually defeated by a witch with a harelip.

Habitat

They are only found in the British Isles; reason is unknown, but it is speculated that they were summoned or created by ancient Celtic wizards and cannot cross the open waters of the ocean or English Channel. They only come together in groups, wailing in chorus, when they foretell the death of someone great or powerful.

Basilisk

Attributes

Bearing: 10 (+2)
Nimbleness: 8 (+1)
Perception: 9 (+1)
Strength: 14 (+4)*
Vitality: 14 (+4)*
Intellect: 3 (-1)

Size: Huge
Health: 10
TN: 17

Reactions

Stamina: +5*
Swiftness: +2
Willpower: +2
Wisdom: +2

Defense: 12
Movement: 12
Courage: 3

Special Abilities

Armor (4), Deadly Gaze, Natural Weapons (bite, 2d6; tail, 1d6), Poison, Serpent King, Tail Sweep, Vulnerability (Rooster's call)

Skills

Athletics: Climb +4, Intimidate (Fear) +9, Melee
Combat: Natural Weapons (Bite, Tail) +8,
Survival (Forests, Mountains) +6, Swim +4

Unique Special Abilities

Deadly Gaze

The merest of glances into the eyes of a basilisk means instant death, an effect akin to the Killing Curse. If perchance that the basilisk's eyes are seen through a haze or as a reflection, the victim is then petrified. The only way to cure a person petrified in this manner is a Mandrake Restorative Draught.

Serpent King

Basilisks are truly lordly and fearsome creatures. They have the bonus edge Command 3 (Serpent-kind); a character with Parselmouth 4 is required to command them, but only then after winning a Contest of Wills.

Poison

Type: Contact or Injury
Onset: 1d6 rounds
Potency: +25 TN
Treatment: +20 TN
Primary Effects: 3d6 damage, Temporarily lose 2 Strength, 2 Vitality
Secondary Effects: 3d6 damage, Temporarily lose 1 Strength, 1 Vitality
Stages: 20

Vulnerability (Rooster's Call)

Hearing a rooster crow just once is enough to kill a Basilisk; it is unable to resist this effect.

Description

Basilisks are brilliant green serpents reaching up to fifty or more in length; the male has a scarlet plume upon its head. It has extremely deadly bite, but its most dangerous means of attack is its gaze; one look into its yellow eyes will kill anyone.

History

The Greek Dark Wizard named Herpo the Foul was the first to breed a basilisk. After much experimentation, he discovered that a chicken egg hatched beneath a toad would produce this dangerous creature. Ever since the Middle Ages they have been illegal to breed, though simply removing the egg from under the toad easily conceals the practice. . Extremely hazardous to most everyone, even Dark Wizards, they can only be controlled by a person who is a Parselmouth.

Habitat

As it is unnaturally bred, Basilisks have no natural habitat, but do exceed well in similar places that most snakes do. Basilisks will eat all mammals and birds, and most reptiles.

Billywig

Attributes

Bearing: 3 (-1)
Nimbleness: 12 (+3)
Perception: 4 (+0)
Strength: 0 (-6)
Vitality: 4 (+0)
Intellect: 0 (-6)

Reactions

Stamina: +0 Fly (36), Poison
Swiftiness: +7*
Willpower: -1
Wisdom: -2

Special Abilities

Skills

Melee Combat: Natural Weapon (Sting) +5,
Observe +3, Search +2

Size: Fine
Defense: 13
Health: 2
Movement: 3
TN: 2
Courage: 0

Unique Special Abilities

Poison

Type: Injury
Onset: 1d6 rounds
Potency: +15 TN
Treatment: +10 TN
Primary Effects: Giddiness and euphoria, -4 penalty to academic and physical tests; Effects last 2d6 minutes per level of attack success
Secondary Effects: As though target of a Levitation spell; Effects last 1d6 minutes per level of attack success, if allowed to sting, the Levitation effect will last its maximum amount of time
Additional Effects: If a character is allergic to insect stings and stung by a Billywig, make a TN 15 Stamina vs. Poison; a Disastrous Failure will result in the character then you will permanently floating about a foot off the ground and her movement rate will be reduced in half. This condition can be reversed within a week of the sting with a TN 20 First Aid test and Dispel cast with a superior success or better. If not reversed within this time, it can never be, though Dispel can suppress it.

Description

Billywigs are very small, sapphire blue insects found only in Australia. Its wings are attached to the top of its head and rotate so fast that it spins as it flies. On the bottom of its body is a long, fine sting.

Habitat

Being native to Australia, they mostly reside in its desert areas.

Blast-ended Skrewt

Attributes

Bearing: 1 (-3)
Nimbleness: 6 (+0)
Perception: 4 (+0)
Strength: 12 (+3)*
Vitality: 16 (+5)*
Intellect: 1 (-3)

Reactions

Stamina: +6
Swiftness: +1
Willpower: +5
Wisdom: -2

Special Abilities

Armor (6), Fiery Blast, Magic Armor, Multiple Attacks (claws), Natural Weapons (claws, 2d6)

Skills

Athletics: Climb +5, Athletics: Run +3, Melee Combat: Natural Weapons (Claws) +8, Observe (Spot) +3, Survival (varies) +8

Size: Large

Health: 19

TN: 12

Defense: 10

Movement: 6

Courage: 0

Unique Special Abilities

Fiery Blast

Blast-ended Skrewts are propelled by their noxious and very dangerous rear ends; each blast moves them in the direction they face 2d6 feet. Whatever is behind it up to a distance of its Vitality in feet when the blast comes and doesn't make a successful TN 10 Swiftness test takes 2d6+3 damage. Anything of heat/fire RR <10 catches fire as well.

Description

Magical creatures bred by Hagrid in the fall of 1994 by crossing Manticores with Fire-crabs.

Resembling more of the scorpion part of its Manticore ancestry, the Blast-Ended Skrewt is one of the most revolting creatures ever seen. Owing to their dangerous and savage ancestors, Blast-ended Skrewts do not get along with others and they end up eating one another until there is only one left.

Habitat

Being magically bred, these creatures are an alien species to any environment and do whatever they can to survive.

Boggart

Attributes

Bearing: 12 (+3)*
Nimbleness: 9 (+1)
Perception: 14 (+4)*
Strength: 8 (+1)
Vitality: 9 (+1)
Intellect: 3 (-1)

Reactions

Stamina: +2
Swiftiness: +4
Willpower: +5*
Wisdom: +2

Special Abilities

Camouflage, Enhanced Terror, Shapeshifter, Telepathic

Skills

Acrobatics (Contortion) +4, Athletics: Run +8, Stealth (Hide, Move Silently) +8

Size: Small

Defense: 11

Health: 10

Movement: 12

TN: 10

Courage: 2

Unique Special Abilities

Enhanced Terror

Fear is a Boggart's only weapon, but it is a powerful one. This ability acts the same as Terror does, but when this creature takes a form that a character is afraid of, add a +5 bonus to the form's Intimidate (Fear). If a form that the Boggart takes doesn't have Intimidate (Fear), then it has a base skill of Intimidate (Fear) +5. This fear effect only affects the person that the Boggart is concentrating on.

Shapeshifter

Using its telepathic abilities, Boggarts instantly change into the form of what a person is most afraid of. It doesn't get any of the forms abilities, except for its Intimidate (Fear) skill.

Telepathic

Boggarts have the ability read the minds of people within a range of 30 feet and can search a target's thoughts for what it is most afraid of. It has the Legilimens spell as an innate ability and those with the Occlumency ability can use their powers to shield their mind from a Boggart.

Description

Boggarts are shapeshifters that prefer to live in dark, confined spaces, taking the form of the thing most feared by the person it encounters; nobody knows what they looks like in their natural state. Many Muggle children may have encountered Boggarts as "the monster under the bed" or 'the bogey-man', though this is not stated explicitly.

Habitat

Boggarts prefer to live in dark, confined spaces, such as in a closet, wardrobe, or under the bed. A boggart appears to feed on the emotion of fear rather than using this ability as a defense mechanism. If a successful Restoring Jinx is cast upon them, they revert to their natural form and scurry away to hide in a dark corner. Boggarts cannot live long without siphoning fear, so they will leave an abode if they cease to be able to scare anyone.

Bowtruckle

Attributes

Bearing: 4 (+0)

Nimbleness: 8 (+1)*

Perception: 10 (+2)

Strength: 2 (-2)

Vitality: 5 (+0)*

Intellect: 4 (+0)

Size: Tiny

Health: 4

TN: 5

Reactions

Stamina: +4*

Swiftness: +2

Willpower: +1

Wisdom: +0

Defense: 11

Movement: 6

Courage: 2

Special Abilities

Armor (2), Camouflage, Multiple Attacks (claws), Natural Weapons (claws, 1d6)

Skills

Knowledge: Herbology (Trees) +6, Melee Combat: Natural Weapons (Claws) +5, Observe (Hear, Spot) +6, Stealth (Hide) +8, Survival (Forests) +8

Edges

Nature-savvy 2

Description

These tiny creatures are made of bark and twigs with small brown eyes and difficult to spot.

Habitat

Bowtruckles inhabit the tree that it guards. Forests that have these creatures reside in England, Germany, and Scandinavia (Norway and Sweden). Though being very shy, they will attack anyone or anything that attempts to harm the tree in which it lives by trying to gouge out the eyes of the attacked with its long, sharp fingers. An offering of woodlice will placate the creature long enough to extract some its tree's wood for making wands.

Bugbear

Attributes

Bearing: 11 (+2)

Nimbleness: 9 (+1)

Perception: 7 (+0)

Strength: 12 (+3)

Vitality: 12 (+3)

Intellect: 3 (-1)

Size: Medium

Health: 15

TN: 12

Reactions

Stamina: +5*

Swiftness: +1

Willpower: +3

Wisdom: +0

Defense: 11

Movement: 12

Courage: 0

Special Abilities

Armor (2), Drain (Vitality), Natural Weapons (bite, 1d6; claws, 2d6)

Skills

Athletics: Climb +4, Athletics: Run +4, Melee Combat: Natural Weapons (Claws, Bite) +8, Observe (Hear, Smell) +5, Survival (varies) +6, Track (Scent) +4

Description

Bugbears are creatures that look like the cross between man and bear with large paw-like hands and bearish snout.

History

It has been a fairy tale for ages that Bugbears supposedly ate naughty creatures, but this is actually in part true. A Dark Wizard in Germany during the Middle Ages was in a deadly duel with his own son

for the many horrible crimes he had committed against the village people. Able to subdue his son in the end, the Dark Wizard let loose a captured Bugbear upon his son. Word spread among the people far and wide. Finally, the Dark Wizard was captured, but the legend lived on.

Habitat

Bugbears lived in densely forested areas of Europe, Asia, and the Americas. They don't usually attack humans, but will do so when they are available and unaware.

Bundimun

Attributes

Bearing: 3 (-1)
Nimbleness: 8 (+1)*
Perception: 7 (+0)
Strength: 4 (+0)
Vitality: 7 (+0)*
Intellect: 1 (-3)

Reactions

Stamina: +2
Swiftness: +3*
Willpower: -1
Wisdom: -1

Special Abilities

Camouflage, Caustic Ooze

Skills

Acrobatics (Contortion) +6, Athletics: Climb +3,
 Athletics: Run +3, Stealth (Hide) +8

Size: Small

Health: 7

TN: 2

Defense: 12

Movement: 12

Courage: 0

Unique Special Abilities

Caustic Ooze

These creatures secrete a foul-smelling and caustic ooze that erodes away the foundations of homes. This secretion causes 2d6 damage per hour to any substance with an acid RR <10.

Description

At rest, a Bundimun resembles a patch of greenish fungus with eyes, but when alarmed it scurries away on its many spindly legs. It secretes an ooze that rots away the foundations of homes. This ooze in a diluted form is used in many magical cleaning products.

Habitat

Bundimuns are found worldwide. Skilled at creeping under floorboards and behind skirting boards, they infest houses. Their presence is usually announced by a foul stench of decay. They feed on dirt and dust in a home and so a Cleaning-spell will usually be enough to deprive them of food long enough for them to leave. If a Cleaning-spell is directed at a Bundimun, it will cause it enough pain to run away. If they are allowed to grow too big, the Department of Regulation and Control of Magical Creatures should be contacted.

Cerberus

Attributes

Bearing:	8 (+1)
Nimbleness:	7 (+0)
Perception:	14 (+4)*
Strength:	15 (+4)*
Vitality:	15 (+4)
Intellect:	2 (-2)

Size:	Large
Health:	19
TN:	15

Reactions

Stamina:	+6*
Swiftiness:	+3
Willpower:	+4
Wisdom:	+0

Defense:	10
Movement:	18
Courage:	3

Special Abilities

Armor (4), Many Heads, Multiple Attacks 4 (heads, paws), Natural Weapons (bite, 2d6; paws, 1d6), Vulnerability (Music)

Skills

Athletics: Jump +4, Athletics: Run +6, Melee Combat: Natural Weapons (Bite, Paws) +8, Observe (Hear, Smell) +6, Search +4, Survival (Forests) +4, Track (Smell) +6

Unique Special Abilities

Many Heads

Cereberi have three heads, which confers a +2 bonus to Observe and Track tests for each living head. Each head also has its own initiative. When in combat, only one head can control its paws to determine when it makes an attack with them. All three heads must be killed or its main body must sustain heavy damage to bring down this beast. Each head is considered Medium-sized for the purpose of attacks and Wound Levels. Each head that dies, a -3 penalty is conferred to all physical and Perception-based tests.

Vulnerability (Music)

As many savage beasts are, Cerberi are susceptible to the sounds of sweet music. They will immediately fall asleep at the sound of music (Narrator-approved) and will remain asleep while the music plays.

Description

Cerberi (plural of Cerberus) are immense three-headed dogs. They can vary in color and shape just as normal, Muggle dogs. Like their Muggle cousins, Cerberi are live in packs of no more than a dozen or so. They aren't evil or good creatures by nature, but are extremely faithful to those they consider part of their pack (i.e. an owner or trainer).

History

The most famous Cerberus is the one of Greek legend that guards the entrance to Hades. It is believed to be the father of this race of creatures. Hagrid was able to find one to help guard the Sorcerer's Stone in Hogwarts.

Habitat

Cerberi live in the forests of Greece and around the Mediterranean Sea. They are a natural enemy of very evil creatures like Chimaeras and Manticores.

Chimaera

Attributes

Bearing:	10 (+2)
Nimbleness:	8 (+1)
Perception:	9 (+1)
Strength:	15 (+4)*
Vitality:	13 (+3)*
Intellect:	2 (-2)

Size:	Huge
Health:	17
TN:	17

Reactions

Stamina:	+8*
Swiftiness:	+2
Willpower:	+5
Wisdom:	+0

Defense:	11
Movement:	15
Courage:	5

Special Abilities

Armor (8), Multiple Attacks 2 (bite, hoof, tail), Natural Weapons (bite, 2d6; hoof, 1d6; tail, 1d6), Tail Sweep

Skills

Athletics: Climb +4, Athletics: Run +3, Melee Combat: Natural Weapons (Bite, Tail) +10, Stealth (Hide) +5, Survival (Mountains, Plains) +7

Description

Chimaera's are rare creatures of Greece with the head of a lion, body of a goat, and tail of a dragon.

History

These creatures are vicious and bloodthirsty; they are to be considered extremely dangerous. There has been only one known instance of a Chimaera slaying and the unlucky wizard fell to his death from his winged horse in the attempt. Due to their ferocity and murderous nature, the Ministry of Magic has declared Chimaera eggs as Class A Non-Tradeable Goods.

Habitat

Chimaeras live in the mountains, hills, and plains of Greece.

Chizpurfle

Attributes

Bearing:	2 (-2)
Nimbleness:	9 (+1)
Perception:	13 (+3)*
Strength:	0 (-6)
Vitality:	12 (+3)*
Intellect:	0 (-6)

Size:	Microscopic
Health:	1
TN:	7

Reactions

Stamina:	+4*
Swiftiness:	+3
Willpower:	+3
Wisdom:	+1

Defense:	11
Movement:	1
Courage:	0

Special Abilities

Energy Feeder, Magic Armor

Skills

Observe (Sense Power) +6, Survival (varies) +3

Unique Special Abilities

Energy Feeder

Chizpurples glut themselves on power, both magic and electromagnetic. They can use Observe (Sense Power) to locate regions of high electric and magic potential. For every day that they are allowed to feast upon magical items such as wands or potions or upon muggle items like batteries or

electrical wires, increase its Stamina by +1 for resisting spells and spell effects. The by-product of their feeding is the 1 point of damage, regardless of an object's Hardness Rating.

Description

Chizpurples are small parasites up to 1/20 of an inch high, crab-like in appearance with large bite.

Habitat

Chizpurples are attracted by magic and may infest the fur and feathers of creatures such as Crups and Augureys. They will also enter wizard dwellings and attack magical objects such as wands, eating the magical core, or settle into cauldrons, gorging on lingering drops of potion. When magic is unavailable, they will seek out electrical objects. Though there are patented potions to remove these parasites, severe infestations may require a visit from the Pest Division of the Department for Regulation and Control of Magical Creatures.

Clabbert

Attributes

Bearing: 3 (-1)
Nimbleness: 14 (+4)*
Perception: 10 (+2)*
Strength: 8 (+1)
Vitality: 6 (+0)
Intellect: 1 (-3)

Reactions

Stamina: +1
Swiftness: +5*
Willpower: +0
Wisdom: -1

Special Abilities

ESP (Danger, Muggles), Natural Weapons (bite, 1d6)

Skills

Size: Small	Defense: 14	Acrobatics (Swing, Tumble) +4, Athletics: Climb +8, Athletics: Jump +6, Melee Combat: Natural Weapons (Bite) +5, Observe (Sense Power, Spot) +4, Survival (Forests) +6
Health: 7	Movement: 12	
TN: 5	Courage: 0	

Description

Clabberts in appearance look like a cross between a monkey and frog. They are hairless with smooth mottled green skin, webbed hands and feet, and long, supple arms and legs for swinging between branches. It has short horns on its head and a wide mouth full of razor-sharp teeth. Its most distinctive feature is a large pustule on its forehead, which flashes a scarlet color when it senses danger or Muggles. They live in small families of a dozen or so with one or two males and harem of females. The females give birth to one or two offspring at a time. When the family group gets too large, a male leaves with two females to start a new family in another tree.

History

The Clabbert's origin in the southern part of the United States, though they have since been exported worldwide. American wizards once kept them as Muggle-detectors in their yards, but the International Confederation of Wizards ended this as their neighbors kept wondering why they still had their Christmas lights in the summer.

Habitat

Clabberts live in trees, feeding on small lizards and birds.

Dementor

Attributes

Bearing: 14 (+4)*

Nimbleness: 10 (+2)

Perception: 12 (+3)*

Strength: 10 (+2)

Vitality: 12 (+3)

Intellect: 10 (+2)

Size: Large

Health: 14

TN: 17

Reactions

Stamina: +5

Swiftness: +4

Willpower: +3

Wisdom: +5*

Defense: 12

Movement: 6

Courage: 5

Special Abilities

ESP (Positive Emotion), Kiss of Death, See Invisibility, Terror

Skills

Intimidate (Fear) +9, Melee Combat: Unarmed (Grab) +8, Knowledge: Azkaban +6, Language: English +4, Observe (Sense Power, Spot) +8, Search +4, Stealth (Hide, Move Silently) +6, Track +4

Edges

Night-eyed 2, Strong-willed 2, Tireless, Wakefulness

Flaws

Oath-bound (Minister of Magic)

Unique Special Abilities

Kiss of Death

If a Dementor is bent on killing you or has been given clearance to use this ability by the Minister of Magic, it will attempt to 'kiss' you. To attempt this, it must make a successful Melee Combat: Unarmed (Grab) test on an opponent. By attaching its lips to its grappled victim, it sucks the victim's soul out, effectively killing the victim.

See Invisibility

Dementors are able to see past Chameleon spells, Invisibility Cloaks, and other such spells and effects which render people and things invisible or difficult to see for normal people.

Description

Dementors, often mistaken for wraiths, are tall, thin beings that cover themselves in large, black robes. Their skin is pale greyish white and can extend their mouths from beneath their hoods to perform the infamous Kiss of Death.

History

These creatures are the wardens of Azkaban, the remote island prison for wizards. They will answer only to the Minister of Magic or any that the Minister selects.

Habitat

Dementors feed on positive emotions, leaving those around them extremely fearful and depressed. If a successful Patronus Charm is cast upon them, they will flee; this is the only known defense against them. Dementors can live without siphoning emotion, but can become uncontrollable and frenzied if in the presence of these emotions after a protracted length of time.

