

THE HARRY POTTER TABLETOP RPG GUIDE

VER. 3.75.5

RULES, REVISIONS, AND SPELLS TO TURN ANY 5E D&D GROUP INTO A HARRY POTTER BASED ADVENTURE

PREFACE



Once upon a time, an overworked muggle was browsing reddit. He saw many things that piqued his interest, but none more so than people who talked about the many (unofficial) tabletop versions of a magical tale known as *Harry Potter*. Sadly, none of these people could provide indepth rules or examples of how they played the games; they horded their groups secrets or (more liekly) they were sort of just playing with ideas off the top of their heads.

The muggle looked at their stories and characters and said to himself "hey I have alot of free time, let's toy around with some ideas!". So this guide has begun it's journey into becoming an indepth accesory to turn the basics of Fifth Edition *Dungeons & Dragons* into a Harry Potter themed adventure. Whether you want to recreate the original adventures, or start your own, this overowkred and slightly insane muggle is taking the time to slowly work on making this guide for you dedicated fans.

This guide is far from being near completed, in fact it's not even really begun. Chances are no matter how many rules or pages I add, there will always be a new idea that needs to be put into it! However, for now I will settle for getting feed back on the guide, and playtesters to test and help me refine the ideas. The only thing I ask is that everyone who reads this gives me constructive feedback in some way shape or form, so that I may better this guide so that one day people can live out their dreams being young witches and wizards attending Hogwarts and exploring the greater wizarding world. Cheers!

Special Thanks to /u/mlks777 for helping me reworks the spellcasting and combat system, along with giving me the idea to revist giving wands special bonuses.

/u/AU-RIEL

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CHAPTER 1: CHARACTER, BACKGROUNDS, & FEATS



The hope of this guide is that people will be able to play campaigns spanning from their characters very first year at Hogwarts, into their post education careers. As such when making characters plan for the long term, though also keep in mind the characters are not invincible and they are subject to death just like in standard 5e games.

Though the DM may choose to start their game differently, this guide is intended for games starting for first year students and progressing to the seventh year. All first year students are eleven years of age, each one coming from several unique backgrounds. In a later chapter details about options for careers will be described for those wanting to keep their games going after school.

RACE

In the wizarding world there are many races that can use magic; Goblins, Centaurs, House Elves, and Humans to name a few. However for simplicity sake, this guide will focus on Humans, as they are the ones most likely to be attending Hogwarts and working in the wizarding world at large. Likewise, classes are not needed as it can be assumed all people using this guide will be a Human Witch or Wizard.

ALTERNATE RACES AND CONDITIONS

As we've seen through the works of J. K. Rowling, many witches and wizards may be of mixed magical origins. At this time, I am not including rules for half-breeds or alternate races; however, there are plans to include several different racial options in the future when more information may be presented through *Pottermore* or other *Harry Potter* media. Additionally, there are plans to include options for werewolf or vampiric characters. Again though, these won't be coming till a later date.

WITCH/WIZARD TRAITS

Witches and Wizards in the UK begin attending school at the age of 11 and they are considered adults at the age of 17. Other than that, wizarding citizens have only a few minor differences compared to Muggles.

Age: Though they reach maturity around the same time as muggles, wizarding folks can live slightly longer lives reaching ages slightly over a century. However through magical means they can extend their lifespans even further.

Alignment: Magical peoples have been found all across the spectrum, as such there is no set in stone alignment for witches and wizards.

Size: Much like everyday humans, their height and weight is incredibly varied. The Average height for Hogwarts first years is between 4'-4'50" feet and around 70-80lbs. Your size from the beginning to the end is Medium. Certain spells and enchantments can alter your size however.

Speed: Base walking speed is 30 feet.

Language: Being born and raised in the UK, you speak English.

