

# Mi'raj

(*Brock*)

*"Oh, it's just a harmless little bunny, isn't it?"*

The Mi'raj, or (often incorrectly) the Al-Mi'raj<sup>1</sup>, is a relatively rare creature that can be found on the coastal lands of the Emirate of Marazid and in the kingdoms of Minj. Legend says that the Mi'raj was native to an island known as Jazirat al-Tinnin (the Dragon's Island), located in the Deeps of Rasakna, and that one was presented to an Emphidian hero as a gift for slaying the dragon that had been terrorising the island's inhabitants.

In size and shape, it resembles little more than a yellow-furred rabbit with a long, black horn protruding from its forehead. Unlike most rabbits, the Mi'raj is a very aggressive beast; so aggressive that wild animals will avoid it whenever possible. Extremely territorial and utterly fearless, the Mi'raj will attack anyone and anything it feels is encroaching on its home. It attacks by leaping repeatedly at its opponent, trying to skewer it with its horn, then relying on its speed and agility to avoid the blows of its opponent.

On its own, a Mi'raj is little threat to a hardened, well-equipped adventurer, but poses a real danger to peasants and their livestock. If a Mi'raj is spotted in the vicinity of a village, locals will do their utmost to have the beast killed as quickly as possible. With few natural predators and left undisturbed, Mi'raj numbers can quickly grow and, if a single animal is a pest, a group<sup>2</sup> of these creatures is a very real threat to all in the vicinity.

Despite their aggression, young Mi'raj can be captured and tamed; an arduous and often painful task requiring time, patience, and a good, solid cage.

| MI'RAJ                 |     | RE 1                 |             |
|------------------------|-----|----------------------|-------------|
| <b>ATTACK</b>          | 15  | Horn (1d6 +1, 3)     |             |
| <b>DEFENCE</b>         | 5   | None (AF 0)          |             |
| <b>MAGICAL ATTACK</b>  | N/A | <b>Magic Points</b>  | None        |
| <b>MAGICAL DEFENCE</b> | 3   | <b>Health Points</b> | 1d6 +3      |
| <b>EVASION</b>         | 5   | <b>Movement</b>      | 12m (25m)   |
| <b>STEALTH</b>         | 14  | <b>PERCEPTION</b>    | 14 (Normal) |

Number encountered: usually 1 Treasure: none

Note: an attack by a Mi'raj is likely to spook or panic horses and camels, even those trained for battle. Untrained beasts will flee unless restrained, and even battle-trained steeds will need to be controlled (have advanced Cavalry skill or roll Reflexes) before a character can attempt to strike at the attacking Mi'raj. The Mi'raj is a small creature, so a character will need a long weapon (i.e., spear or lance) to strike it from horseback...

*This article first appeared in [Casket of Fays Issue 6](#).*

<sup>1)</sup>

In Nascerine, 'al' means 'the', making the additional 'the' redundant.

<sup>2)</sup>

A group of Mi'raj is known as a 'wreck'.

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