Demiguise

Attributes

Bearing:	4 (+0)
Nimbleness:	9 (+1)
Perception:	11 (+2)*
Strength:	11 (+2)*
Vitality:	9 (+1)
Intellect:	3 (-1)

Size:	Medium
Health:	11
TN:	10

Reactions

Stamina:	+3
Swiftiness:	+1
Willpower:	+0
Wisdom:	+0

Defense:	11
Movement:	12
Courage:	2

Special Abilities

Invisibility, Natural Weapons (Paws, 1d6)

Skills

Athletics: Climb +5, Athletics: Run +3, Melee
Combat: Natural Weapons (Paws) +4, Observe
(Spot, Listen, Smell) +4, Stealth (Hide) +10,
Survival (Forest, Jungle) +8

Description

Demiguises look like a graceful ape, peaceful and nonthreatening. They have large, black, doleful eyes more often than not hidden in by its hair. The whole body is covered in long, fine, silky silver hair, which is used to spin Invisibility Cloaks. When agitated or threatened, they can make themselves invisible at will. Demiguises live in large family groups of twenty or more individuals roaming the hills and dense jungles in search of food and peace.

Habitat

Similarly to pandas in Asia, Demiguises are hunted to the brink of extinction for their hair. Only specially trained or very powerful wizards possessing the skills required for capturing one of these creatures. They live in the jungles of Southeast Asia and the dense forests of China and into Siberia.

Devil's Snare

Attributes

Bearing:	8 (+1)
Nimbleness:	14 (+4)*
Perception:	12 (+3)*
Strength:	15 (+4)
Vitality:	10 (+2)
Intellect:	0 (-6)

Size:	≤ Huge
Health:	14
TN:	10

Reactions

Stamina:	+4
Swiftiness:	+5*
Willpower:	+2
Wisdom:	+0

Defense:	14
Movement:	—
Courage:	2

Special Abilities

Enhanced Constriction, ESP (Living), Immobile,
Multiple Attacks 3 (tentacles), Natural Weapons
(tentacles, 1d6), Prehensile Appendage 5,
Vulnerability (Sunlight)

Skills

Melee Combat: Natural Weapons (Tentacles) +8,
Observe (Sense Power) +8, Survival (Jungle) +5

Unique Special Abilities

Enhanced Constriction

Same as the Constrict ability, but when a victim attempts to struggle against the tentacles to break free and fails, each subsequent Strength test is +1 TN (cumulative).

Vulnerability (Sunlight)

Devil's Snare cannot stand sunlight, recoiling from it and retracting all its tentacles. It can also be repelled by a Daylight spell.

Description

Devil's Snare is a carnivorous plant. It is dark green and very colorful blooms that it uses to attract its prey. When it gets to be incredibly large, Devil's Snare looks as though it were a coiled ball of vines or serpents. It can use up to five of its many trailers and tentacles at a time. If a piece was cut from it, that piece could be planted to grow an entirely new plant elsewhere.

Habitat

Naturally found in the dark, dense jungles of the Amazon in South America, it has been exported worldwide for wizard experiments or for other reasons, labeled Class B Tradeable Material. It feeds on the victims it happens to ensnare with its tentacles. When it catches a victim, it's the victim's struggle which causes the plant to constrict further, thus killing the victim. Once a victim is sensed to be dead, it releases fine, wispy tendrils that release a fluid that begins to decompose the body so it may absorb its nutrients. If caught by one, the best way to survive is to relax and to make the plant think that you are dead.

Diricawl

Attributes

Bearing: 2 (-2)
Nimbleness: 4 (+0)
Perception: 12 (+3)*
Strength: 1 (-3)
Vitality: 3 (-1)*
Intellect: 2 (-2)

Reactions

Stamina: +0
Swiftness: +2
Willpower: +0
Wisdom: -1

Special Abilities

Apparate, ESP (Danger)

Skills

Observe (Sense Power, Spot) +4, Survival (Island)

Size: Little
Defense: 10
Health: 2
Movement: 3
TN: 5
Courage: 0

Description

Diricawls are plump-bodied, fluffy-feathered, flightless birds that have the ability to avoid danger by apparating in a puff of feathers to a safe location.

History

Muggles were once aware of this creature by the name of "dodo." As they had thought it hunted to extinction, which it wasn't, the International Confederation of Wizards hasn't seen fit to let them know that they still exist.

Habitat

The Diricawl originates from Mauritius and can be found on numerous islands and along the coastline of the Indian Ocean.

Doxy

Attributes

Bearing:	4 (+0)
Nimbleness:	10 (+2)*
Perception:	6 (+0)
Strength:	1 (-3)
Vitality:	8 (+1)*
Intellect:	1 (-3)

Size: Tiny

Health: 4

TN: 5

Reactions

Stamina:	+2
Swiftiness:	+3*
Willpower:	+1
Wisdom:	+0

Defense: 12

Movement: 3

Courage: 0

Special Abilities

Fly (18), Natural Weapons (bite, 1d6), Poison

Skills

Melee Combat: Natural Weapons (Bite) +4,
Observe (Spot) +3, Stealth (Hide) +5, Survival
(Arctic, Forests) +6

Unique Special Abilities

Poison

Type:	Injury
Onset:	1d6 minutes
Potency:	+10 TN
Treatment:	+10 TN
Primary Effects:	2d6 damage, Lose 1 point of Vitality
Secondary Effects:	1d6 damage, Lose +1 point of Vitality (cumulative)
Stages:	10

Description

Often mistaken for Fairies, Doxies have a minute human-like form covered in black hair and have an extra pair of arms and legs. Their wings are thick, curved, and shiny like a beetle's. They have sharp, venomous bite that can leave a nasty bite. If bitten, the antidote should be taken as soon as possible. Doxies can lay up to 500 eggs at a time and bury them. The eggs will hatch in two to three weeks.

Habitat

Doxies are found in North America and Europe, preferring the colder climates. They make their nests both in the wild and in homes of humans.

Dragons

Description

Dragons, due to their immense size, are the most difficult of the magical creatures to hide from Muggles. The female is larger than the male, but neither should be approached by any but wizards trained in their handling. Many of the parts of dragons are ingredients for magical concoctions and such and their eggs are considered to be Class A Non-Tradeable Goods.

Society

Most dragons are fierce loners and will only share territory or even go near another dragon for the purpose of mating. Since the females are larger than the males, they hold more power and territory

than the opposite sex being vicious protectors of their eggs and young. Young adult males who have left the nest are particularly fond of feasting on dragon eggs and young, while those that are older and wiser (usually the ones that manage to survive escaping a mature female after attacking her nest) know better and proceed to prey on other animals.

Unique Special Abilities

Fire-breath

As a full-round action, it can expel a cone of fire up to a distance equal 5 x Stamina in feet and a base equal to its length, doing Stamina-d6 damage. Anything of heat/fire RR < Vitality immediately catches fire.

• Antipodean Opaleye

Attributes

Bearing: 18 (+6)*
Nimbleness: 12 (+3)
Perception: 11 (+2)
Strength: 18 (+6)
Vitality: 17 (+5)*
Intellect: 4 (+0)

Reactions

Stamina: +6*
Swiftiness: +4
Willpower: +4
Wisdom: +2

Special Abilities

Armor (8), Fire-breath, Fly (30), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 3d6; tail 1d6), Tail Sweep

Skills

Size: Huge	Defense: 13	Athletics: Swim +5, Intimidate (Fear) +6, Melee
Health: 23	Movement: 24	Combat: Natural Weapons (Bite, Claws, Tail)
TN: 20	Courage: 3	+12, Observe (Smell, Spot) +8, Survival (Island)
		+8

Description

The Antipodean Opaleye dragon is of medium-size for a dragon (1-2 metric tons). Perhaps the most beautiful of the dragons, it has iridescent, pearly scales and glittering, multicolored, pupil-less eyes. They produce a very vivid scarlet flame. They, by dragon standards, aren't very aggressive and will rarely attack or kill unless hungry, threatened, or their eggs are in harm's way. Opaleye eggs are pale grey and may be mistaken for fossils by unwary Muggles.

Habitat

Opaleyes are native to New Zealand, but have been known to fly to Australia if forced from their territory. Unusually, it lives in valleys rather than mountaintops. Its favorite food is sheep, but has been known to go after larger prey.

• Chinese Fireball

Attributes

Bearing: 17 (+5)*
Nimbleness: 14 (+4)
Perception: 11 (+2)
Strength: 20 (+7)
Vitality: 19 (+6)*
Intellect: 5 (+0)

Size: Huge
Health: 26
TN: 23

Reactions

Stamina: +6*
Swiftness: +5
Willpower: +4
Wisdom: +2

Defense: 14
Movement: 30
Courage: 4

Special Abilities

Armor (10), Fire-breath, Fly (48), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 3d6; tail 1d6), Tail Sweep

Skills

Intimidate (Fear) +7, Melee Combat: Natural Weapons (Bite, Claws, Tail) +14, Observe (Smell, Spot) +8, Survival (Forest, Mountains) +6

Description

The Chinese Fireball (also known as ‘Liondragon’) has a particularly striking appearance. Scarlet and smooth-scaled, it has a fringe of golden spikes around its snub-snouted face and extremely protuberant eyes. It weighs between two and three tones. Fireball eggs are crimson speckled with gold and the shells are used much in Chinese magic. They get their name from the orange mushroom-shaped flame that bursts from their nostrils when angered.

Habitat

Fireballs live in the remotest parts of south and southwest China, in the mountains near India and Tibet. They eat most mammals, but particularly like humans and pigs.

Society

Though quite aggressive they are willing to tolerate its own kind better than the others are by at times sharing territory with one or two other dragons. If this happens, it is between three males or two males and a mating female.

• Common Welsh Green

Attributes

Bearing: 14 (+4)
Nimbleness: 14 (+4)*
Perception: 10 (+2)
Strength: 19 (+6)
Vitality: 18 (+6)*
Intellect: 4 (+0)

Size: Huge
Health: 26
TN: 23

Reactions

Stamina: +6*
Swiftness: +4
Willpower: +6
Wisdom: +2

Defense: 14
Movement: 30
Courage: 3

Special Abilities

Armor (10), Camouflage, Fly (48), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 2d6; tail, 1d6), Tail Sweep

Skills

Intimidate (Fear) +7, Melee Combat: Natural Weapons (Bite, Claws, Tail) +12, Observe (Smell, Spot) +8, Survival (Forest, Mountains) +8

Description

The Welsh Green blends in well with the lush grass of its homeland. Like the Opaleye, it is one of the least likely to be troublesome. It has an easily recognizable, and surprisingly melodious, roar. The flame they produce is a bright green like their scales and issues forth in thin jets. Welsh Green eggs are an earthy brown, flecked with green.

Habitat

These dragons nest in the mountains where a reservation has been established for its protection. They prefer to prey on sheep and actively avoiding human contact unless provoked.

• Hebridian Black

Attributes

Bearing: 15 (+4)
Nimbleness: 13 (+3)
Perception: 9 (+1)
Strength: 21 (+7)*
Vitality: 20 (+7)*
Intellect: 3 (-1)

Reactions

Stamina: +8*
Swiftiness: +4
Willpower: +7
Wisdom: +1

Special Abilities

Armor (10), Fly (60), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 2d6; tail, 1d6), Tail Spike

Skills

Size: Huge
Health: 27
TN: 23
Defense: 13
Movement: 36
Courage: 4
Intimidate (Fear) +8, Melee Combat: Natural Weapons (Bite, Claws, Tail) +12, Observe (Smell, Spot) +8, Survival (Forest, Island) +6

Unique Special Abilities

Tail Spike

Whenever the Hebridian Black makes a successful tail attack, its opponent must make a Dodge test with a TN equal to the tail attack roll - 10 to avoid being struck by the dragon's tail spike. The tail spike does an additional 2d6+7 damage.

Description

The Hebridian Black is up to 30 feet in length with rough scales and a line of shallow but razor-sharp ridges along its back. It has brilliant purple eyes, bat-like wings, and a tail with a very large spike on the end.

History

The wizard clan MacFusty, who have dwelt in the Hebrides for centuries, have traditionally taken responsibility for the management and care of their native dragons.

Habitat

Hebridian Blacks are quite aggressive and require a very large territory, as much as 100 square miles. Due to this and their relatively small homeland, this is the most rare of all the dragon species. They feed mostly on deer, though they have been known to carry off large dogs and cattle as well.

• Hungarian Horntail

Attributes

Bearing: 16 (+5)
Nimbleness: 14 (+3)
Perception: 9 (+1)
Strength: 24 (+9)*
Vitality: 23 (+8)*
Intellect: 4 (+0)

Reactions

Stamina: +10*
Swiftness: +3
Willpower: +8
Wisdom: +1

Special Abilities

Armor (12), Fly (48), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 2d6; tail, 1d6), Tail Spike

Size: Huge
Health: 32
TN: 25

Defense: 13
Movement: 36
Courage: 5

Skills

Intimidate (Fear) +9, Melee Combat: Natural Weapons (Bite, Claws, Tail) +12, Observe (Smell, Spot) +8, Survival (Forest, Mountains) +8

Unique Special Abilities

Tail Spike

Whenever the Horntail makes a successful tail attack, its opponent must make a Dodge test with a TN equal to the tail attack roll - 5 to avoid being struck by the dragon's tail spikes. The tail spikes do an additional 2d6+9 damage.

Description

The Hungarian Horntail has black scales and is lizard-like in appearance. It has yellow eyes, bronze horns, and similarly colored spikes protruding from its tail. They are considered to be the most aggressive of all the dragon species and have the longest fire-breathing ranges (near 50 feet). Horntail eggs are cement-colored and very hard-shelled as the young use their well-developed tails to break them on birth.

Habitat

They live and roam the dense forests and mountains of Hungary, feeding on goats, sheep, and, whenever possible, humans.

• Norwegian Ridgeback

Attributes

Bearing: 14 (+4)
Nimbleness: 16 (+5)*
Perception: 10 (+2)
Strength: 21 (+7)
Vitality: 20 (+7)*
Intellect: 4 (+0)

Reactions

Stamina: +9*
Swiftness: +3
Willpower: +8
Wisdom: +1

Special Abilities

Armor (10), Fly (60), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 2d6; tail, 1d6)

Size: Huge
Health: 29
TN: 23

Defense: 13
Movement: 36
Courage: 3

Skills

Intimidate (Fear) +8, Melee Combat: Natural Weapons (Bite, Claws, Tail) +12, Observe (Smell, Spot) +8, Survival (Forest, Mountains) +8

Description

The Norwegian Ridgeback resembles the Horntail in most respects, though instead of tail spikes, it sports very prominent jet-black ridges along its back. Exceptionally aggressive against its own kind, this species is one of the most rare breeds. Ridgeback eggs are a sooty black.

Habitat

The Ridgeback lives in the hill and mountains along the Norwegian coastline hunting large land mammals, but has been known to feed upon water-dwelling creatures as well. There is even an unconfirmed report that one carried off a whale calf back in 1802.

• Peruvian Vipertooth

Attributes

Bearing: 14 (+4)
Nimbleness: 18 (+7)*
Perception: 11 (+2)
Strength: 16 (+5)
Vitality: 15 (+4)
Intellect: 4 (+0)

Reactions

Stamina: +5
Swiftiness: +9*
Willpower: +4
Wisdom: +2

Special Abilities

Armor (6), Fly (72), Magic Armor, Multiple Attacks 3 (bite, claws, horns, tail), Natural Weapons (bite, 1d6; claws, 1d6; horns, 1d6; tail, 1d6), Poison

Skills

Size: Medium
Health: 19
TN: 17
Defense: 13
Movement: 36
Courage: 4
Intimidate (Fear) +7, Melee Combat: Natural Weapons (Bite, Claws, Horn, Tail) +10, Observe (Smell, Spot) +8, Survival (Mountains) +8

Unique Special Abilities

Poison

Type:	Injury
Onset:	2d6 rounds
Potency:	+10 TN
Treatment:	+15 TN
Primary Effects:	3d6 damage
Secondary Effects:	2d6 damage
Stages:	15

Description

The Peruvian Vipertooth is the smallest of all the dragons, measuring no more than 15 feet in length. It is smooth-scaled and copper-colored with black ridge markings. It has short horns and its fangs are particularly venomous.

Habitat

The Vipertooth makes its nest in the high Andes of Peru and feeds on goats, cows, llamas, and humans. It is so fond of the taste of humans that exterminators were sent by the International Confederation of Wizards to thin its numbers.

• Romanian Longhorn

Attributes

Bearing: 14 (+4)
Nimbleness: 14 (+4)
Perception: 11 (+2)
Strength: 19 (+7)
Vitality: 18 (+7)*
Intellect: 3 (-1)

Reactions

Stamina: +7*
Swiftness: +4
Willpower: +7
Wisdom: +1

Special Abilities

Armor (10), Fly (48), Magic Armor, Multiple Attacks 3 (bite, claws, horn, tail), Natural Weapons (bite, 2d6; claws, 2d6; horn, 2d6; tail, 1d6)

Skills

Size: Huge	Defense: 14	Intimidate (Fear) +7, Melee Combat: Natural
Health: 27	Movement: 30	Weapons (Bite, Claws, Horns, Tail) +10, Observe (Smell, Spot) +8, Survival (Forest, Mountains) +8
TN: 23	Courage: 3	

Description

The Romanian Longhorn has dark green scales and long, glittering golden horns. Its horn when powdered is highly valued for making potions.

Habitat

The Longhorn resides on the largest and most important dragon reserve, where many dragon species are observed at close range. It feeds on deer and other large mammals, including humans, which it likes to gore with its horns and roast with its flame like on a spit. These dragons have been the subjects of an intense breeding program as their numbers have fallen off drastically in recent years due to the horn trade, which has been defined as a Class B Tradeable Material (Dangerous and Subject to Strict Control).

• Swedish Shortsnout

Attributes

Bearing: 16 (+5)
Nimbleness: 15 (+4)
Perception: 10 (+2)
Strength: 18 (+7)*
Vitality: 17 (+6)*
Intellect: 3 (-1)

Reactions

Stamina: +7*
Swiftness: +4
Willpower: +6
Wisdom: +1

Special Abilities

Armor (14), Flame Intensity, Fly (48), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 2d6; tail, 1d6)

Skills

Size: Huge	Defense: 14	Intimidate (Fear) +7, Melee Combat: Natural
Health: 24	Movement: 30	Weapons (Bite, Claws, Horns, Tail) +10, Observe (Smell, Spot) +8, Survival (Forest, Mountains) +8
TN: 20	Courage: 3	

Unique Special Abilities

Flame Intensity

The fire breath of a Shortsnout is much hotter than the flame of any other dragon; it can incinerate bone and timber to ash in a matter of seconds. Once every 2d6 rounds, its fire breath damage can be doubled and anything of heat/fire RR <25 immediately catches fire and burns/melts.

Description

The Swedish Shortsnout is silvery blue and much sought after for its skin for making protective gloves and shields. Its flame is a brilliant blue to match its intense heat.

Habitat

The Shortsnout prefers the remote wilds of Scandinavia, feeding on reindeer and bears, and thusly has the fewest killings of humans than other dragons.

• Ukrainian Ironbelly

Attributes

Bearing: 13 (+3)
Nimbleness: 14 (+4)
Perception: 9 (+1)
Strength: 25 (+9)*
Vitality: 24 (+9)*
Intellect: 3 (-1)

Reactions

Stamina: +9*
Swiftness: +3
Willpower: +8
Wisdom: +1

Special Abilities

Armor (12), Fly (36), Magic Armor, Multiple Attacks 3 (bite, claws, tail), Natural Weapons (bite, 2d6; claws, 3d6; tail, 2d6)

Skills

Intimidate (Fear) +10, Melee Combat: Natural Weapons (Bite, Claws, Tail) +12, Observe (Smell, Spot) +8, Survival (Forest, Mountains) +8

Size: Mammoth

Health: 35

TN: 25

Defense: 13

Movement: 24

Courage: 4

Description

The Ukrainian Ironbelly is the largest breed of dragons, reaching up to six tons. Rotund and slower than other dragons, it is still extremely dangerous being capable of crushing whole houses with its body. Their scales are metallic grey, deep red eyes, and long, wicked talons.

Habitat

The Ironbelly lives in the mountains, forests, and along the coastline of the Black Sea. It has been under constant observation since 1799 when it carried off a sailing boat.

Dugbog

Attributes

Bearing: 3 (-1)
Nimbleness: 10 (+2)
Perception: 8 (+1)
Strength: 5 (+0)
Vitality: 7 (+0)
Intellect: 2 (-2)

Reactions

Stamina: +2
Swiftness: +2
Willpower: +0
Wisdom: +1

Special Abilities

Immunity (Petrification), Natural Weapons (bite, 1d6)

Skills

Athletics: Swim +8, Melee Combat: Natural Weapons (Bite) +5, Stealth (Hide, Move Silently) +8, Survival (water) +6

Size: Small

Health: 7

TN: 5

Defense: 12

Movement: 6

Courage: 0

Description

The Dugbog resembles a piece of dead wood while stationary, though upon closer examination it has finned paws and very sharp teeth. Due to intense love of Mandrake, Dugbogs are immune to anything that would petrify it.

Habitat

The Dugbog is a marsh-dwelling creature in the Americas and Europe. It glides through the marshland feeding on small mammals, birds, reptiles, and fish. Its favorite food however is Mandrake.

Erkling

Attributes

Bearing: 14 (+4)*
Nimbleness: 11 (+2)*
Perception: 9 (+1)
Strength: 8 (+1)
Vitality: 6 (+0)
Intellect: 7 (+0)

Reactions

Stamina: +1
Swiftiness: +3
Willpower: +5*
Wisdom: +1

Special Abilities

Mesmerizing Voice, Natural Weapons (bite, 1d6; claws, 1d6)

Skills

Size: Small
Health: 7
TN: 5

Defense: 12
Movement: 6
Courage: 1

Athletics: Run +4, Melee Combat: Natural Weapons (Bite, Claws) +4, Observe (Smell, Spot) +6, Persuade (Charm) +6, Survival (Forests) +6, Track (Scent) +3

Unique Special Abilities

Mesmerizing Voice

When Erklings laugh, it is intoxicating to children up an age of about 13. A child must make a Willpower test against its Persuade (Charm) result to resist the lure. If the child successfully breaks free of the Erkling's charm, then she gains a +2 bonus (cumulative) to resist an Erkling's laugh for 24 hours, starting from the last successful Willpower test.

Description

Erklings are elfish in appearance with a pointed face and high-pitched cackle that is entrancing to children. They stand about three feet tall.

History

Strict controls by the German Ministry of Magic have kept down the killings by Erklings over the last few centuries and the last known attack was upon a six-year old who killed the Erkling with his father's collapsible cauldron.

Habitat

Erklings originated in the Black Forest of Bavaria, where they prowl the rural towns for children to eat. If they can't find children, they will eat small animals from the forest.

Erumpent

Attributes

Bearing: 8 (+1)
Nimbleness: 6 (+0)
Perception: 7 (+0)
Strength: 14 (+4)*
Vitality: 16 (+5)*
Intellect: 2 (-2)

Size: Large
Health: 20
TN: 17

Reactions

Stamina: +6*
Swiftness: +0
Willpower: +7
Wisdom: +0

Defense: 10
Movement: 12
Courage: 2

Special Abilities

Armor (5), Exploding Horn, Magic Armor, Natural Weapons (horn, 2d6; hoof, 2d6; tail, 1d6), Trick Tail, Trample

Skills

Athletics: Run +5, Melee Combat: Natural Weapons (Hoof, Horn, Tail) +7, Observe (Smell, Spot) +5, Survival (Plains) +6

Unique Special Abilities

Exploding Horn

An Erumpent's horn is a very dangerous weapon. First, it is very strong and sharp, able to pierce very hard substances including metal. The horn can ignore the Hardness Rating of items of HR <15. Second, once the horn pierces an object, an explosive fluid is injected into it causing it to explode doing Vitality-d6 damage.

Trick Tail

The Erumpent has the ability to use its tail in similar fashion as if it had the Tail Sweep ability or upon a successful attack, grapple an opponent so it can run off, dragging the opponent behind for 1d6+1 damage/round.

Description

Erumpents are large, grey beasts, weighing up to one ton, that look similar to the rhinoceros with a long, sharp horn on its nose and long, rope-like tail. They give birth to one calf at a time. Powdered Erumpent horn and its exploding fluid are used in potions and classified as Class B Tradeable Materials.

Habitat

Erumpents are from Africa, living on the savannah and eating similar plants and such as the rhinoceros. Erumpents are peaceful creatures and will not attack unless sorely provoked. If it decides to charge, the results are usually catastrophic, as whatever it strikes will explode violently. Erumpent numbers aren't very great, as the males tend to explode one another during mating season.

Fairy

Attributes

Bearing: 12 (+3)*
Nimbleness: 12 (+3)*
Perception: 7 (+0)
Strength: 1 (-3)
Vitality: 1 (-3)
Intellect: 2 (-1)

Size: Tiny
Health: 1
TN: 2

Reactions

Stamina: -2
Swiftiness: +4*
Willpower: +2
Wisdom: -1

Defense: 13
Movement: 1
Courage: 0

Special Abilities

ESP (Danger), Flower Chameleon, Fly (18)

Skills

Observe (Sense Power, Spot) +4, Stealth (Hide) +6, Survival (Forests) +4

Unique Special Abilities

Flower Chameleon

If a Fairy is threatened or senses that it is in danger, it can, by remaining motionless, magically appear to look as though it were a beautiful flower. A predator must make a TN 10 Observe (Sense Power) or Observe (Smell) test to discover the location of a Fairy hidden in this fashion.

Description

Fairies are small, decorative creatures of little intelligence. They range in height from one to five inches with a minute humanoid body, head, and limbs while sporting large gossamer wings. They are quarrelsome in nature, but vain enough to be placated if called upon to act as decoration. Despite its human-like figure, Fairies cannot talk, but use a high-pitched buzzing noise to talk with others. They can lay up to 50 eggs at a time on the underside of leaves, which hatch after ten days, spin themselves into cocoons and emerge as adults one month later.

Habitat

Fairies typically inhabit woodlands and glades.

Fire Crab

Attributes

Bearing: 10 (+2)
Nimbleness: 2 (-2)
Perception: 4 (+0)
Strength: 5 (+0)*
Vitality: 10 (+2)*
Intellect: 3 (-1)

Size: Small
Health: 10
TN: 5

Reactions

Stamina: +3*
Swiftiness: -1
Willpower: +2
Wisdom: +0

Defense: 8
Movement: 1
Courage: 0

Special Abilities

Armor (10), Fiery Blast

Skills

Athletics: Swim +4, Survival (Island, Ocean) +3

Unique Special Abilities

Fiery Blast

Anything caught behind a Fire Crab when a blast of flame is expelled from its rear end could be injured. Whatever is behind it up to a distance of its Vitality in feet when the blast comes and doesn't make a successful TN 10 Swiftiness test takes 2d6+3 damage. Anything of heat/fire RR <10 catches fire as well.

Description

Despite its name, the Fire Crab looks little a large tortoise with a heavily jeweled shell.

Habitat

In its native Fiji a special reservation has been established for the Fire Crab to protect from both Muggles and unscrupulous Wizards who want to use their shells as highly prized cauldrons. They may also be exported but only with a special license.

Fwooper

Attributes

Bearing: 11 (+2)*
Nimbleness: 8 (+1)*
Perception: 6 (+0)
Strength: 1 (-3)
Vitality: 3 (-1)
Intellect: 1 (-2)

Reactions

Stamina: -1
Swiftiness: +2
Willpower: +2*
Wisdom: +0

Special Abilities

Fly (18), Song of Insanity

Skills

Observe (Spot) +5, Survival (Jungle) +4

Size: Little

Defense: 11

Health: 1

Movement: 3

TN: 2

Courage: 0

Unique Special Abilities

Song of Insanity

The song of the Fwooper, though at first quite enjoyable, will eventually drive the listener to insanity. Upon hearing the Fwooper's song, all listeners must make a Willpower test of TN 5 +1 TN (cumulative) every hour/+1 Stamina; if Stamina is ≤0, then a test is made every 30 minutes. Once a listener has failed her Willpower test, she then suffers from a -8 penalty to all skill tests. The listener must attempt a TN 12 Stamina test until successful. The number of times the listener rolls to make a successful Stamina test is the number of days this penalty lasts.

Description

The Fwooper is an exotic bird with an extremely vivid plumage of orange, pink, lime green, or yellow and lay brilliantly patterned eggs. They have a lovely song that, with prolonged exposure to it, will drive the listener mad. They can be purchased as pets (with a special license) and come with a Quiet spell placed upon in that must be renewed every few weeks.

Habitat

Fwoopers are from the rainforests of Africa. They feed on nuts, berries, and insects.

Gargoyle

Attributes

Bearing: 9 (+1)
Nimbleness: 10 (+2)
Perception: 12 (+3)*
Strength: 13 (+3)
Vitality: 12 (+3)*
Intellect: 8 (+1)

Size: Medium
Health: 11
TN: 15

Reactions

Stamina: +5
Swiftiness: +4*
Willpower: +3
Wisdom: +3

Defense: 12
Movement: 6
Courage: 3

Special Abilities

Armor (4), ESP (Danger), Fly (18), Inanimate, Magic Armor, Multiple Attacks 2 (bite, claw), Natural Weapons (bite, 1d6; claw, 2d6), Stone Fear, Vigilant Defender, Vulnerability (Sunlight)

Skills

Athletics: Climb +7, Athletics: Jump +4, Athletics: Run +4, Intimidate (Fear) +5, Melee Combat: Natural Weapons (Bite, Claw) +8, Observe (Hear, Spot, Sense Power) +5, Stealth (Hide) +6, Survival (Mountains) +5

Unique Special Abilities

Inanimate

Gargoyles are able to remain unmoving for long periods of time. To notice if a statue is either an animate Gargoyle or just stone, a character must make an Observe (Spot) test against the Gargoyle's Stealth (Hide). To notice if a Gargoyle in stone form, the same test is required but the Gargoyle gains a +5 bonus to the test.

Stone Fear

While frozen in stony hibernation, Gargoyles are still able to perform their duties as defenders, driving would-be assailants away in fear. When in stone form, Gargoyles have the Terror ability and gain a +4 bonus to Intimidate (Fear) tests.

Vigilant Defender

Gargoyles give no quarter when in defense of their charge. They gain a +5 bonus to all actions while in combat defending their charge. If within 5 feet of a person they are guarding, that person gains 4 AR per Gargoyle in range.

Vulnerability (Sunlight)

When in the presence of sunlight, Gargoyles will immediately turn to stone and only at the setting of the sun or the duration of the Daylight spell ends will they return to animate form.

Description

Gargoyles are creatures that look to have been chiseled right out of a block of stone. While in animate form, they have black or grey skin and milky white, pupil-less eyes. The consummate defender, Gargoyles will fight to the death while performing their duty unless they are commanded to do otherwise by their master. They are honorable and respectful creatures regardless of the disposition of their master. Gargoyles lay eggs in secret rookeries within the place they are wardens of; these eggs are about the size of ostrich eggs looking and feeling like large granite stones.

Habitat

Gargoyles are mostly found within cities, protecting churches, castles, and other Wizard-owned or maintained buildings. Most are found around Europe, but a few had come to North America as well. There aren't many Gargoyles living out in nature, those that do are the ones who have lost their charges to decay of time, were dismissed by their master, or are, very rarely, wild. Though they look like carnivores, they feed mostly on lichen and molds and other such plant-like growths on rocks.

Geranium, Fanged

Attributes

Bearing: 8 (+1)*
Nimbleness: 9 (+1)
Perception: 12 (+3)*
Strength: 5 (+0)
Vitality: 2 (-2)
Intellect: 0 (-6)

Reactions

Stamina: +0
Swiftness: +1
Willpower: +1
Wisdom: +0

Special Abilities

ESP (Danger, Prey), Immobile, Natural Weapons (bite, 1d6)

Skills

Melee Combat: Natural Weapons (Bite) +5,
Observe (Sense Power) +5, Perform (Mimicry) +8,
Survival +4

Size: Tiny

Health: 2

TN: 2

Defense: 11

Movement: —

Courage: 0

Description

Fanged Geraniums look like normal geraniums except upon close examination where the petals around the center of the flower's head are actually teeth.

Habitat

Fanged Geraniums are believed to be Wizard-created and only found in gardens of Wizards. Some have been known to make it into the Muggle world, used as practical jokes.

Ghost

Attributes

Bearing: +2*
Nimbleness: —
Perception: ±0*
Strength: —
Vitality: -2*
Intellect: ±0*
Magic: ±0*

Reactions

Stamina: *
Swiftness: *
Willpower: *
Wisdom: *

Special Abilities

Fly (12), Incorporeal, Innate Ability, Invisible, Muggle Terror, Spectral Armor, Undead
Stamina, Vulnerability (Sunlight)

Skills

Same as when alive; also include Intimidate (Fear) and Stealth (Move Silently).

Edges

Same as when alive.

Flaws

Dark Secret, Grasping, Hatred, and Oath to signify why they stayed to remain as a Ghost.

Size: *

Health: -2*

TN: 7+

Defense: *

Movement: 6

Courage: -2*

* These are based off the attributes of the Ghost when she was alive. If there is a modifier, add the modifier to the attribute for when she was alive.

Unique Special Abilities

Innate Ability

As only wizards can become Ghosts and she were a fairly powerful (Magic > 7), she could select a number of spells she knew equal to her Magic Modifier to turn into innate abilities. If the person had innate abilities while living, the Ghost would have them as well.

Muggle Terror

This ability is same as Terror, but only affects Muggles who don't regularly interact with the wizarding world.

Spectral Armor

Ghosts are immune to damage from the physical world except by magic and acts as Armor (3) against physical items created to harm incorporeal creatures.

Vulnerability (Sunlight)

Sunlight saps the energy of Ghosts. If in the presence of actual sunlight or within the area of effect of the Daylight spell, they move at half speed along the ground, cannot fly, and have their Spectral Armor reduced to 0.

Description

Ghosts, phantoms, or spirits are the ethereal manifestation of a wizard after she has died. Ghosts resemble the wizard as she did upon her death. In fact they act in the same manner as the person did when she was alive (i.e. same foibles, tastes, attitude, etc.). When the wizard dies and becomes a Ghost, all her skills and abilities are the same except that she can't affect the physical world and so can't cast spells in that fashion except through innate abilities.

Habitat

Ghosts, for the most part, are restricted to roam an area of the physical realm where they had died, able to go no farther than 10 feet/1 point of Bearing from the spot. Ghosts who were fairly powerful wizards when alive (Magic > 7) are able to roam about the physical realm at will. There is a restriction to this: they must return to their place of death within a number of days equal to their Bearing or they will suffer the same effects as if they were in the presence of sunlight.

Ghoul

Attributes

Bearing: 2 (-2)
Nimbleness: 4 (+0)
Perception: 3 (-1)
Strength: 5 (+0)*
Vitality: 8 (+1)*
Intellect: 1 (-3)

Size: Medium
Health: 8
TN: 2

Reactions

Stamina: +2
Swiftiness: +0
Willpower: +1*
Wisdom: -1

Defense: 10 Weak
Movement: 3
Courage: 0

Skills

Intimidate (Fear) +3, Melee Combat: Unarmed (Grab) +3, Observe (Smell, Spot) +4

Edges

Night-Eyed 2

Flaws

Description

Ghouls are quite ugly, resembling a somewhat slimy, buck-toothed ogre. It moans occasionally and throws objects, but is essentially harmless.

Habitat

Ghouls live in the attics and barns of wizards where they eat moths and spiders. The Department of Regulation and Control of Magical Creatures generally remove them from wizard homes if the house is bought by Muggles.

Glumbumble

Attributes

Bearing: 2 (-2)
Nimbleness: 9 (+1)*
Perception: 6 (+0)
Strength: 0 (-6)
Vitality: 4 (+0)*
Intellect: 1 (-3)

Size: Fine
Health: 4
TN: 2

Reactions

Stamina: +0
Swiftiness: +1*
Willpower: +1
Wisdom: -2

Defense: 11
Movement: 1
Courage: 0

Special Abilities

Fly (12), Treacle of Sadness

Skills

Observe +3, Track +3

Unique Special Abilities

Treacle of Sadness

When Glumbumbles invade a honeybee hive, their secretions mix with the honey to create the antidote to madness of the Alihotsy leaves. If the treacle is ingested and not for its purpose of an antidote and fails a TN 10 Stamina vs. Poison test, then the person who eats it becomes very depressed and sad, giving them a -4 to all academic and social tests.

Description

Glumbumbles are grey, furry-bodied insects. They produce a secretion that causes a deep feeling of melancholy.

Habitat

Glumbumbles live in caves and hollow trees, feeding on nettles. They have been known to invade beehives with disastrous effect.

Gnome

Attributes

Bearing: 2 (-2)
Nimbleness: 10 (+2)*
Perception: 3 (-1)
Strength: 1 (-3)
Vitality: 4 (+0)*
Intellect: 2 (-2)

Reactions

Stamina: +1
Swiftness: +2*
Willpower: +0
Wisdom: -1

Special Abilities

Natural Weapons (head, 1/2-d6)

Skills

Athletics: Run +5, Melee Combat: Natural Weapons (Head Butt) +4, Survival (Forests) +3

Size: Little

Defense: 12

Health: 2

Movement: 6

TN: 5

Courage: 0

Description

Gnomes may reach a foot high with large, disproportionate head and hard, bony feet.

Habitat

Gnomes are common garden pests found in northern Europe and North America. They can be gotten rid of by spinning them until they are very dizzy and tossing them away, but that only delays their return. Jarveys can be used to get rid of them, being that Gnomes are their favorite meal, but most Wizards consider this practice too cruel.

Graphorn

Attributes

Bearing: 9 (+1)
Nimbleness: 10 (+2)
Perception: 8 (+1)
Strength: 16 (+5)*
Vitality: 12 (+3)*
Intellect: 2 (-2)

Reactions

Stamina: +6*
Swiftness: +3
Willpower: +4
Wisdom: +0

Special Abilities

Armour (16), Magic Armor, Natural Weapons (horns, 2d6)

Skills

Athletics: Jump +6, Athletics: Run +3, Melee Combat: Natural Weapons (Horns) +8, Observe (Hear, Spot) +5, Survival (Mountains) +7

Size: Medium

Defense: 12

Health: 17

Movement: 6

TN: 15

Courage: 2

Description

Graphorns are large, greyish purple creatures somewhat resembling mountain goats. They have two long, sharp horns and walks on large, four-thumbed feet. They are extremely aggressive in nature. Powdered horn is extremely useful for potions and its hide is tougher than a dragon's.

Habitat

Graphorns are found in the mountainous regions of Europe, like the Alps and Pyrenees.

Griffin

Attributes

Bearing: 9 (+1)
Nimbleness: 11 (+2)*
Perception: 8 (+1)
Strength: 14 (+4)*
Vitality: 11 (+2)
Intellect: 2 (-2)

Reactions

Stamina: +5*
Swiftness: +3
Willpower: +3
Wisdom: +0

Special Abilities

Armor (2), Fly (24), Multiple Attacks 2 (bite, claws), Natural Weapons (bite, 1d6; claws, 1d6), Rake

Skills

Athletics: Jump +3, Athletics: Run +4, Melee Combat: Natural Weapons (Bite, Claws) +8, Observe (Spot) +9, Survival (Mountains) +6

Size: Large

Health: 15

TN: 15

Defense:

Movement:

Courage:

Unique Special Abilities

Rake

Griffins are dangerous adversaries with the ability to dispense with an opponent in a quick and violent fashion. If a Griffin gets two or more successful attacks in succession during the same round, it has the ability to get a free attack (no multiple action penalties) for one paw again with a +4 bonus.

Description

Griffins are creatures with the front legs, head, and wings of an eagle and the body and hindquarters of a lion. They are usually employed by wizards to defend their treasure. Though they are fierce, wizards have been known to befriend them.

Habitat

Griffins originated in Greece where they live in the mountains and hills hunting sheep and other animals.

Grindylow

Attributes

Bearing: 8 (+1)
Nimbleness: 10 (+2)*
Perception: 6 (+0)
Strength: 13 (+3)*
Vitality: 1 (-3)
Intellect: 3 (-1)

Reactions

Stamina: +2*
Swiftiness: +2
Willpower: +1
Wisdom: +0

Special Abilities

Brittle Hands, Swimmer, Throttle

Skills

Athletics: Swim +7, Melee Combat: Unarmed (Grab) +6, Observe (Spot) +5, Survival (Underwater) +6

Size: Small

Health: 4

TN: 10

Defense: 12

Movement: 6

Courage: 1

Unique Special Abilities

Brittle Hands

A Grindylow's fingers are very strong – capable of strangling the hardiest of foes – but its bones in its hands can be easily broken. A TN 7 Strength test is required to break the fingers of a Grindylow in order for it to release a victim from its grip.

Swimmer

Grindyloes are excellent swimmers. They can move double their base movement when in the water.

Throttle

The hands of the Grindylow are very strong, which they use to strangle their prey with. Double their Strength damage on a successful Melee Combat: Unarmed (Grab) attack; triple it if an Extraordinary Success. If they manage to hold on to a victim, they continue to deal damage at the same rate as upon the initial attack and at the end of the third round of be choked, it snaps the neck of its victim, killing it instantly.

Description

Grindloes are horned, pale green water demons. They are very aggressive towards Wizards and Muggles alike, though have been domesticated in part by Merfolk. They have very strong hands, though their fingers are easy to break.

Habitat

Grindyloes live in lakes throughout Britain and Ireland, feeding on small fish.

Hag

Attributes

Bearing: 6 (+0)

Nimbleness: 10 (+2)*

Perception: 7 (+0)

Strength: 10 (+2)

Vitality: 7 (+0)

Intellect: 11 (+2)*

Size: Medium

Health: 9

TN: 10

Reactions

Stamina: +1

Swiftness: +2

Willpower: +1

Wisdom: +2

Defense: 12

Movement: 6

Courage: 2

Special Abilities

ESP (Living), Hideous, Shapeshifter, Vulnerability (Fire)

Skills

Athletics: Run +4, Intimidate (Fear) +6, Melee Combat: Unarmed (Grab) +6, Observe (Sense Power, Smell, Spot) +5, Persuade (Charm) +4, Stealth (Hide, Move Silently) +6, Survival (varies) +4, Track (Scent) +3

Unique Special Abilities

Hideous

Hags, in their natural form, are very revolting and scary. While in natural form, it gains +2 Bearing and the Terror ability.

Shapeshifter

Hags have the ability to alter their form to resemble normal humans, though they aren't very good at it. In their attempted human form, they look wild and unkempt with a feral look to their eye.

Vulnerability (Fire)

Fire is the bane of Hags, which is the reason they eat everything raw. Anything that causes heat or fire damage deals triple damage to Hags. If they or their clothes catch on fire, then their bodies will be rapidly consumed by flames; they will lose 1 Wound Level every round until either they run out of Wound Levels or the fire is put out.

Description

Hags are female human-like magical beings but are not very adept at altering their appearance to resemble humans. They are wild in appearance and can be quite frightening. Their social manners are something to be desired, but can be civilized enough to be allowed to among Wizards. On rare occasion they have been even known to charm a human long enough to produce a Half-Breed offspring.

Habitat

Hags are found all over the world, usually in dark forests, swamps, bogs, and moors. They prefer to eat live prey, occasionally luring human children off to be eaten.

Hag Half-Breed Creation

Adjustments: -2 Bearing, +2 Nimbleness

Languages: Regional Muggle language

Size: Medium

Hinkypunk

Attributes

Bearing: 10 (+2)*
Nimbleness: 10 (+2)*
Perception: 6 (+0)
Strength: 0 (-6)
Vitality: 3 (-1)
Intellect: 4 (+0)

Reactions

Stamina: -1
Swiftiness: +2
Willpower: +2
Wisdom: +0

Special Abilities

ESP (Humans), Lure of Curiosity, Swarm

Skills

Persuade (Charm) +8, Stealth (Hide, Move Silently) +6, Survival (Swamps) +5

Size: Tiny

Health: 1

TN: 10

Defense: 12

Movement: 6

Courage: 0

Unique Special Abilities

Lure of Curiosity

Hinkypunks have a curious allure to them, giving them the ability to lead the unwary off to be trapped in bogs. Victims of their power must make a Wisdom test against its Persuade (Charm) to resist the temptation of following it. This power is active up to 10 feet/1 point of Bearing.

Swarm

A mass of Hinkypunks can overwhelm even very strong victims. For every 5 in a swarm, their combined strength is base +1. Swarms can be from tens to hundreds of Hinkypunks.

Description

Hinkypunks are little one-legged creatures, with the appearance of being made of smoke. They “carry” a light (actually a fleshy growth that glows in the dark) with which it lures travelers into bogs to be eaten by its young.

Habitat

Hinkypunks are found in Europe and North America, living near marshes, bogs, and swamps. With the establishment of protected wetlands in North America, they have become increasingly abundant and many missing person reports are attributed to the near over-population in these areas. They, obviously, feed upon the helpless victims lured into their snare.

Hippocampus

Attributes

Bearing:	8 (+1)
Nimbleness:	12 (+3)*
Perception:	4 (+0)
Strength:	14 (+5)*
Vitality:	10 (+2)
Intellect:	2 (-2)

Size:	Medium
Health:	15
TN:	10

Reactions

Stamina:	+5*
Swiftness:	+4
Willpower:	+2
Wisdom:	+0

Defense:	13
Movement:	3
Courage:	1

Special Abilities

Armor (2), Natural Weapons (bite, 1d6), Tail Sweep

Skills

Athletics: Swim +8, Melee Combat: Natural Weapons (Bite) +5, Observe (Spot) +4, Survival (Underwater) +4

Description

The Hippocampus is a creature with the head and front legs of a horse and the tail and hindquarters of a fish. Their variety of coloring is similar to Muggle horse. They lay large semitransparent eggs through which the tadfoal can be seen.

Habitat

Hippocampi live in or near the Mediterranean and have been known to travel farther, such as off the coast of Scotland.

Hippogriff

Attributes

Bearing:	11 (+2)
Nimbleness:	8 (+1)
Perception:	12 (+3)*
Strength:	15 (+5)*
Vitality:	13 (+3)
Intellect:	3 (-1)

Size:	Large
Health:	18
TN:	15

Reactions

Stamina:	+6*
Swiftness:	+3
Willpower:	+4
Wisdom:	+1

Defense:	11
Movement:	12
Courage:	3

Special Abilities

Armor (4), Fly (24), Multiple Attacks 2 (bite, claws), Natural Weapons (bite, 1d6; claws, 2d6)

Skills

Athletics: Jump +3, Athletics: Run +6, Melee Combat: Natural Weapons (Bite, Claws) +8, Observe (Spot) +9, Survival (Mountains) +6

Description

Hippogriffs are creatures with the head, front legs, and wings of an eagle with the body and hindquarters of a horse. They build nests upon the ground where they lay one fragile egg and the young hatch within 24 hours. Hippogriffs can be tamed, but are unsafe to approach unless you bow while keeping eye contact to show your good intentions; failing to do so will provoke the beast to attack.

Habitat

Hippogriffs are native to Europe and now are found worldwide. They prefer the mountains for nesting, but hunt in the valleys, burrowing for insects and capturing small mammals and birds.

Horklump

Attributes

Bearing: 2 (-2)
Nimbleness: 1 (-3)
Perception: 3 (-1)*
Strength: 10 (+2)*
Vitality: 6 (+0)
Intellect: 1 (-3)

Reactions

Stamina: +2*
Swiftness: -2
Willpower: +1
Wisdom: -1

Special Abilities

Constrict, Natural Weapons (tentacles),
Prodigious Breeder, Spawn

Skills

Observe +2, Survival (Forests) +3

Size: Little

Defense: 7

Health: 6

Movement: 3

TN: 1

Courage: 0

Unique Special Abilities

Prodigious Breeder

Rabbits have nothing on Horklumps when it comes to procreation. One Horklump will reproduce asexually and can be just over 30 in less than two days.

Spawn

If a Horklump is chopped to pieces, any piece that is larger than the size Miniscule will become an independent Horklump, becoming full grown in about 8 hours given enough food.

Description

Horklumps resemble a fleshy, pinkish mushroom covered in sparse, wiry black bristles. They spread sinewy tentacles into the ground in which they search for food. They are a favorite food of gnomes, but serve no other useful purpose.

Habitat

Originating in Scandinavia, Horklumps are now abundant in all of northern Europe. They love to settle in gardens, using their tentacles to burrow in the ground for earthworms, and will eventually kill the garden from over-predation.

Imp

Attributes

Bearing: 7 (+0)
Nimbleness: 12 (+3)*
Perception: 8 (+1)*
Strength: 9 (+1)
Vitality: 4 (+0)
Intellect: 3 (-1)

Size: Tiny
Health: 5
TN: 7

Reactions

Stamina: +1
Swiftiness: +3*
Willpower: +0
Wisdom: +0

Defense: 13
Movement: 6
Courage: 0

Special Abilities

Powerful Prankster

Skills

Games (Pranks) +5, Melee Combat: Unarmed (Grab) +5, Observe (Spot) +3, Survival (Swamp) +5

Unique Special Abilities

Powerful Prankster

Whenever an Imp makes a successful Melee Combat: Unarmed (Grab) test, it can push or throw its target as if it had Strength 15. If more than one Imp works together, they can make a combined Melee Combat: Unarmed (Grab) test and have an effective Strength of 15 + 1 for each additional Imp.

Description

Imps are very small creatures, sometimes mistaken for Pixies. They are similar in height, but Imps cannot fly and are usually dark brown or black. They do share the same slapstick humor that can lead to embarrassment for their victims. They have breeding habits similar to Fairies, but do not spin cocoons; Implings hatch fully formed about one inch in length.

Habitat

Found only in Britain and Ireland, Imps prefer terrain that is damp and marshy, often near riverbanks and swamps where they delight in pushing or tripping the unwary into the water or mud.

Jarvey

Attributes

Bearing: 4 (+0)
Nimbleness: 11 (+2)*
Perception: 8 (+1)
Strength: 4 (+0)
Vitality: 6 (+0)*
Intellect: 3 (-1)

Size: Small
Health: 6
TN: 5

Reactions

Stamina: +2
Swiftiness: +3*
Willpower: +0
Wisdom: -1

Defense: 12
Movement: 12
Courage: 0

Special Abilities

Burrow, Natural Weapons (bite, 1d6; claws, 1d6)

Skills

Acrobatics (Contortion) +3, Language (varies) +2, Melee Combat: Natural Weapons (Bite) +4, Observe (Smell) +5, Survival (Forests) +4, Track (Scent) +3

Description

Jarveys look like overgrown ferrets in most respects, except for they can talk. Unable to converse intelligently, they spout an almost constant stream of impolite and often vulgar phrases.

Habitat

Jarveys are found in Britain, Ireland, and North America. They live mostly underground where they pursue gnomes, but will also eat moles, rats, and voles.

Kappa

Attributes

Bearing: 8 (+1)
Nimbleness: 10 (+2)*
Perception: 7 (+0)
Strength: 14 (+4)*
Vitality: 5 (+0)
Intellect: 4 (+0)

Reactions

Stamina: +4
Swiftness: +3
Willpower: +1
Wisdom: +0

Special Abilities

Armor (2), Drain (Vitality), Natural Weapons (bite, 1d6; claws, 2d6), Vulnerability (Bowling)

Skills

Size: Small	Defense: 12	Athletics: Climb +3, Athletics: Swim +7,
Health: 8	Movement: 6	Intimidate (Fear) +4, Melee Combat: Natural
TN: 12	Courage: 2	Weapons (Bite, Claws) +8, Observe (Sense Power, Spot) +4, Survival (Underwater) +6

Unique Special Abilities

Vulnerability (Bowling)

If in confrontation, a Wizard should attempt to make the Kappa bow. When it does so, the water in the hollow of its head will run out, depriving it of its strength. The loss of water causes the Kappa to lose 10 points of Strength, it cannot suck blood, and it has -6 to all physical tests.

Description

Kappas are water demons that are said to look like monkeys with scales instead of fur. It has a hollow in the top of its head in which carries water.

Habitat

Kappas originate in Japan, living in shallow ponds and rivers. They feed upon human blood, but can be persuaded not to harm a person if she throws the creature a cucumber with her name carved upon it.

Kelpie

Attributes

Bearing: 9 (+1)
Nimbleness: 10 (+2)
Perception: 11 (+2)
Strength: 15 (+4)*
Vitality: 17 (+5)*
Intellect: 4 (+0)

Size: Varies
Health: 21
TN: 17

Reactions

Stamina: +6*
Swiftiness: +3
Willpower: +5
Wisdom: +2

Defense:
Movement:
Courage:

Special Abilities

Armour (4), Lure of the Wild, Magic Armor, Shapeshifter, Vulnerability (Bridle)

Skills

Athletics: Swim +10, Intimidate (Fear) +5, Melee
Combat: Natural Weapons +9, Observe (Hear, Sense Power, Smell, Spot) +4, Persuade (Charm) +8, Survival (Underwater) +7

Unique Special Abilities

Lure of the Wild

Kelpies have a naturally intoxicating allure to them. Victims of their power must make a Wisdom test against the Kelpie's Persuade (Charm) to resist the temptation of mounting the Kelpie. This power is active up to 10 feet/1 point of Bearing.

Shapeshifter

A Kelpie can change its form into any creature of the water (otters, fish, etc.), but most notably a horse with bulrushes for hair or sea serpent. When it does so, it takes on the creature's abilities as well along with its own.

Vulnerability (Bridle)

The correct means to overcome a Kelpie is to get a bridle over its head, which renders it docile and unthreatening.

Description

Kelpies are water demons known to take on many forms, but usually a horse with bulrushes for a mane.

History

The world's most famous Kelpie is "Nessie" of Loch Ness, Scotland. Its favorite form is that of a sea serpent. International Confederation of Wizards observers realized that they were dealing with a Kelpie when it turned into an otter when a team of Muggle investigators came along and changed back when the coast was clear.

Habitat

Kelpies are water demons native to Britain and Ireland. Similar to Kappas, they live in rivers or lakes. Once they have lured an unsuspecting victim onto its back, it will dive to the bottom of the river or lake and devour its victim, letting the entrails float to the surface.

Kneazle

Attributes

Bearing:	10 (+2)
Nimbleness:	11 (+2)*
Perception:	14 (+5)*
Strength:	2 (-2)
Vitality:	4 (+0)
Intellect:	7 (+0)

Size:	Small
Health:	3
TN:	2

Reactions

Stamina:	+0
Swiftiness:	+5
Willpower:	+3
Wisdom:	+5
Defense:	12
Movement:	6
Courage:	1

Special Abilities

ESP (Danger, Personality), Natural Weapons (claws, 1d6)

Skills

Athletics; Climb +5, Athletics: Jump +3, Athletics: Run +3, Melee Combat: Natural Weapons (Claws) +4, Observe (Sense Power, Spot) +5, Stealth (Hide, Move Silently) +6, Survival (Forests, Urban) +4

Edges

Direction-sense

Description

Kneazles are small, cat-like creatures with flecked, speckled, or spotted fur, overlarge ears, and a tail like a lion's. They are intelligent, independent, and occasionally aggressive, but can make excellent pets if one takes a liking to a wizard. They have the uncanny ability to detect unsavory or suspicious people and can be relied upon to guide its owner home if they are lost. They have kittens to a litter and can interbreed with cats. Special licenses are required for ownership like Crups and Fwoopers.

Habitat

Kneazles were originally bred in Britain, though now exported worldwide. They are so much like cats that they typically have the same eating habits – small rodents and fish or cat food.

Leprechaun

Attributes

Bearing:	8 (+1)*
Nimbleness:	12 (+3)*
Perception:	6 (+0)
Strength:	2 (-2)
Vitality:	4 (+0)
Intellect:	5 (+0)

Size:	Tiny
Health:	4
TN:	5

Reactions

Stamina:	+0
Swiftiness:	+4
Willpower:	+1
Wisdom:	+1
Defense:	13
Movement:	6
Courage:	0

Special Abilities

Fool's Gold

Skills

Appraise: Precious Metals (Gold) +4, Language: Irish +6, Language: English +3, Observe (Spot) +3, Persuade (Fast Talk) +4, Survival (Forests, Urban) +4, Use Item: Magic +2

Unique Special Abilities

Fool's Gold

Leprechauns can produce small items made of a gold-like substance, such as coins or jewelry, but these items will disappear, to their amusement, after a number of hours equal to half the Vitality of their creator. To identify an item made of Fool's Gold, make a TN 10 Appraise: Precious Metals (Gold) or TN 12 Perception test.

Description

More intelligent than the Fairy and less malicious than the Imp, Pixie, or Doxy, Leprechauns are nevertheless mischievous. They are green in color and reach a height of about six inches, sometimes found in crude clothing made of leaves. Capable of intelligent speech, they have never requested reclassification nor made it a political statement like the Centaurs and Merfolk. They bear live young.

Habitat

Leprechauns, found mostly in the forests and wooded areas of Ireland where they eat leaves, they are fond of attention and can be found in and near Muggle towns, attributing to their prominence in their literature.

Lethifold

Attributes

Bearing: 11 (+2)
Nimbleness: 10 (+2)
Perception: 12 (+3)
Strength: 15 (+4)*
Vitality: 15 (+4)*
Intellect: 3 (-2)

Reactions

Stamina: +5
Swiftness: +3
Willpower: +5*
Wisdom: +2

Special Abilities

Armor (3), ESP (Living creatures), Float, Magic
Armor, Smother, Terror

Skills

Size: Medium
Health: 18
TN: 20

Defense: 12
Movement: 6
Courage: 3

Melee Combat: Unarmed (Grab) +10, Intimidate (Fear) +6, Observe (Sense Power) +8, Survival (Jungles) +8, Track +5

Unique Special Abilities

Float

Lethifolds move by gliding above the ground, but cannot independently fly. This ability, though natural, can be suppressed by any spell that negates or suppresses the Levitation spell.

Smother

On a successful attack, the Lethifold grapples its victim, smothering it with its body in the attempt to suffocate it. If a victim is caught by surprise or an attack with a Superior Success or better covers the victims mouth or analogous body parts for breathing and it will suffocate in half the normal time. A successful opposed Strength test is required to break free.

Description

Lethifolds resemble large, black cloaks about 1/2" thick (or thicker if recently made a kill) and glides above the ground, leaving no imprint or track. The only known spell to have affected this creature is the Patronus Spell, but proper experimentation is not possible.

Habitat

Lethifolds are only found in tropical regions of the world and, thankfully, rare. They generally attack at night while its victim is sleeping. Once its victim has been suffocated, it proceeds to digest it there in its bed, leaving no trace of itself or its victim behind.

Lobalug

Attributes

Bearing: 2 (-2)
Nimbleness: 0 (-6)
Perception: 10 (+2)*
Strength: 0 (-6)
Vitality: 4 (+0)*
Intellect: 1 (-3)

Reactions

Stamina: +0
Swiftness: +1
Willpower: +1
Wisdom: +0

Special Abilities

ESP (Danger), Poison

Skills

Observe (Sense Power, Spot) +5, Survival (Underwater) +3

Size: Little

Defense: 7

Health: 2

Movement: 1

TN: 1

Courage: 0

Unique Special Abilities

Poison

Type: Contact
Onset: 1 round
Potency: +10 TN
Treatment: +12 TN
Primary Effects: 2d6 damage
Secondary Effects: 1d6+2 damage
Stages: 2d6

Description

Lobalugs are simple creatures of about 10 inches in length, comprised of a rubbery spout and a venom sac. When threatened, it contracts its venom sac, blasting its would-be attacker with poison. Merfolk use Lobalugs as weapons and wizards are known to use its venom in potions, but are strictly controlled as a Class B Tradeable Material.

Habitat

Lobalugs live at the bottom of the North Sea, where they feed upon decaying corpses and carapaces of sea creatures and even oil that has leached out of the Muggle oil rig contraptions. The toxicity of the Lobalug's venom is due to these things including concentrations of pollution settling on the ocean floor.

Mackled Malaclaw

Attributes

Bearing: 3 (-1)
Nimbleness: 5 (+0)
Perception: 8 (+1)
Strength: 9 (+1)*
Vitality: 5 (+0)*
Intellect: 1 (-3)

Reactions

Stamina: +2
Swiftiness: +0
Willpower: +1
Wisdom: -1

Special Abilities

Armor (1), Natural Weapons (bite, ½-d6; claws, 1d6), Poison, Unsavory

Skills

Melee Combat: Natural Weapons (Bite, Claws) +4, Observe (Spot) +3, Survival (Beach) +4

Size: Little

Health: 4

TN: 2

Defense: 10

Movement: 1

Courage: 0

Unique Special Abilities

Poison

Type: Injury
Onset: 1 round
Potency: +10 TN
Treatment: +15 TN
Primary Effects: When bitten, the victim becomes highly unlucky for 1d6+1 days. All tests other than damage are rolled on 4d6, taking the lowest score on two dice.
Stages: 1

Unsavory

If the meat of the Mackled Malaclaw is eaten, the person will become very sick with a high fever and an unsightly green rash.

Onset: 1 day
Potency: +10 TN
Treatment: +15 TN
Primary Effects: High fever and green rash; lose 2 Weariness Levels
Secondary Effects: If the person becomes unconscious, then she will remain unconscious for 1d6 days.
Stages: 5

Description

Despite its passing resemblance to the lobster, the Mackled Malaclaw should not be eaten. It is about 12 inches in length and grey with deep green spots.

Habitat

The Mackled Malaclaw is a land-dwelling creature that lives along the coastlines around Europe. It feeds upon small crustaceans, but will attempt to tackle larger prey.

Magical Horses

• Abraxan

Attributes

Bearing: 10 (+2)
Nimbleness: 8 (+1)
Perception: 7 (+0)
Strength: 25 (+9)*
Vitality: 20 (+7)*
Intellect: 4 (+0)

Reactions

Stamina: +9*
Swiftness: +1
Willpower: +2
Wisdom: +0

Special Abilities

Armor (8), Fly (36), Magic Armor, Natural Weapons (hoof, 3d6), Trample

Skills

Size: Mammoth
Health: 29
TN: 20

Defense: 11
Movement: 24
Courage: 3

Athletics: Jump +14, Athletics: Run +10, Intimidate (Power) +8, Melee Combat: Natural Weapons (Hoof) +9, Observe (Hear, Spot) +7, Survival (Forest) +6

Description

Abraxans are huge flying palomino horses and are incredibly strong as well. They stand about 15-20 feet tall at the shoulder and weigh a couple tons.

Habitat

Abraxans are found in the remotest parts of Europe in the Alps and Pyrenees. There is a small herd that also pulls the actual Beauxbaton Wizard Academy, bred by Madame Maxime.

• Bicorn

See the Unicorn entry below for the rest of the stats for Bicorn.

Unique Special Abilities

Horn of Authority

All horses, except Threstrals, revere Bicorn as royalty, acting in abeyance and defending them if need be. They (barring Unicorns and other Bicorn) receive a +4 bonus to all tests when they are within a distance in feet of Bearing x10.

Description

Bicorn are the same as Unicorns, except that they have two horns instead of one. Rare in an already rare species, there is only one born to a herd and only upon its death will another be born.

• Pegasus

Attributes

Bearing:	10 (+2)
Nimbleness:	12 (+3)*
Perception:	8 (+1)
Strength:	14 (+4)
Vitality:	12 (+3)
Intellect:	4 (+0)

Size:	Large
Health:	16
TN:	15

Reactions

Stamina:	+4
Swiftness:	+5*
Willpower:	+4
Wisdom:	+1

Defense:	13
Movement:	12
Courage:	3

Special Abilities

Armor (4), Fly (48), Magic Armor, Natural Weapons (hoof, 2d6), Trample

Skills

Athletics: Jump +10, Athletics: Run +8, Intimidate (Power) +6, Melee Combat: Natural Weapons (Hoof) +7, Observe (Hear, Spot) +7, Survival (Forest, Mountains, Plains) +6

Description

Pegasi are grey flying horses, except those that come from Greece, which are white. They are extremely fast flyers. The most notable of them was the one that served as the mount for the only wizard who killed a Chimaera.

Habitat

Pegasi roam the mountainous skies of Europe and are mostly found in northern Greece.

• Threstral

Attributes

Bearing:	9 (+1)
Nimbleness:	10 (+2)
Perception:	9 (+1)
Strength:	13 (+3)*
Vitality:	11 (+2)*
Intellect:	3 (-1)

Size:	Large
Health:	14
TN:	17

Reactions

Stamina:	+3
Swiftness:	+2
Willpower:	+3*
Wisdom:	+0

Defense:	12
Movement:	12
Courage:	3

Special Abilities

Armor (4), Death First Hand, Fly (24), Magic Armor, Natural Weapons (bite, 1d6; hoof, 2d6), Trample

Skills

Athletics: Jump +8, Athletics: Run +8, Intimidate (Fear) +6, Melee Combat: Natural Weapons (Bite, Hoof) +7, Observe (Hear, Spot) +7, Survival (Forest) +6

Unique Special Abilities

Death First Hand

Threstrals are naturally invisible to everyone and everything unless they have witnessed someone die. Even if they can be seen due to this condition, they aren't always easy to spot, requiring a TN 10 Observe (Spot) test to notice them.

Description

Threstrals are carnivorous, black winged horses that are skeletal and reptilian in appearance. To the ignorant, they supposedly bring bad luck when seen, but are actually only able to be seen when a

person has seen someone die. They are shunned creatures, including others of horse kind because of their appearance and vicious ways, but they can be tamed and bred by a skilled handler.

Habitat

Threstrals can be found in the mountainous region of Asia Minor and a herd of about 100 resides at Hogwarts.

• Unicorn

Attributes

Bearing: 14 (+4)*
Nimbleness: 12 (+3)
Perception: 11 (+2)
Strength: 15 (+4)
Vitality: 12 (+3)*
Intellect: 9 (+1)

Size: Medium

Health: 13

TN: 17

Reactions

Stamina: +4
Swiftness: +5*
Willpower: +4
Wisdom: +2

Defense: 13

Movement: 36

Courage: 5

Special Abilities

Armor (4), Blood Curse, Horn of Healing, Horse Lord, Natural Weapons (hoof, 2d6; horn, 2d6), Magic Armor, Understand Language, Untamable, Trample

Skills

Athletics: Jump +10, Athletics: Run +10, Inspire +6, Intimidate (Power) +8, Melee Combat: Natural Weapons (Hoof, Horn) +7, Observe (Hear, Spot) +8, Stealth (Hide) +7, Survival (Forest) +6

Unique Special Abilities

Blood Curse

The blood of a Unicorn has incredible sustaining properties. If drunk by a character that is about to die (last Wound Point in Near Death Wound Level), that character's life force will be sustained, but her body will perish. Because something so beautiful and innocent was killed, the character's life force will take the shape of a wraith – a cursed shade of evil, neither living nor dead (see entry for Wraith below). The character will also gain the Infamy (Unicorn slayer) flaw.

Horn of Healing

The mere touch of a Unicorn's horn is enough to heal even the most grievous of hurts. If a Unicorn touches an injured creature with its horn, the creature regains Vitality-d6 (based on Unicorn) Wound Points. A creature healed in this manner cannot gain the benefit of this effect again from the same Unicorn until after the next full moon.

Horse Lord

Unicorns are natural leaders of horses. All types of horses, except Threstrals, Bicorns, and other Unicorns, gain a +2 bonus to all tests when within a distance in feet of Bearing x10.

Untamable

Unicorns cannot be tamed by anyone's hand; they will either attack or run away from those who attempt to do so.

Description

Unicorns are beautiful, white horses with a long, twisted ivory horn on its head. As foals they are golden in color and turn silver just before maturity. Their horns and blood have magical properties

while their hair can be used as the core of wands. The generally shun the attention of humans, but will approach a witch more readily than a wizard. Unicorns are so fleet of foot, they are almost impossible to capture.

Habitat

Unicorns are found in the forests of northern Europe.

Manticore

Attributes

Bearing: 10 (+2)
Nimbleness: 9 (+1)
Perception: 9 (+1)
Strength: 15 (+4)*
Vitality: 13 (+3)*
Intellect: 2 (-2)

Reactions

Stamina: +8*
Swiftiness: +2
Willpower: +5
Wisdom: +0

Special Abilities

Armor (6), Magic Armor, Multiple Attacks 2 (bite, claw, tail), Natural Weapons (bite, 2d6; claw, 1d6; tail, 1d6), Sting, Tail Sweep

Skills

Size: Huge	Defense: 11	Athletics: Climb +6, Athletics: Run +5, Melee
Health: 17	Movement: 12	Combat: Natural Weapons (Bite, Claws, Tail)
TN: 17	Courage: 4	+10, Stealth (Hide) +4, Survival (Mountains, Plains) +7

Unique Special Abilities

Sting

Before a Manticore makes a Melee Combat: Natural Weapons (Tail) test, it must decide if it will use its stinger (1-2 on 1d6 to use stinger). If does decide to use its stinger, on a successful attack, the opponent must make a TN 30 Stamina test against Poison or immediately die. Its hide repels all but the most powerful spells.

Description

Manticores are rare creatures of myth, verily as dangerous as the Chimaera and as vicious. It has the head of a man, body of a lion, and tail of a scorpion. It is reputed to croon as it feeds upon its victims.

Habitat

Just as the Chimaera, the Manticore originates from Greece, stalking the mountains and plains for food.

Moke

Attributes

Bearing:	6 (+0)
Nimbleness:	8 (+1)
Perception:	12 (+3)*
Strength:	1 (-3)
Vitality:	5 (+0)*
Intellect:	1 (-3)

Reactions

Stamina:	+0
Swiftness:	+3
Willpower:	+1
Wisdom:	+1

Special Abilities

Alter Size, ESP (Danger), Natural Weapons (bite, 1d6)

Skills

Size:	Little
Health:	3
TN:	5

Defense:	11
Movement:	3
Courage:	0

Athletics: Climb +3, Melee Combat: Natural Weapons (Bite) +3, Observe (Sense Power, Spot) +6, Stealth (Hide, Move Silently) +9, Survival (Forests) +4

Unique Special Abilities

Alter Size

At will or upon sensing danger, the Moke can change its size to a smaller form or back to normal. Doing this takes 1 action. Any spell or effect that negates or suppresses the Engorgement, Shrink, or Polymorph spells suppresses this ability and the Moke is stuck at the size it was at when the spell was cast or effect enabled.

Description

The Moke is a silver-green lizard that reaches up to 10 inches in length. Its skin is highly prized among wizards as items made from it (i.e. purses, moneybags, etc.) shrink, along with the contents inside (see the *Magus Artefactum* for more information).

Habitat

The Moke is found in Britain and Ireland, feeding upon insects, spiders, and small amphibians.

Mummy

Attributes

Bearing:	+2*
Nimbleness:	-4*
Perception:	-4* (4 min)
Strength:	+4*
Vitality:	+4*
Intellect:	—
Magic:	+2*

Reactions

Stamina:	+3*
Swiftness:	-2*
Willpower:	+3*
Wisdom:	—

Special Abilities

Armor (4), ESP (Living Beings), Innate Ability, Magic Armor, Mindless, Terror, Undead Stamina, Under Wraps, Vulnerability (Fire, Sunlight)

Skills

Same as when alive; also include Intimidate (Fear) and Observe (Sense Power).

Edges

Size:	Varies
Health:	+7*

Defense:	*
Movement:	6

Same as when alive.

Flaws

TN:	10+
------------	-----

Courage:	+2*
-----------------	-----

Same as when alive

* These are based off the attributes of the Mummy when she was alive. If there is a modifier, add the modifier to the attribute for when she was alive.

Unique Special Abilities

Innate Ability

As only wizards can become Mummies and if she were a fairly powerful (Magic > 7), she could select a number of spells she knew equal to her Magic Modifier to turn into innate abilities. If the person had innate abilities while living, the Mummy would have them as well.

Mindless

Mummies cannot act on their own and so must be given direction; gaining control is done through a Contest of Wills. If the Mummy loses, it takes all direction from the person it loses to. If it wins, it will immediately attack the person until she successfully runs away or is destroyed. Even if the person runs away, the Mummy will continue to hunt for that person until either it is successfully controlled by someone else, kills the person, or is destroyed itself. Once a Contest of Wills is lost, that person cannot attempt to control it again. To attempt to wrestle control or regain control of a Mummy from someone else, perform a Contest of Wills, but with a -4 penalty.

Under Wraps

Mummies are covered from head to toe in bandages that can be easily cut. If an attack with an Extraordinary Success is made upon a Mummy by a cutting weapon (i.e. axe, sword, etc.), remove 1 point of Armor. When all points of Armor are removed, the Magic Armor ability is no longer in effect. It takes 1 minute/point of Armor to regenerate all its bandages.

Vulnerability (Fire)

The bandages of a Mummy are highly flammable and so if it catches on fire, it is dealt double damage (ignoring the Armor) and burns away 1 point of Armor every two rounds.

Vulnerability (Sunlight)

Sunlight saps the energy of Mummies. If in the presence of actual sunlight or within the area of effect of the Daylight spell, Mummies move at half speed, all tests are made at -8 and their Strength is reduced by 10.

Description

Mummies are undead people who are wrapped in rotting and putrid bandages. They stink like rotting flesh.

Habitat

Mummies are found wherever ancient civilizations mummified their dead, most commonly in Egypt, Central America, or in the control of Dark Wizards.

Murtlap

Attributes

Bearing:	2 (-2)
Nimbleness:	10 (+2)*
Perception:	6 (+0)
Strength:	4 (+0)
Vitality:	9 (+1)*
Intellect:	1 (-3)

Size: Tiny

Health: 9

TN: 2

Reactions

Stamina:	+2
Swiftiness:	+2
Willpower:	+1
Wisdom:	-1

Defense: 12

Movement: 6

Courage: 0

Special Abilities

Natural Weapons (bite, 1d6), Tentacles of Resistance

Skills

Athletics: Climb +4, Melee Combat: Natural Weapons (Bite) +5, Observe (Spot) +3, Survival (Beach) +5

Unique Special Abilities

Tentacles of Resistance

By eating the pickled tentacles of the Murtlap, that person gains a +4 bonus to Curses and Jinxes for 1 hour/tentacle. Eating more than tentacles than half your Stamina (rounded down) will cause the person to sprout a large quantity of purple ear hair. The purple ear hair will fall out after a number of days equal to how many tentacles she ate.

Description

Murtlaps are rat-like creatures with a growth on its back that resembles a sea anemone. When stepped upon, they will immediately attack the feet of whatever stepped on them.

Habitat

Murtlaps are found on the beaches of Britain scavenging for crustaceans.

Nogtail

Attributes

Bearing:	5 (+0)
Nimbleness:	14 (+4)*
Perception:	6 (+0)
Strength:	5 (+0)
Vitality:	6 (+0)*
Intellect:	2 (-2)

Size: Small

Health: 6

TN: 7

Reactions

Stamina:	+2
Swiftiness:	+4
Willpower:	+0
Wisdom:	+0

Defense: 14

Movement: 18

Courage: 1

Special Abilities

Blight, ESP (Danger), Natural Weapons (bite, 1d6; hoof, 1d6)

Skills

Athletics: Run +8, Melee Combat: Natural Weapons (Bite, Hoof) +6, Observe (Sense Power, Spot) +6, Stealth (Hide, Move Silently) +6, Survival (Forest) +4

Unique Special Abilities

Blight

As long as a Nogtail remains on a farm where it is allowed to continue suckling, the longer and more devastating the blight (crops and livestock dying, wells drying up, etc.) upon that farm. For every week a Nogtail remains on the farm, it gains 1 point of Vitality. The blight lasts until it is removed from the farm plus the number of days equal to its Vitality upon leaving.

Description

Nogtails are demons resembling stunted piglets with long legs, thick, stubby tails, and beady black eyes. They will creep into sty and suckle upon an ordinary sow, causing a blight on the farm to ensue; the longer it stays, the longer the blight remains. They are very fast and difficult to catch; the only way they can be permanently removed is to be chased from the property by a white dog.

Habitat

Nogtails are found all across Europe, Russia, and North America.

Nundu

Attributes

Bearing: 10 (+2)
Nimbleness: 10 (+2)
Perception: 8 (+1)
Strength: 20 (+7)*
Vitality: 22 (+8)*
Intellect: 4 (+0)

Reactions

Stamina: +9*
Swiftness: +3
Willpower: +8
Wisdom: +1

Special Abilities

Armor (10), ESP (Danger), Magic Armor, Multiple Attacks 2 (bite, claws), Natural Weapons (bite, 2d6; claws, 3d6), Pestilence, Rake, Terror

Skills

Acrobatics (Balance) +5, Athletics: Climb +8, Athletics: Jump +6, Athletics: Run +10, Athletics: Swim +6, Intimidate (Fear) +9, Melee Combat: Natural Weapons (Bite, Claws) +11, Observe (Sense Power, Spot) +9, Stealth (Hide, Move Silently) +10, Survival (Plains) +8

Size: Mammoth

Health: 30

TN: 27

Defense: 12

Movement: 24

Courage: 8

Unique Special Abilities

Pestilence

Nundus bring infection, waste, and death in their wake. The breath of this beast causes a disease so virulent that it can lay waste to villages in a matter days to a couple weeks.

Onset: 2d6 hours
Potency: +20 TN
Treatment: +25 TN
Primary Effects: 4d6 damage, 2 Weariness Levels
Secondary Effects: 2d6 damage, 1 Weariness Level
Stages: Indefinite

Rake

Nundus are dangerous predators with the ability to dispense with an opponent in a quick and violent fashion. If a Nundu gets two or more successful attacks in succession during the same round, it has the ability to get a free attack with no penalty with its claws again with a +4 bonus.

Description

Nundus are gigantic leopards that can move silently despite their great size. They are considered to be the most dangerous of all beasts in the world due to their size, ferocity, and breath of disease. Not one of them has been subdued by less than a hundred highly skilled and powerful Wizards.

Habitat

Nundus are found in eastern Africa where they feed upon the diseased corpses of villagers and anything else they determine to be edible.

Occamy

Attributes

Bearing:	10 (+2)
Nimbleness:	10 (+2)
Perception:	8 (+1)
Strength:	9 (+1)
Vitality:	7 (+0)
Intellect:	3 (-1)

Reactions

Stamina:	+2
Swiftness:	+3
Willpower:	+2
Wisdom:	+0

Special Abilities

Armor (4), Fly, Multiple Attacks 2 (bite, claws),
Natural Weapons (bite, 1d6; claws, 2d6), Poison

Skills

Size:	Large
Health:	9
TN:	10

Defense:	12
Movement:	12
Courage:	2

Intimidate (Fear) +5, Melee Combat: Natural
Weapons (Bite, Claws) +8, Observe (Smell) +5,
Stealth (Hide, Move Silently) +5, Survival
(Jungle) +7, Track (Scent) +4

Unique Special Abilities

Poison

Type:	Injury
Onset:	1 round
Potency:	+10 TN
Treatment:	+15 TN
Primary Effects:	3d6 damage, Lose 2 Vitality
Secondary Effects:	1d6 damage, Lose 1 Vitality
Stages:	5

Description

Occamy are plumed, two-legged winged serpents, reaching a length of nigh 15 feet. These creatures are notoriously aggressive against any that approach, especially if they are guarding their eggs. Occamy eggs are made of the softest and more pure silver.

Habitat

Occamy, cousin of the Quetzalcoatl in Central and South America, are found in southeastern Asia and India. They mainly feed on rats and birds and the largest are known to carry off monkeys, goats, and humans' pets.

Ogre

Attributes

Bearing:	7 (+0)
Nimbleness:	8 (+1)
Perception:	5 (+0)
Strength:	13 (+3)*
Vitality:	14 (+4)*
Intellect:	4 (+0)

Reactions

Stamina:	+5*
Swiftness:	+1
Willpower:	+2
Wisdom:	-1

Special Abilities

Armor (3), Ferocious, Magic Armor

Skills

Size:	Medium
Health:	17
TN:	10

Defense:	11
Movement:	6
Courage:	2

Athletics: Climb +4, Intimidate (Fear) +5, Melee Combat: Club +7, Melee Combat: Unarmed +5, Observe (Smell) +3, Survival (Forest, Underground) +5, Track (Scent) +3

Description

Lesser cousins of Trolls or Giants (no one knows for sure), Ogres are hardly much better than either in attitude and appearance. Not nearly as tall or strong, Ogres are large, brutish beings with heads that look like knobby, many-eyed potatoes and bodies to match. Some can look and act human (rather maybe humane) enough to live and interact among humans, but this is rare.

Habitat

Ogres mostly live in remote areas of the world, mainly in the mountains and forests of Eastern Europe, Siberia, and Canada. They lived for terrorizing humans when they can, but those who can be trained, are hired by Goblins to act as guards for their hoards and banks. Ogres will eat anything they deem as edible, which is about everything they can put in their mouths.

Phoenix

Attributes

Bearing:	11 (+2)
Nimbleness:	9 (+1)
Perception:	9 (+1)
Strength:	15 (+4)*
Vitality:	4 (+0)
Intellect:	10 (+2)*

Reactions

Stamina:	+4
Swiftness:	+3
Willpower:	+2
Wisdom:	+3*

Special Abilities

Ancient, Apparate, Defensive, Fly (24), Multiple Attacks 2 (bite, claws), Natural Weapons (bite, 1d6; claws, 1d6), Resurrection, Song of Inspiration, Tears of Healing

Skills

Size:	Small
Health:	8
TN:	15

Defense:	11
Movement:	1
Courage:	3

Inspire +5, Language: Understand (varies) +6, Melee Combat: Natural Weapons (Bite, Claws) +9, Observe (Spot) +7, Perform (Sing) +6, Survival (Mountains) +6

Unique Special Abilities

Ancient

Phoenixes live to great ages due to their ability to resurrect themselves. To determine the lifespan of a Phoenix, add all its attribute scores together and multiply by 10.

Defensive

Phoenixes are gentle creatures and have never been known to kill, though will fight to defend itself, nest, or anything or anyone it cares about, but leaving battle short of giving the deathblow to an enemy. Anyone the Phoenix is defending is granted +2 AR.

Resurrection

After a period of time equal to its Vitality in weeks or it takes enough damage to kill it, the Phoenix will burst into a ball of flame, disintegrating into ashes. It will then proceed to be reborn as a chick from those ashes in 1d6 minutes. It takes one day for the Phoenix to once again reach maturity. The only thing a Phoenix cannot resurrect itself from is the Killing Curse.

Song of Inspiration

A Phoenix's song is magical, inspiring courage and fortitude in its friends and fear in the impure and evil. For as long as the Phoenix sings plus a number of rounds equal to its Bearing, everyone within range of hearing the song and fighting for the side of good receives +2 bonus to all tests and +1 Courage (not cumulative) each round until the end of the song's effect. During this same period of time, those who are evil must make a Willpower test v. Fear with a -2 penalty each round to continue to fight until either the effect ends or leaves the range of hearing the song.

Tears of Healing

The tears of the Phoenix can heal any wound done to the body short of broken bones or mental defects and neutralize any kind of poison. If tears are administered to a wounded character, she will recover all Wound Points lost but cannot mend broken limbs or regrow body parts.

Description

The Phoenix is a magnificent, swan-sized scarlet bird with a long, golden tail, beak, and talons. It can disappear and reappear wherever it pleases at will and its song has magical properties along with its tears. Phoenixes, extremely strong for their size, are able to carry weights many of times that of their own.

Habitat

Phoenixes nest in the mountain peaks of Egypt, India, and China. They eat only herbs.

Pixie

Attributes

Bearing: 9 (+1)
Nimbleness: 13 (+3)*
Perception: 10 (+2)
Strength: 8 (+1)*
Vitality: 5 (+0)
Intellect: 2 (-2)

Size: Tiny
Health: 6
TN: 7

Reactions

Stamina: +1
Swiftiness: +4*
Willpower: +2
Wisdom: +0

Defense: 13
Movement: 6
Courage: 2

Special Abilities

Fly (24), Powerful Prankster

Skills

Games (Pranks) +5, Melee Combat: Unarmed (Grab) +5, Observe (Spot) +4, Stealth (Hide, Move Silently) +5, Survival (Forests) +4

Unique Special Abilities

Powerful Prankster

Whenever a pair of Pixies makes a successful combined Melee Combat: Unarmed (Grab) test, they can pick up their target by the ears as if they had a combined Strength 15. If more than two Pixies work together, they can have an effective Strength of 15 + 1 for each additional Pixie over two.

Description

Pixies are electric blue in color, up to eight inches in height, and very mischievous. There is nothing more fun to them than playing practical jokes and pick up humans by the ears and deposit them in tall trees and on the tops of buildings. They speak a language only intelligible to themselves. Pixies, like Leprechauns, bear live young.

Habitat

Pixies, found worldwide, but are mostly concentrated in Cornwall, the southwestern part of the island of Britain.

Plogrebin

Attributes

Bearing: 3 (-1)
Nimbleness: 8 (+1)
Perception: 6 (+0)
Strength: 7 (+0)*
Vitality: 7 (+0)*
Intellect: 2 (-2)

Size: Small
Health: 7
TN: 10

Reactions

Stamina: +2
Swiftiness: +1
Willpower: +0
Wisdom: +0

Defense: 11
Movement: 6
Courage: 2

Special Abilities

Ferocious, Natural Weapons (bite, 1d6), Sap Strength, Stony Chameleon

Skills

Melee Combat: Natural Weapons (Bite) +5, Observe (Spot) +5, Stealth (Hide, Move Silently) +8, Survival (varies) +4

Unique Special Abilities

Sap Strength

The presence of a Plogrebin in a person's shadow for many hours will cause its victim to fall to the ground, lacking the will to go from a sense of pointlessness and futility. Every hour that a Plogrebin is in a victim's shadow, the victim must make a Willpower test, beginning at TN 10. If the test is failed, then it will lose 1 Weariness Level, the Plogrebin will gain +1 Strength, and the next Willpower test will have +1 TN. Once the victim is reduced to Exhausted, it won't fall unconscious, but become incapacitated in its grief, becoming easy prey for the stronger Plogrebin to attack. If the Plogrebin is discovered or is successfully defeated from eating its prey, it will run away, losing its bonus Strength. The intended victim will recover its Weariness Levels at a rate of 1 per 1d6x10 minutes.

Stony Chameleon

If the person the Plogrebin is following turns around to look behind, it will remain motionless, looking like a rock on the ground. The potential victim must make a TN 10 Observe (Sense Power) test or TN 12 Observe (Spot) test to discover the location of a Plogrebin hidden in this fashion.

Description

Plogrebin are small demons, barely a foot tall with a hairy body but a smooth, oversized head; when crouched down, it looks like a shiny round rock. They stalk humans for their food, following behind them in their shadows. They are relatively weak and can be repulsed by simple curses and jinxes; kicking them is also quite effective.

Habitat

Plogrebins are found in Russia and Eastern Europe.

Poltergeist

Attributes

Bearing: 8 (+1)
Nimbleness: 11 (+2)*
Perception: 10 (+2)*
Strength: 7 (+0)
Vitality: 7 (+0)
Intellect: 6 (+0)

Reactions

Stamina: +1
Swiftness: +2*
Willpower: +1
Wisdom: +2

Special Abilities

Fly (12), Incorporeal, Invisible, Muggle Terror, Solidify, Spectral Armor, Undead Stamina, Vulnerability (Sunlight)

Skills

Size: Any
Health: 7
TN: 7+

Defense: 12
Movement: 6
Courage: 1+

Games (Pranks) +5, Intimidate (Fear) +6, Language (varies) +4, Stealth (Hide, Move Silently) +8

Unique Special Abilities

Solidify

Poltergeists may make their incorporeal form corporeal for a number of rounds equal to its Stamina; it may then interact normally with the physical world during this time. Becoming

corporeal or reverting to being incorporeal takes 1 action and can do this a number of times per day equal to its Vitality.

Spectral Armor

Poltergeists are immune to damage from the physical world except by magic and acts as Armor (3) against physical items created to harm incorporeal creatures.

Vulnerability (Sunlight)

Sunlight saps the energy of Poltergeists. If in the presence of actual sunlight or within the area of effect of the Daylight spell, they move at half speed along the ground, cannot fly, and have their Spectral Armor reduced to 0.

Description

Poltergeists are similar to ghosts in form and function with personalities usually on the wild and erratic side, but they aren't manifestations of dead people, but restless spirits of unknown origin. Once they appear at a location, they are tied to it forever until there is a resolution to the reason for their appearance, they are magically cast out, or destroyed.

Habitat

Poltergeists come into form in places where there is great unrest or at the site of a great injustice. They do not eat or sleep.

Quetzalcoatl

Attributes

Bearing: 12 (+3)
Nimbleness: 11 (+2)*
Perception: 9 (+1)*
Strength: 10 (+2)
Vitality: 11 (+2)
Intellect: 8 (+1)

Size: Large
Health: 13
TN: 15

Reactions

Stamina: +2
Swiftness: +3
Willpower: +4*
Wisdom: +2

Defense: 12
Movement: 6
Courage: 3

Special Abilities

Constrict, Defensive, Feathers of Healing, Fly (12), Multilingual, Natural Weapons (bite, 2d6; tail 1d6), Serpent Lord

Skills

Intimidate (Power) +5, Melee Combat: Natural Weapons (Bite, Claws) +7, Observe (Spot) +7, Persuade (Charm, Debate) +5, Stealth (Hide, Move Silently) +6, Survival (Jungle, Mountains) +6

Unique Special Abilities

Defensive

Quetzalcoatl are gentle creatures and will only fight to defend itself, nest, or anything or anyone it cares about, but leaving battle short of giving the deathblow to an enemy. Anyone the Quetzalcoatl is defending is granted +2 AR.

Feathers of Healing

The feathers of the Quetzalcoatl can heal any wound, neutralize any kind of poison, or cure any disease short of mental illness. To use the feather, just touch the person with it. Once its properties have been used up, the feather disintegrates into dust. A feather may only be used upon one person

to cure one ailment (the injured person's choice); it takes 1 full round to recover. Once a Quetzalcoatl feather has healed a person, one can never heal her ever again.

Multilingual

Quetzalcoatl can speak and understand the languages of all beings and creatures in the world.

Serpent Lord

Quetzalcoatl are truly majestic creatures. They have the bonus edge Command 2 (Serpent-kind); a character with Parselmouth 3 is required to command them, but only then after winning a Contest of Wills.

Description

Quetzalcoatl are extremely rare large, flying serpents with rainbow-colored wings. They are kindly creatures who often aid humans in ways unbeknownst to them. They are too strong-willed to be tamed or coerced into becoming familiars, but on rare occasion befriend a Wizard and act in similar capacities as a familiar. The females lay one golden egg about the size of a football only once in their lifetime, producing two offspring. Due to their small population and extraordinary abilities, contact with them is forbidden except on rare occasions with the approval of the International Confederation of Wizards.

Habitat

Quetzalcoatl are found in mountains and jungles of Central and South America. They have similar feeding habits as the native large snakes: large mammals, fish, other reptiles, etc.

Quintaped

Attributes

Bearing: 9 (+1)
Nimbleness: 10 (+2)
Perception: 6 (+0)
Strength: 15 (+4)*
Vitality: 12 (+3)*
Intellect: 4 (+0)

Reactions

Stamina: +5
Swiftness: +3
Willpower: +6*
Wisdom: +0

Special Abilities

Armor (4), Ferocious, Magic Armor, Multiple Attacks 3 (foot), Natural Weapons (bite, 2d6; foot, 1d6), Sprint

Skills

Athletics: Run +8, Intimidate (Fear) +7, Melee Combat: Natural Weapons (Bite, Foot) +9, Observe (Hear, Spot) +6, Survival (Island) +8

Size: Medium

Health: 16

TN: 15

Defense: 12

Movement: 6

Courage: 3

Unique Special Abilities

Sprint

Quintapedes can run extremely fast for a short period of time either to escape or capture prey. At will they can run up to triple their normal distance for a number of rounds equal to their Swiftness. Once they use this ability, they must make a Stamina test TN 10 + number of rounds sprinting vs. Weariness.

Description

Quintapedes are highly dangerous, carnivorous beasts with a taste for humans. Their low-slung body is covered with reddish-brown hair, as are its five legs, each of which ends in a clubfoot.

History

Legend has it that two clans of wizards, the McCliverts and MacBoons, once populated the Isle of Drear. After a wizard duel to the death, a blood feud erupted between the families, resulting in the MacBoons supposedly transfigured into the Quintapedes. Much more dangerous in their new form (the MacBoons were reputed to be greatly inept magically), the creatures proceeded to kill the entire McClivert clan, while resisting all attempts to undo the spell that transfigured them. They have also resisted all attempts by the Department of Regulation and Control of Magical Creatures to capture them and so the legend lives on.

Habitat

Quintapedes are found solely on the Isle of Drear (made unplotable by the Ministry of Magic), off the northern most tip of Scotland. They will eat any creature they can find, especially humans.

Red Cap

Attributes

Bearing:	6 (+0)
Nimbleness:	10 (+2)
Perception:	8 (+1)
Strength:	10 (+2)*
Vitality:	9 (+1)*
Intellect:	4 (+0)

Reactions

Stamina:	+2
Swiftness:	+2
Willpower:	+1
Wisdom:	+0

Special Abilities

Magic Resistance (see Dwarf Racial Abilities in Chapter 4)

Skills

Athletics: Climb +4, Athletics: Jump +4, Intimidate (Fear) +5, Melee Combat: Club +7, Melee Combat: Unarmed (Punch, Kick) +7, Observe (Hear, Spot) +5, Stealth (Move Silently) +4, Survival (varies) +5

Size: Small

Health: 11

TN: 10

Defense: 12

Movement: 6

Courage: 2

Description

Red Caps are dwarf-like creatures who have a taste for blood and violence. They can be repelled by Wizards, but are very dangerous to solitary Muggles, whom they like to bludgeon to death on dark nights.

Habitat

Red Caps live in holes on battlegrounds or wherever human blood has been spilt. They are most prevalent in Northern Europe.

Re'em

Attributes

Bearing:	8 (+1)
Nimbleness:	6 (+0)
Perception:	9 (+1)
Strength:	14 (+4)*
Vitality:	12 (+3)*
Intellect:	2 (-2)

Reactions

Stamina:	+5
Swiftiness:	+1
Willpower:	+4*
Wisdom:	+0

Special Abilities

Armor (4), Blood of Strengthening, ESP (Danger), Magic Armor, Natural Weapons (hoof, 2d6; horn, 2d6), Trample

Skills

Size:	Large	Defense:	10	Athletics: Run +5, Intimidate (Power) +4, Melee
Health:	16	Movement:	6	Combat: Natural Weapons (Hoof, Horn) +8,
TN:	15	Courage:	3	Observe (Sense Power, Spot) +6, Survival (Plains) +6

Unique Special Abilities

Blood of Strengthening

A person who drinks the blood of the Re'em gains immense strength. She gains a bonus to Strength equal to the Re'em's Stamina. This effect lasts a number of rounds equal to the Re'em's Vitality.

Description

Re'em are extremely rare giant oxen with golden hides. Its blood gives the drinker great strength.

Habitat

Re'em are found in the wilds of North America and Asia. They eat grasses and roots; their favorite is ginseng.

Runespoor

Attributes

Bearing:	11 (+2)
Nimbleness:	10 (+2)*
Perception:	9 (+1)
Strength:	5 (+0)
Vitality:	5 (+0)
Intellect:	7 (+0)*

Reactions

Stamina:	+1
Swiftiness:	+2
Willpower:	+2
Wisdom:	+2*

Special Abilities

ESP (Danger, Prey), Hard to Miss, Natural Weapons (bite, 1d6), Poison, Three Heads

Skills

Size:	Medium	Defense:	12	Athletics: Climb +5, Intimidate (Fear) +4, Melee
Health:	5	Movement:	6	Combat: Natural Weapons (Bite) +6, Observe
TN:	10	Courage:	2	(Sense Power, Smell) +6, Stealth (Hide, Move Silently) +5, Survival (Jungle) +6, Track (Scent) +3

Unique Special Abilities

Hard to Miss

Because the Runespoor's skin coloration makes it difficult for them to Hide, they have a -4 penalty to Stealth (Hide) checks.

Poison

Type:	Injury
Onset:	1 round
Potency:	+15 TN
Treatment:	+15 TN
Primary Effects:	2d6 damage, Lose 3 Vitality
Secondary Effects:	1d6 damage, Lose 2 Vitality
Stages:	2d6+1

Three Heads

Runespoors have three heads; they grant a +2 bonus per head to all Perception and Perception-based tests. Each head receives two standard actions per round. All heads must agree on what to do before performing any movement actions other than attacking something near a head. Due to its terrible temperament, Runespoors are usually found without the right head as the other two banded together to bite it off. Rolling a 1 on 1d6 determines that the Runespoor has all three heads.

Description

The Runespoor is a three-headed serpent of brilliant orange with black stripes, reaching a length of six to seven feet. The left head (as seen by facing the snake) is the thinker, planning what to do. The middle head is the dreamer, always musing upon daydreams. The right head criticizes the actions and intentions of the other two by a constant hissing. The right head's fangs are extremely venomous. It is a common thing to see a Runespoor with only two heads because the other two bit off the right one. Runespoors produces eggs through its mouth. These eggs are very valuable; they are a key ingredient in making a potion for stimulating mental agility (see *Potion of Mental Prowess* in the *Magus Artefactum*). Due to the fondness of Dark Wizards having them as pets and their eggs, there has been a vibrant black market for these creatures for hundreds of years.

Habitat

Runespoors originate in the African country of Burkina Faso. As they are very easy to spot, that country's Ministry of Magic has designated certain forests and made them Unplottable, reserved for the protection of these creatures

Salamander

Attributes

Bearing:	9 (+1)*
Nimbleness:	8 (+1)*
Perception:	5 (+0)
Strength:	4 (+0)
Vitality:	6 (+0)
Intellect:	1 (-3)

Reactions

Stamina:	+2
Swiftiness:	+1
Willpower:	+1
Wisdom:	-1

Special Abilities

A Fire's Life, Blood of Healing, Immolate, Immunity (Fire), Natural Weapons (bite, 1d6; claws, 1d6), Vulnerability (Cold, Water)

Skills

Size:	Small	Defense:	11	Athletics: Climb +4, Athletics: Run +3, Melee
Health:	6	Movement:	3	Combat: Natural Weapons (Bite, Claw) +4,
TN:	7	Courage:	0	Observe (Spot) +5

Unique Special Abilities

A Fire's Life

Salamanders and the fire from which they sprang are connected; if the fire goes out, the salamander dies, or if the salamander dies, the fire will go out. Like Ashwinders, Salamanders appear only in magical fires and only on occasion. Rolling a 1 on 1d6 determines that a salamander will appear in the magical fire. It can survive outside their fire for a number of hours equal to its Vitality if fed pepper once every hour.

Blood of Healing

Salamander blood is useful for its curative and restorative properties. The blood all by itself can heal wounds and stamp out infection. Someone injured can recover 2d6+2 Wound Points by rubbing the blood on the wound, killing any infection that might have set in.

Immolate

As a protective measure, a Salamander can burst into flame causing 3d6 damage to anything within five feet of it and 1d6 damage from five to ten feet from it. Anything flammable within this radius with heat/fire RR <10 begins to burn.

Vulnerability (Cold, Water)

Anything that would cause damage due extreme cold (magic or natural) or water causes 4d6 damage to the Salamander.

Description

Salamanders are small, fire-dwelling lizards, bright white or blue depending on the heat of the fire. Their blood has healing properties.

Habitat

Salamanders mainly stay within the fire from which they originate, but can survive a few hours outside the fire if regularly fed pepper.

Sea Serpent

Attributes

Bearing: 10 (+2)
Nimbleness: 10 (+2)
Perception: 8 (+1)
Strength: 30 (+12)*
Vitality: 30 (+12)*
Intellect: 3 (-1)

Reactions

Stamina: +12
Swiftness: +4
Willpower: +14*
Wisdom: +0

Special Abilities

Constrict, Muggle Terror, Natural Weapons (bite, 5d6; tail, 5d6)

Skills

Athletics: Swim +10, Melee Combat: Natural Weapons (Bite, Tail) +14, Observe (Hear, Spot) +6, Survival (Underwater) +10

Size: Gigantic
Health: 42
TN: 25
Defense: 12
Movement: 96
Courage: 5

Description

Sea Serpents are incredibly large sea-dwelling creatures with a horse-like head and serpent body that rises in humps out of the sea. They can reach up to 100 feet in length. Very curious and not that aggressive, they are not known to have ever killed anyone despite Muggle accounts.

Habitat

Sea Serpents are found in the Atlantic, Pacific, and Mediterranean Sea. They will eat about anything they want.

Sphinx

Attributes

Bearing: 10 (+2)
Nimbleness: 10 (+2)
Perception: 8 (+1)
Strength: 14 (+4)*
Vitality: 12 (+3)
Intellect: 12 (+3)*

Size: Large
Health: 16
TN: 15

Reactions

Stamina: +4
Swiftiness: +2
Willpower: +4
Wisdom: +4*

Defense: 12
Movement: 12
Courage: 3

Special Abilities

Endurance, Natural Weapons (bite, 2d6; claws, 2d6), Rake, Riddler, Vigilant Defender

Skills

Athletics: Climb +6, Athletics: Jump +6,
Athletics: Run +5, Games (Riddles) +9,
Intimidate (Fear) +6, Melee Combat: Natural
Weapons (Bite, Claw) +8, Observe (Spot) +6,
Survival (Desert) +6

Unique Special Abilities

Endurance

Sphinxes do not have to eat for long periods of time, allowing them to remain at their post as long as possible. Sphinxes can go for a number of years without eating or drinking equal to its Stamina.

Rake

Sphinxes are dangerous adversaries with the ability to dispense with an opponent in a quick and violent fashion. If a Sphinx gets two or more successful attacks in succession during the same round, it has the ability to get a free attack (no multiple action penalties) for one paw again with a +4 bonus.

Riddler

Sphinxes love riddles, puzzles, and games. Unless you are its master or its master's ally (denoted by the Ally edge), you must answer a riddle, solve a puzzle, or defeat the Sphinx in a game of wits (chess, etc.) to gain access to whatever the creature is defending without having to kill the creature.

Vigilant Defender

Sphinxes give no quarter when in defense of their charge. They gain a +5 bonus to all actions while in combat defending their charge. If within 5 feet of a person it/they are guarding, that person gains 4 AR per Sphinx within range.

Description

Sphinxes are large creatures with the head of a human and body of a lion. Wizards have used it for thousands of years for protecting valuables and secrets hidden away. Highly intelligent, the sphinx delights in riddles, puzzles, and games and is only dangerous when what it is guarding is threatened.

Habitat

Egypt is the traditional home of Sphinxes, but can be found around the world, but not in the wild. They hardly ever eat so they may perform they may continue in their duty without pause for as long as they are commanded.

Streeler

Attributes

Bearing: 11 (+2)
Nimbleness: 0 (-6)
Perception: 0 (-6)
Strength: —
Vitality: 6 (+0)
Intellect: 0 (-6)

Reactions

Stamina: +0
Swiftness: -6
Willpower: +2
Wisdom: -6

Special Abilities

Armor (2), Kaleidoscope, Magic Armor, Poison

Skills

None.

Size: Little

Defense: 4

Health: 6

Movement: 1 in

TN: 1

Courage: 0

Unique Special Abilities

Kaleidoscope

A Streeler's shell will change color every hour. This effect is similar to the Color-change spell.

Poison

The slime that the Streeler secretes as it moves is so toxic that it immediately kills all plants over which it passes. It is also one of the few substances that can kill Horklumps.

Type:	Contact
Onset:	1 round
Potency:	+10 TN*
Treatment:	+10 TN*
Primary Effects:	3d6 damage, Lose 2 Vitality*
Secondary Effects:	1d6 damage, Lose 1 Vitality*
Stages:	Until contact terminated + 5 rounds*

* Double all modifiers and effects to plants, plant-like creatures, and Horklumps

Description

The Streeler is a giant snail that changes color on an hourly basis and deposits a trail so toxic that it kills all vegetation that it passes over. Those who love the color changes keep it as a pet.

Habitat

Streelers are native to Africa, but has been exported to Europe, Asia, and the Americas as well. It eats the dead and decaying plants killed by its slime trail.

Tebo

Attributes

Bearing: 6 (+0)
Nimbleness: 9 (+1)
Perception: 8 (+1)
Strength: 14 (+4)*
Vitality: 11 (+2)
Intellect: 2 (-2)

Reactions

Stamina: +4
Swiftiness: +1
Willpower: +4*
Wisdom: +0

Special Abilities

Armor (6), Invisibility, Magic Armor, Natural Weapons (tusk, 2d6), Trample

Skills

Athletics: Run +8, Intimidate (Fear) +5, Melee Combat (Tusk) +8, Observe (Hear, Spot) +6, Survival (Jungle) +8

Size: Medium
Health: 15
TN: 15
Defense: 11
Movement: 6
Courage: 3

Description

The Tebo is an ash-colored warthog with the power of invisibility, making it difficult to catch or evade. Its hide is prized for making shields, armor, and clothing.

Habitat

Tebos can be found in the jungles of Zaire and Congo.

Troll

Attributes

Bearing: 2 (-2)
Nimbleness: 5 (+0)
Perception: 4 (+0)
Strength: 15 (+4)*
Vitality: 13 (+3)*
Intellect: 1 (-3)

Reactions

Stamina: +4
Swiftiness: +0
Willpower: +4*
Wisdom: -2

Special Abilities

Armor (3), Ferocious, Magic Armor

Skills

Athletics: Climb +3 or Swim +3, Intimidate (Fear) +6, Language: Troll +1, Melee Combat: Club (Troll-club) +8, Melee Combat: Unarmed (Kick, Punch) +6, Observe (Spot) +3, Survival (Forest or Mountains or Underwater) +6

Size: Large
Health: 17
TN: 15
Defense: 10
Movement: 12
Courage: 2

Description

Trolls are fearsome creatures up to twelve feet tall and weighing over a ton. As stupid as they are strong, Trolls are often violent and unpredictable. They converse in grunts, but some have been able to learn a few human words. There are three types of Troll: Mountain, Forest, and River. Mountain Trolls are by far the largest, ugliest, and more vicious. They are bald with pale grey skin. The Forest Troll is pale green and has a bit of hair being green or brown, thin, and straggly. The River Troll has short horns and may be hairy with purplish skin.

Habitat

Trolls originated in Scandinavia and now can be found in the British Isles and other areas of northern Europe. They eat raw flesh, not caring at all what kind of flesh it may be. Mountain Trolls live in caves, River Trolls under bridges, and Forest Trolls don't live in a permanent place.

Veela

Attributes

Bearing: 16 (+5)*
Nimbleness: 12 (+3)*
Perception: 5 (+0)
Strength: 7 (+0)
Vitality: 5 (+0)
Intellect: 6 (+0)

Size: Medium
Health: 5
TN: 12

Reactions

Stamina: +1
Swiftness: +3
Willpower: +5
Wisdom: -1

Defense: 13
Movement: 6
Courage: 3

Special Abilities

Balls of Fire, Beguiling Charm, Shapeshifter, True Colors

Skills

Acrobatics (Tumble, Contortion) +5, Athletics: Run +4, Language +3, Observe (Spot) +5, Perform (Dance) +8, Persuade (Charm) +8, Ranged Combat (Spell) +5, Stealth (Hide) +6, Survival +6

Unique Special Abilities

Balls of Fire

Veela have the ability to conjure balls of flame in their hands to throw as a weapon; this can only be done while in humanoid form. The balls of flame deal 2d6 damage and ignite anything with a heat/fire RR <10. The flames will dissipate after 100 yards.

Beguiling Charm

Veela are very beautiful and enticing creatures. They have a permanent Entrancing Charm active, affecting all non-Veela up to a distance of double their Bearing in feet. This charm is double-edged - attracting males, giving the Veela +4 bonus to all social tests with them, and causing jealousy and hatred in females, giving the Veela a -4 penalty to all social tests with them.

Shapeshifter

Veela can change their form (taking a full round) into either an animal that represents her native habitat (air or water, swan; meadow, horse; forests, wolves) or that of a beautiful woman. When one does so, it takes on the creature's abilities as well along with its own.

True Colors

Veela are conceited and proud. They gain either the Arrogant or Proud flaw. When enraged, they lose control of their form and turn into vile-looking versions of their animal form.

Description

Strong and supple, Veela are magical beings known for their exotic dances and charm of attraction over men, which works conversely on women. They can appear as swans, horses, wolves, or, of course, beautiful women. There are no male Veela, but can, and do, mate with males of other races, typically humans or Centaurs, producing Half-Breed offspring. Mostly they have white-blond hair, but there are also those with silver hair, which is much sought after and can be used in wands.

Habitat

Veela typically live in meadows, bodies of water, forests, and clouds of Eastern Europe.

Veela Half-Breed Creation

Adjustments: +4 Bearing, +2 Nimbleness

Languages: Veela, Regional Muggle language

Size: Medium

Venomous Tentacula

Attributes

Bearing: 8 (+1)
Nimbleness: 13 (+3)*
Perception: 12 (+3)
Strength: 12 (+3)*
Vitality: 7 (+0)
Intellect: 1 (-3)

Reactions

Stamina: +3
Swiftness: +4*
Willpower: +1
Wisdom: -2

Special Abilities

Constrict, ESP (Danger, Prey), Immobile, Maw, Multiple Attacks 3 (tentacles), Natural Weapons (bite, 2d6; tentacles, 1d6), Poisonous Spikes, Prehensile Appendage 5

Skills

Size: Medium
Health: 10
TN: 12

Defense: 13
Movement: —
Courage: 2

Melee Combat: Natural Weapons (Bite, Tentacles) +6, Observe (Sense Power) +5, Survival (Jungle) +5

Unique Special Abilities

Maw

Unlike Devil's Snare, it has a maw for which to eat its victims with. If two or more tentacles make successful Melee Combat attacks on an opponent, by way of an opposed Strength test it will drag the opponent to its mouth to be eaten.

Poisonous Spikes

Upon a successful Melee Combat attack, its opponent must make a Dodge test with a TN of Melee Combat result - 10 to avoid being injured by a tentacle spike, dealing 1/2-d6 damage and inject a poison into its opponent.

Type:	Injury
Onset:	1 round
Potency:	+10 TN
Treatment:	+15 TN
Primary Effects:	1d6 damage, Paralysis
Secondary Effects:	1d6 damage, Lose 1 Strength
Stages:	2d6

Description

The Venomous Tentacula, a close relation to Devil's Snare, is a spiky, dark red plant with long feelers that it uses to catch its food as well as for its defense. If approached by something that is too large for it to eat, it will remain docile unless provoked and will then proceed to defend itself viciously. As with Devil's Snare, if a piece of it is removed and planted, it can be used to grow a completely new plant.

Habitat

Naturally found in the jungles of Africa, it has been exported worldwide for wizard experiments or for other reasons, labeled Class B Tradeable Material. It feeds on the victims it happens to ensnare with its tentacles. Once its tentacles have captured a victim, it pulls it to its maw for ingestion. Not struggling will not make it release a victim, but make it easier to eat it. Unlike its cousin, it thrives on sunlight.

Whomping Willow

Attributes

Bearing: 9 (+1)
Nimbleness: 2 (-2)
Perception: 12 (+3)
Strength: 30 (+12)*
Vitality: 25 (+9)*
Intellect: 0 (-6)

Reactions

Stamina: +12
Swiftness: -2
Willpower: +9
Wisdom: -6

Special Abilities

Branches, ESP (Danger), Ferocious, Natural Weapons (limb, 4d6), Slow to Recover, Vulnerability (Weak Spot)

Skills

Melee Combat: Natural Weapons (Limb) +8,
Observe (Sense Power) +9

Size: Mammoth

Health: 37

TN: 10

Defense: 8

Movement: 0

Courage: 3

Unique Special Abilities

Branches

When a Whomping Willow attacks with one of its limbs, they are so large that they are difficult to escape even as slow as they are, usually causing collateral damage by its branches if it misses with the limb. Its limbs and branches are so large that they cannot be parried, only dodged. Simply making a successful Dodge test isn't enough to avoid damage altogether; a Superior Success on the test is needed to avoid the collateral damage done by the branches. The extraneous branches deal half the damage of the limb.

Slow to Recover

Whomping Willows are very slow when recovering after making an attack. They can only attack once every two rounds and the Melee Combat test is based off its Nimbleness.

Vulnerability (Weak Spot)

Whomping Willows have a weak spot near their roots that, if touched, will calm the tree for a period of time equal to Willpower-d6 minutes. This is relatively unknown information and requires TN 12 Knowledge: Magical Creatures (Whomping Willow) test. To find the particular spot on the tree requires either a TN 17 Observe (Spot) test, TN 15 Search test, or TN 12 Handle Animal (Whomping Willow) test.

Description

Whomping Willows are incredibly large trees, reaching a height of nigh 100 feet. They have wide trunks and four to six major limbs with many branches ranging in thickness from that of a human leg to a human body. They will attack anything that comes within range of its limbs, pummeling it until

satisfied of its destruction. There is a spot near its roots that can be touched so it will calm down for a short period of time.

Habitat

As a wizard-enhanced or wizard-created creature, the Whomping Willow has no natural habitat, but has been to the wild in some forests made Unplottable. There is also a Whomping Willow planted on the grounds of Hogwarts.

Wraith

Attributes

Bearing: +3*
Nimbleness: +2*
Perception: +3*
Strength: —
Vitality: +4*
Intellect: +0*

Size: As living

Health: *

TN: 15+

Reactions

Stamina: *
Swiftness: *
Willpower: *
Wisdom: *

Defense: *

Movement: 0

Courage: *

Special Abilities

ESP (Living), Fly (12), Incorporeal, Magic Loss, Parasite, Sap Life, Spectral Armor, Terror, Vulnerability (Sunlight)

Skills

Same as when alive and add or augment these to current skills: Intimidate (Fear), Melee Combat: Unarmed (Grab), Observe (Sense Power), Stealth (Hide, Move Silently)

Edges & Flaws

Same as when alive

Unique Special Abilities

Magic Loss

Wraiths do not have access to any spells or spell abilities of their living body.

Parasite

The only way for a Wraith to sustain itself is if it continues to feed upon Unicorn blood or some other miraculous cure. To enable it to do so, it can inhabit a living body of someone willing to accept this dark essence and perform whatever evil acts are required to achieve its goals.

Sap Life

Upon a successful Melee Combat: Unarmed (Grab) test, the Wraith will begin to drain its victim of its life force. For each round in contact with its victim, it will regain a number of Wound Points equal to the victim's Vitality and/or reduce the victim's Vitality by 1. For each Vitality stolen, it increases its own Vitality by 1. Once the victim is reduced to 0 Vitality, it dies. To terminate contact with the Wraith, the victim must either make a Stamina test vs. Weariness against a TN equal to the Wraith's Vitality.

Spectral Armor

Wraiths are immune to damage from the physical world except by magic and acts as Armor (5) against physical items created to harm incorporeal creatures.

Vulnerability (Sunlight)

Sunlight saps the energy of Wraiths. If in the presence of actual sunlight or within the area of effect of the Daylight spell, they move at half speed along the ground, cannot fly, and have their Spectral Armor reduced to 0.

Description

As mentioned in the Unicorn entry above, Wraiths are creatures of evil, death, and darkness. They have no form other than an incoherent dark cloud.

Habitat

These most evil and unnatural of creatures reside in holes, caves, and the blackest of forests. They can also reside within a willing living host for a time to procure the Unicorn blood it requires.

Yeti

Attributes

Bearing: 9 (+1)
Nimbleness: 7 (+0)
Perception: 4 (+0)
Strength: 14 (+4)*
Vitality: 12 (+3)*
Intellect: 3 (-1)

Reactions

Stamina: +4*
Swiftness: +0
Willpower: +3
Wisdom: -1

Special Abilities

Armor (4), Camouflage, Ferocious, Magic Armor, Vulnerability (Fire)

Skills

Size: Large
Health: 16
TN: 15

Defense: 10
Movement: 12
Courage: 3

Athletics: Climb +5, Intimidate (Fear) +6, Melee
Combat: Unarmed (Kick, Punch) +9, Observe
(Spot) +6, Stealth (Hide, Move Silently) +6,
Survival (Arctic or Forest, Mountains) +8

Unique Special Abilities

Vulnerability (Fire)

Yetis are afraid of fire; they will not come near it and will run away if brandished in defense. A Yeti must make a TN 12 Willpower test vs. Fear or run away.

Description

Believed to be related to the Troll, Yetis are 15 feet tall and completely covered in the purest white fur. They are afraid of fire and can only be repulsed by the skilled wizards.

Habitat

The Yeti (or Bigfoot as it is termed in western part of North America) lives in the high alpine regions of Tibet and North America. They will devour anything that strays into their path.

Chapter 4: Optional Races for PC's and NPC's

In the world of Harry Potter there are other beings that are magical in nature and intelligent, making them available to be used by players and Narrators to make characters from. If your Narrator allows it (usually with a sufficiently detailed and credible background), you may use these races or templates for your character. The descriptions and information below concerning each race or template replaces the Heritage section of character creation.

If you decide to play a character using one of these optional races, consult Chapter 5 in the CRB and select a house to join (if your character is a student at Hogwarts) or Create Your Own House to acquire skills and such outside of going to a wizarding academy.

Centaur

Description

Centaur's are creatures with the head and torso of a human and body of a horse; their colors and markings differ just as horses do. Being intelligent and capable of speech, they shouldn't be considered beasts, though they requested it as their classification by the International Confederation of Wizards.

History

Centaur's are believed to have originated in Greece, but now have communities throughout Europe. Wizards in the countries where there are centaur communities have allocated areas where they won't be troubled by Muggles; Centaur's, however, have their own means of staying hidden and need little protecting by Wizards.

Society

The ways of the Centaur are shrouded in mystery. They are generally mistrustful of humans, Muggle or Wizard, making little differentiation between them. They live in herds ranging from 10 to 50 members, leading a nomadic life in their secluded forests. They are well-versed in magical healing, divination, archery, and astronomy.

Attributes

Adjustments: +2 Bearing, +2 Perception, +1 Strength, +1 Vitality
Languages: English, Greek, Beast-speech
Size: Medium
Movement: 12
Courage: 3

Racial Abilities

Bonus Edge: Magic Talent

Centaur's have their own brand of innate magic that they can cast without the use of a wand, but can also use one. If Centaur's cast spells using a wand, treat the attempt as if the wand wasn't selected for them, even if it was. Centaur's gain the edge Magic Talent as a bonus.

Extra Attack

Centaurs are able to kick at opponents behind them with their hind legs, even after performing actions using their hands or otherwise. Centaurs gain 1 free combat action to make a Melee Combat: Natural Weapons (Hoof) attack. This ability does not apply to their front legs.

Hooves

Centaurs can use their hooves as weapons aside from just their hands. Centaurs gain the ability Natural Weapons (hoof, 1d6).

Nature-lore

Centaurs love nature and shun the technology of man, Wizard or Muggle. They receive a +2 bonus to all tests involving plants and animals of the forests and mountains, and Stealth, Survival, Track skills in natural areas.

Star-lore

With their eyes upward and in tune with the heavens, Centaurs read the past, present, and future from the stars, planets, and constellations. They receive a +2 bonus to Divination: Astrology and Science: Astronomy.

Racial Packages

Choose the package that you would like to use for your character's background. If you select an edge from your package, you must also select a flaw.

Common

Skills: Athletics: Run +1, Craft +1, Divination: Astrology +1, First Aid +1, Ranged Combat: Bow (choose) +1, Science: Astronomy +1
Edges: Dead Aim, Indomitable, Nature-savvy, Night-Eyed, Stern

Healer

Skills: Athletics: Run +1, Brew Potion +1, First Aid +2, Knowledge, Nature: Herbology +2
Edges: Concentration, Meticulous, Studious, Tireless, Wise

Leader

Skills: Athletics: Run +1, Divination: Astrology +1, Knowledge, History: Centaurs +2, Inspire +1, Persuade +1
Edges: Confident, Indomitable, Rank, Stern, Wise

Teacher

Skills: Athletics: Run +1, Divination: Astrology +2, Knowledge, Nature: Herbology +1, Knowledge, Nature: Magical Creatures +1, Science: Astronomy +1
Edges: Concentration, Meticulous, Nature-savvy, Studious, Wise

Warrior

Skills: Athletics: Run +1, First Aid +1, Melee Combat: Polearm (Spear) +1, Ranged Combat: Bow (choose) +2, Track +1
Edges: Bold, Dead Aim, Fortitude, Nature-savvy, Quick-draw

Dwarf

Description

Dwarves are a short, stout folk, ranging from 2 ½ to 3 ½ feet tall. Most all dwarves have long, bushy beards that grow in when they come of age, including the women. The Hokoi are the exception for they are naturally hairless except for their heads, which is a point of jest when they encounter those of other clans. As a point of pride those who naturally don't have a beard from a bearded clan will leave to go in search of their fortune elsewhere, usually working for Goblins or Wizards.

Society

There are five distinct clans of dwarves in the world, associated with the large mountain ranges they live beneath: the Hokoi of the Himalayas, Viks of the Urals, Gothes of the Alps, Avaho of the Rocky Mountains, and the Ulca of the Andes. Even though they are separated by thousands of miles and are dissimilar in appearance, their way of life is very similar in structure and interests: the Hokoi love sculpting jade while the Ulca mine deep for rubies and sapphires. The different clans are friendly to one another and will consort with Goblins at times, though they find them quite odd and greedy, and other folks on the surface like humans. The only thing Dwarves hate worse than impure ore are Giants and used to be constantly at war with them until the Giants' number dwindled and so they were left alone.

Attributes

Adjustments:	-2 Bearing, +2 Strength, +2 Vitality
Languages:	Clan-specific Dwarvish dialect, Common Dwarvish, Gobbledegook, and one of these (depending on the location of the clan): English, Russian, German, French, Italian, Chinese, Hindi, Spanish, or Portuguese
Size:	Small
Movement:	3
Courage:	3

Racial Abilities

Bonus Edge: Magic Talent

Dwarves have their own brand of magic that they weave into their crafts or through the use of runes, but can also use a wand to cast spells. If Dwarves cast spells using a wand, treat the attempt as if the wand wasn't selected for them, even if it was. Dwarves gain the edge Magic Talent as a bonus.

Darkvision

Since they spend much of their lives beneath the earth mining, forging, and so forth, they are able to see better in the dark than most, granting them the equivalent of Night-eyed 2 while underground to a distance equal to 5 x Perception in feet.

Earth-lore

Dwarves love the earth and its stone and metal treasures. They are granted +2 bonus to tests related to metal and stone.

Magic Resistance

Dwarves are more resistant to the effects of spells than other beings. To resist a spell, make a Willpower test and double the Willpower bonus. The result must be equal to or greater than the Spellcraft result to resist the spell. Unlike the Magic Armor, this ability is in effect regardless of the spell's area of effect or where it is aimed on the Dwarf's body, but doesn't extend to anything the Dwarf is wearing.

Racial Packages

Choose the package that you would like to use for your character's background. If you select an edge from your package, you must also select a flaw.

Common

Skills: Appraise +2, Craft: Smithcraft +1, Craft: Stonecraft +1, Games +1, Use Item: Magic +1
Edges: Craftsman, Doughty, Hardy, Indomitable, Tireless

Craftsman

Skills: Appraise +2, Craft: Smithcraft or Stonecraft +2, Use Item: Magic +2
Edges: Craftsman, Friends, Hardy, Meticulous, Tireless

Leader

Skills: Appraise +1, Craft: Smithcraft or Stonecraft +1, Enterprise: Administration +1, Knowledge, History: Dwarves +1, Inspire +1, Persuade +1
Edges: Confident, Indomitable, Rank, Stern, Wise

Merchant

Skills: Appraise +2, Craft: Smithcraft or Stonecraft +1, Enterprise: Business +2, Use Item: Magic +1
Edges: Craftsman, Friends, Hardy, Hoard, Indomitable

Miner

Skills: Appraise +1, Craft: Stonecraft +2, First Aid +1, Observe (choose) +1, Survival (Underground) +1
Edges: Craftsman, Doughty, Hardy, Indomitable, Stern

Warrior

Skills: Appraise +1, Athletics (choose) +1, First Aid +1, Intimidate +1, Melee Combat: Polearm (Mattock) or Axe (choose) +2
Edges: Bold, Craftsman, Fortitude, Quick-draw, Swift Recovery

Giant

Description

Giants are incredibly large human-like beings, upwards of 20-25 feet tall and weighing about 5-8 tons. They are for the most part extremely vicious, bloody, and none too intelligent, but there are always exceptions to any rule.

Society

In the past there had many, near 100 tribes of Giants around the world, but as the Muggle population grew, their war-like nature, and the fact that Wizards had begun to sequester them into protected areas, the Giant population began to die out. At this time there are less 100 Giants total, living in the Ural Mountains of Russia. The leader of the Giants is called the Gurg. He attains his position by the death of the previous Gurg. To show proper respect and establish trust, bring the Gurg gifts (by holding them high for him to see and keep eye contact) and keep promises made.

Attributes

Adjustments: -4 Bearing, +4 Strength, +4 Vitality, -4 Intellect
Languages: Giant, Gobbledegook, English
Size: Mammoth
Movement: 12
Courage: 3

Racial Abilities

Favored Weapon

All Giants love to fight, be it battle or just for fun. Choose a weapon from this list and gain Melee Combat: <Weapon> +3 in it: Axe, Club, or Unarmed.

Magic Paradox

Anyone who casts spells unexpectedly, either at them or not, Giants will become a target for their anger; they have the Hatred (Magic-users) flaw. Any Giants who see a person wielding magic will immediately take offense and proceed to attack them until that person or people are utterly destroyed. On the other hand, they love magic items and often can be bribed with them.

Magic Resistance

Giants are more resistant to the effects of spells than other beings. To resist a spell, make a Willpower test and double the Willpower bonus. The result must be equal to or greater than the Spellcraft result to resist the spell. Unlike the Magic Armor, this ability is in effect regardless of the spell's area of effect or where it is aimed on the Giant's body, but doesn't extend to anything the Giant is wearing.

Rage

If a Giant either sees a Wizard casting a spell in or out of combat, it will go into a blind frenzy. It immediately gains: +1 Healthy Level, +4 bonus for Stamina against Weariness, and -4 penalty to all social and academic tests. These effects last a number of rounds equal to half its Vitality (rounded

down). All damage taken with the bonus Health Level is ignored when the extra level is lost. After the rage expires, the Giant immediately loses 2 Weariness Levels.

Racial Packages

Choose the package that you would like to use for your character's background. If you select an edge from your package, you must also select a flaw.

Common

Skills: Athletics (choose) +1, Intimidate (Fear) +2, Melee Combat +2, Survival +1
Edges: Doughty, Fortitude, Hardy, Indomitable, Swift Recovery

Leader

Skills: Athletics (choose) +1, Intimidate (Fear) +2, Melee Combat +2, Use Item: Magic +1
Edges: Bold, Doughty, Hardy, Indomitable, Rank

Warrior

Skills: Athletics (choose) +1, Intimidate (Fear) +1, Melee Combat +3, Survival +1
Edges: Bold, Doughty, Fortitude, Hardy, Swift Recovery

Goblin

Description

Not all that attractive, Goblins look like the mating of a Dwarf and House Elf being short and squat with overlarge ears, sharply pointed noses, and long, clever fingers. They are grumpy at best, vicious and menacing at worst. Goblins on the whole can be a decent folk and have a love of treasure, wealth, and clever craftsmanship. It's not unheard of for highly intricate Muggle machinery to not work due to Goblins sneaking in to take it apart to see how it works and then not put back together correctly. Their mischievous nature has proven to be quite irritating at times, such as when the International Confederation of Wizards was attempting to classify the different magical species into "beings" and "beasts."

Society

Goblins are pretty much the only non-human race that Wizards consort with regularly since they are power to be reckoned with considering the wars that have been waged in the past and that they are in charge of the Wizard bank, Gringott's. Goblins are typically good businessmen with an eye for profit, but at times their penchant for "gold lust" has caused some bad blood between other races.

Attributes

Adjustments:	-2 Bearing, +2 Nimbleness, +1 Vitality, +2 Intellect
Languages:	English, Giant, Gobbledegook, Any other local language
Size:	Small
Movement:	6
Courage:	3

Racial Abilities

Bonus Edge: Keen Senses

With their sharp eyes and sensitive ears, Goblins are hard to fool or sneak past. They gain the edge Keen Senses 2 (Hear, Spot).

Bonus Edge: Magic Talent

Dwarves have their own brand of magic that they weave into their crafts or through the use of runes, but can also use a wand to cast spells. If Dwarves cast spells using a wand, treat the attempt as if the wand wasn't selected for them, even if it was. Dwarves gain the edge Magic Talent as a bonus.

Eye for Profit

Goblins often find the best way to maximize their profit, be it a business venture or games of chance. Goblins gain a +2 bonus to Enterprise and Games tests.

Head for Numbers

Goblins possess a knack for complex calculations, love for ciphers and secret codes, and finding out how things work. They gain a +2 bonus to Science: Chemistry, Science: Physics, and Science: Mathematics tests.

Racial Packages

Choose the package that you would like to use for your character's background. If you select an edge from your package, you must also select a flaw.

Common

Skills: Appraise +2, Craft +1, Enterprise +1, Games +1, Use Item +1

Edges: Craftsman, Curious, Hardy, Indomitable, Stern

Craftsman

Skills: Appraise +2, Craft +2, Enterprise +1, Use Item +1

Edges: Craftsman, Friends, Hoard, Meticulous, Stern

Inventor

Skills: Appraise +1, Craft +1, Enterprise +1, Science +2, Use Item +1

Edges: Craftsman, Curious, Meticulous, Studios, Tireless

Leader

Skills: Appraise +1, Craft +1, Enterprise: Administration +1, Knowledge, History: Goblins +1, Persuade +1, Use Item +1

Edges: Confident, Hoard, Indomitable, Rank, Stern

Merchant

Skills: Appraise +2, Enterprise +2, Science: Mathematics +1 Use Item +1

Edges: Craftsman, Friends, Hoard, Indomitable, Meticulous

Half-Breed

Description

Half-Breeds vary in looks, temperament, and talent as much as any other. They can take on more or less of a parent's heritage, look like the perfect blending of the two races, or not even appear to have a parent of a different race altogether.

Society

Those who are known to be Half-Breeds are outcasts of both societies are their parents. Depending on how much influence the other race has on appearance, half-humans with a Muggle parent can and do get along in either world, but still not without discrimination. For example, Half-giants retain much of their giant-parent's make up in that they are large and lumbering and many are afraid that they also inherited the giant's predilection for violence (which is more or less untrue as are typically level-headed, even by human standards sometimes). Typically Half-Breeds are half human and half other (Giant, Merfolk, and Veela being the most common), while mating between magical races is very rare, they aren't unheard of.

Attributes

- Adjustments: Compare all the adjustments between the two parent's races; whichever is higher, divide by 2 (round up) to get the new adjustment. If a half-human, just do this for the other parent's adjustments.
- Languages: Whichever languages would be common depending on her upbringing (Narrator's approval).
- Size: No parents can be more than a size category difference of 2. If the difference is 1, roll 1d6; a result of 1-3 indicates the character is the size of the smaller parent while a result of 4-6 indicates the character is the size of the larger parent. If the difference is 2, the character will be the size category between the parents.
- Movement: See Table 9-x: Movement Based on Size in the CRB.
- Courage: 3

Racial Abilities

Decide which parent's race is the dominant one and select one Racial Ability from the other parent's race to replace one of the dominant parent's abilities. If half-human, select two Racial Abilities from the other parent's race.

Racial Packages

Select a package from either race listed or from Heritage Packages (pg. 18) in the CRB.

House Elf

Description

House Elves are very short and thin creatures with oversized heads and ears. They wear naught but scraps of cloth barely enough to be decent in civilized company.

Society

For the most part, House Elves are cheerful in doing their appointed tasks, not taking a pence for their labor, and though there have been a few who've had misgivings about their treatment, they are summarily fired. Those House Elves that are let go are looked upon as disgraces to their families. To be fired, the House Elf must receive clothing from her master (a sock, shoe, hat, etc.). Of recent, there has been one noticeable House Elf, Dobby (formerly of the Malfoy family), who has demanded payment for his work, which is quite unusual and disgraceful in the eyes of all House Elves, but has been taken up by Headmaster Dumbledore at Hogwarts.

Attributes

Adjustments:	+2 Nimbleness, -1 Wisdom
Languages:	Whichever language is that of the Wizard family she works for or English
Size:	Little
Movement:	6
Courage:	3

Racial Abilities

Apparate

House Elves have the ability to Apparate at will as a natural innate ability in the same manner as Wizards. See the ability's description on pg. 62 of the CRB.

Bonus Edge: Magic Talent

House Elves have their own brand of magic that they weave into their crafts or through the use of runes, but can also use a wand to cast spells. If House Elves cast spells using a wand, treat the attempt as if the wand wasn't selected for them, even if it was. House Elves gain the edge Magic Talent as a bonus.

Crafty

Due to their long upbringing and servitude as virtual slaves to Wizard families, House Elves are well versed in many different crafts. They gain +2 ranks to one Craft skill or +1 rank to two Craft skills.

Innate Abilities

House Elves innately know a bit of magic on their own without education or through the use of wands. Select 2 Tier I spell to use as innate abilities and receive a +5 bonus to Spellcraft tests when casting the spell.

Racial Packages

Choose the package that you would like to use for your character's background. If you select an edge from your package, you must also select a flaw.

Common

Skills: Appraise +1, Craft (choose one) +2, Craft (choose another) +1, Games +1, Use Item +2

Edges: Curious, Faithful (choose family), Furtive, Meticulous, Tireless

Craftsman

Skills: Appraise +2, Craft (choose one) +2, Craft (choose another) +1, Use Item +1

Edges: Craftsman, Faithful (choose family), Furtive, Meticulous, Tireless

Lycanthrope

Description

Typically, Lycanthropes (or were-creatures) look like normal humans with a hint of wildness or disorder to them until they change into their animal form. Pure-blooded Lycanthropes have the ability to change into their animal form at will and retain control and intelligence (like Animagi) while those who were bitten, Wizard or Muggle, change during the full moon into murderously savage beasts. Lycanthropes will only bite humans, Wizard or Muggle.

History

Lycanthropes have lived among humankind, Wizard and Muggle, and their history is intertwined with ours. The Lycanthropes of Muggle lore and “myth” are based on examples of either evil werewolves or out-of-control bitten humans. There are Lycanthropes with other animal forms such as cats, bears, etc., usually carnivorous mammals.

Society

As they share the same society as Muggles and Wizards, there is no distinctive Lycanthrope society. But the fear of lycanthropy pervades all of human society and anyone discovered as one is usually ostracized by all, even family and friends.

Attributes

Adjustments:	+1 Nimbleness or Strength, +1 Perception or Vitality
Languages:	Animal’s language, Regional human language
Size:	Medium
Movement:	6/12 (animal form)
Courage:	3

Racial Abilities

Cursed Bite

When a Lycanthrope, while in animal form, bites a human, the victim is then cursed with lycanthropy, fully realized after the next full moon. Fortunately humans bitten by Lycanthropes are fairly rare occurrences and done by only evil or rogue creatures; the vicious rage as seen in bitten humans is a side effect of the creature’s dark intentions. Bitten humans can pass on the curse, but all Lycanthropes are immune to the bite’s cursed effects. All Lycanthropes gain the flaw Dark Secret (Lycanthrope).

Shapechanger

Lycanthropes can change in their native animal form or form the creature that passed on the curse as if it had the Animagus ability (see pg. 62 in the CRB). While in animal form, Lycanthropes gain all the attributes and abilities of the natural creature, including +4 Strength and +2 Vitality and a +4 bonus to all physical tests. While in animal form, they cannot cast any spells but innate abilities can be used and only by pure-blooded Lycanthropes. Lycanthropes that have been turned only change into their animal form during the full moon, regardless of the weather.

Wielder of Magic

Being born a magical creature or bitten by one, Lycanthropes are able to cast spells only by using wands, but only if they were able to before being turned. If a Lycanthrope casts a spell using a wand, treat the attempt as if the wand wasn't selected for them, even if it was. Lycanthropes gain the edge Magic Talent as a bonus.

Racial Packages

Select a package from Heritage Packages (pg. 18) in the CRB.

Merfolk

Description

Merfolk exist throughout the world and vary in appearance as much as humans do. Being intelligent and capable of speech, they shouldn't be considered beasts, though they requested it as their classification by the International Confederation of Wizards. They are known by different clan names such as the Sirens of Greece, Selkies of Scotland, and Merrow of Ireland.

History

The oldest recorded clan of Merfolk are the Sirens of the Mediterranean Sea where is found the beautiful mermaids so frequently depicted in Muggle literature and paintings.

Society

The ways of the Merfolk are as much as mystery as those of the Centaurs. Those wizards who have mastered Mermish speak of communities varying in size with elaborately constructed dwellings. All Merfolk, regardless of clan, share a deep love for music.

Attributes

Adjustments:	+1 Bearing, +1 Perception, +1 Vitality
Languages:	Clan-dialect Mermish, Common Mermish
Size:	Medium
Movement:	6
Courage:	3

Racial Abilities

Crafty

Even though they live beneath the waves, Merfolk are well versed in many different crafts. They gain a +2 bonus to one Craft skill or a +1 bonus to two Craft skills.

Music-lover

All Merfolk have a great passion for music, playing instruments, and singing. They gain a bonus skill of Perform (choose) +2.

Sea Creature-lore

Merfolk have the uncanny ability to tame and live in harmony with most creatures of the sea. They gain a +4 bonus to all Handle Animal, Knowledge, and Persuade tests that involve sea creatures.

Water-Walker

Merfolk are at home in the water. While in the water, double their movement rate and a +2 bonus to Athletics: Swim. They also cannot survive for long periods of time outside water. For every 10 minutes a Merperson is completely outside the water, she suffers 1d6 damage.

Wielder of Magic

Merfolk have their own brand of magic that they weave into their crafts or through their music, but can use a wand to cast spells. If a Merperson casts a spell using a wand, treat the attempt as if the wand wasn't selected for them, even if it was. Merfolk gain the edge Magic Talent as a bonus.

Racial Packages

Choose the package that you would like to use for your character's background. If you select an edge from your package, you must also select a flaw.

Common

Skills: Athletics: Swim +2, Craft +1, Melee Combat: Polearm (Trident) +2, Use Item: Magic +1
Edges: Curious, Direction-sense, Fortitude, Nature-savvy, Strong-willed

Craftsman

Skills: Appraise +1, Athletics: Swim +1, Craft +2, Use Item: Magic +2
Edges: Craftsman, Curious, Friends, Meticulous, Tireless

Leader

Skills: Athletics: Swim +1, Knowledge, History: Merfolk (specific clan) +2, Inspire +1, Melee Combat: Polearm (Trident) +1, Persuade +1
Edges: Confident, Indomitable, Rank, Stern, Strong-willed

Performer

Skills: Athletics: Swim +1, Knowledge, History: Merfolk (specific clan) +1, Inspire +1, Perform +2, Persuade (Charm) +1
Edges: Confident, Curious, Eloquent, Friends, Honey-tongued

Warrior

Skills: Athletics: Run +1, First Aid +1, Melee Combat: Polearm (Spear) +1, Ranged Combat: Bow (choose) +2, Track +1
Edges: Bold, Dead Aim, Fortitude, Nature-savvy, Quick-draw

Vampire

Description

Vampires are creatures who appear to be human, but most definitely are not (even after being turned). All Vampires are gaunt, pale, and appear tall. They have charming, even disarming, personalities with piercing eyes to match. True Vampires have looks that appear to be ever-young while those who are turned look the same age as they were when turned, very young or old. All Vampires have a lust for blood and can shapeshift into bats or wolves. Also each Vampire is different and can be deathly vulnerable to one of a handful of things (sunlight/ultra-violet light, garlic, water, or silver) and all can be killed if they are beheaded by a magical weapon or destroyed through some magical effect. Fortunately there was a recent alchemical breakthrough and a potion has been developed from the essence of the Bleeding Heart flower to temporarily relieve the lust for blood (see *Magus Artefactum* for more information). It is assumed that Vampires can live indefinitely as there is no known case of one dying of natural causes.

Turned Vampires gain half the attribute adjustments regardless of original race, know Vampiric, have the drain ability, are vulnerable to all things that may harm a true Vampire, and can only wield magic if they were once Wizards or creatures with spell-like abilities.

History

As with all races of “beings” in this world, there are good and evil Vampires. Those that turn up in Muggle myth and lore are both true and turn Vampires who are preternaturally evil to begin with. Count Dracula of Transylvania was one of the worst of them all; fortunately one of the greatest Aurors of all-time, Van Helsing, was able to counter his spread of terror and evil in time before it affected the Muggle world too greatly. Still, the fantastical story was written, and though based mostly in Muggle myth, there were a few true aspects in it.

Society

Vampires live and congregate in covens, which are comprised of true Vampires and those whom their renegade members have turned. They will also go out into the world and associate with others, bringing the stigma and fear from being a hated creature with them. With help (others might call intervention or maybe a compromise) from the International Confederation of Wizards, Vampires have all but stopped feeding on humans, resigning themselves to either using the potion or feeding on the blood of animals. Vampires are honorable creatures for their part and will help Wizard Aurors in hunting down their renegade brethren who seek to sow terror and discord along with adopting any who are turned.

Attributes

Adjustments:	+4 Bearing, +2 Nimbleness, +2 Perception, +2 Strength
Languages:	Vampiric, Local Muggle language
Size:	Medium
Movement:	12
Courage:	3

Racial Abilities

Bite of Turning

A Vampire can choose to turn a bite victim instead of killing if it stops drinking before its Vitality is reduced to half; this reduction is temporary. At this time, the victim will fall unconscious until its full Vitality is regained; once this happens, the victim will awaken as a turned Vampire. Lycanthropes and spirits are the only creatures that cannot be turned.

Blood Drinker

Upon a successful Melee Combat: Unarmed (Grab) test, the Vampire will begin to drain its victim of its blood. For each round in contact with its victim, the Vampire will regain a number of Wound Points equal to the victim's Health and/or reduce the victim's Vitality by 1. For every 3 Vitality stolen, it increases its own Vitality by 1. Once the victim is reduced to 0 Vitality, it dies and the Vampire gains 1 Health. The gaining of 1 Vitality and Health only occurs when it drains a victim that is a being such as humans, Centaurs, House Elves, etc., not creatures like Imps, Bowtruckles, or normal animals. To terminate contact with the Vampire, the victim must make an opposed Strength test against the Vampire.

Shapeshift

With similar effect to the Polymorph Self spell, Vampires can transfigure themselves into a bat or wolf, gaining those creatures abilities along with their own. This ability can be disrupted in the same fashion any of the Polymorph spells.

Vulnerability (Beheading)

A Vampire is instantly destroyed upon being beheaded by a magical weapon.

Vulnerability (Choose)

Choose a vulnerability from this list: sunlight/ultra-violet light, garlic, water, or silver. If ever in contact in any form, the Vampire temporarily loses 1 Vitality per round of contact. If contact is internal, the Vampire loses 2 Vitality. Once it has 0 Vitality, the Vampire falls unconscious and loses 1 Health Level per hour. If all Health Levels are spent, the Vampire is destroyed.

Wielder of Magic

Vampires are magically inclined, but due to the almost-universal fear of them, very few have attempted to receive proper training in its use. Most just ignore this aspect of their lives, preferring to remain hidden in anonymity, unless they were a Wizard or creature with spell-like abilities before being turned. If a Vampire casts a spell using a wand, treat the attempt as if the wand wasn't selected for them, even if it was. Vampires gain the edge Magic Talent as a bonus.

Racial Packages

Select a package from Heritage Packages (pg. 18) in the CRB.

Chapter 5: Appendices

Appendix A: Glossary

The following terms commonly appear throughout The Harry Potter Roleplaying Game; if you have trouble remembering what a particular term means, you can look it up here.

- A -

[Attribute]-d6

This means to roll number of dice equal to the score of the Attribute listed.

- B -

- C -

CRB

The Harry Potter RPG Core Rule Book.

- D -

- E -

- F -

- G -

- H -

- I -

- J -

- K -

- L -

- M -

- N -

- O -

- P -

- Q -

- R -

- S -

- T -

- U -

- V -

- W -

- X -

- Y -

- Z -

Appendix B: List of Tables

- Chapter 1 -

Table 1-1: TN Equivalents, pg. 7

Table 1-2: Experience Modifiers for Creature Encounters, pg. 7

- Chapter 2 -

Table 2-1: Giant-size Creature TN Modifiers, pg. 9

- Chapter 3 -

- Chapter 4 -

- Chapter 5 -

Appendix C: Index

- A -

- B -

- C -

- D -

- E -

- F -

- G -

- H -

- I -

- J -

- K -

- L -

- M -

- N -

- O -

- P -

- Q -

- R -

- S -

- T -

- U -

- V -

- W -

- X -

- Y -

- Z -