MUGGLE BIGOTRY

The wizarding world is a diverse and inclusive setting. Though there is certain stigma against people effected by certain illnesses and the purity of ones blood, witches and wizards are not shown to harbor racist, sexist, or homophobic tendencies. Many witches and wizards across the world of all walks of life come from what we consider as non-mainstream backgrounds. Notable examples include:

Albus Dumbledore: Generally considered one of the greatest wizards to ever have lived, Dumbledore was a homosexual who was noticeably included in some of the most major wizarding institutions and head mastered one of the most prestigious schools of witchcraft and wizardry.

The Patil Twins: Contemporaries of Harry, Ron, and Hermione; they are of Indian descent and their culture is briefly explored during small instances such as the Yule Ball.

Seraphina Picquery: an African-American woman who was the president of MACUSA in the 1920's.

In summary, J. K. Rowling has created a universe with it's own set of prejudices and stigmas, which should be used by the players of the game. However, witches and wizards are not shown to share OUR prejudices and stigmas and as such I personally advise we keep them out of the game.

HIT POINTS & ARMOR CLASS

Hit Dice, Hit Points, and Armor Class are tied to your race with Stats being determined by rolling Six 3d6 sets and assigning the numbers to the stats.

Hit Dice: 1d6 per level

Hit Points at 1st Level: 10+ your Constitution modifier.

Hit Points at Higher Levels: 1d6+ your Constitution modifier per level after 1st.

Armor Class: All characters have an automatic AC of 10+ their Dexterity modifier. AC will be able to be increased through the use of certain spells, enchantments, or the DM's discretion.

BACKGROUNDS

The wizarding world is filled with strange people and places. Your background will determine certain skill proficiencies & equipment (and currency) you may start with. Your background will give you some background information (though not strictly required) on potential personality traits, ideals, and bonds people from your background may feel. You will also be awarded a Feature, which is separate from Feats. Choose your background wisely, for it will determine certain abilities, and your family history which plays a big part in the Role Playing focus of the game!

WIZARDING NOBILITY (PURE-BLOOD WIZARDS ONLY)

The Malfoys, The Lestranges, the Blacks; your blood is old and powerful. Your family has a long history of talented witches and wizards, as such there are high expectations to succeed.

Skill Proficiencies: History of Magic, Intimidation

Equipment: Your family has a Gringotts vault in the deepest reaches. You've never had want for money or items. As such you start with the following equipment: Six pairs of new school robes and new everyday robes, a new wand (if you choose) and wand polishing kit, brand new school supplies (cauldrons, books, quills, ect.), and also the choice of (a) an invisibility cloak, or (b) a two-way mirror set.

Pet: A new pet of Rare rarity or lower (if you so choose).

Currency: Your parents love to spoil you, you get to start the game with a pouch filled with 100 Galleons (equal to 1,700 Sickles, and 49,300 Knuts)

PERSONALITY TRAITS, IDEALS, & BONDS:

Old wizarding families have an unfortunate habit of valuing the sanctity of blood purity over all other things. As such many grow up feeling Pure-blood witches and wizards are inherently better than "other" types. They strive to either prove the truth of this or struggle to overcome the negative perceptions their family has wrought.

FEATURE:

Being an old and powerful family you have access to certain privileges other wizarding children do not have; in this case you have a family House Elf. A House Elf may be called upon at any time or at any place by simply saying their name. They are magically bound to attend to their families needs. House Elves have powerful magic separate from what witches and wizards use, as such they can perform certain task that can't normally be done and they are not bound by traditional magical conventions. Did you forget to buy a cauldron in Diagon Alley? Send the elf! Need some extra Boomslang skin for your Potions homework? Your elf will grab some from the school stockroom for you! The House Elf's name and gender is randomly chosen by the DM. You can only summon it once every 24 hours (after all, they do have the cleaning and other members of the family to attend to). They are also under specific instructions to not help you shirk your school duties in anyway, or help you do anything dangerous or illegal.

WIZARD COMMONER (PURE/HALF-BLOOD ONLY)

Your family is well established in the wizarding world. Not the richest family, nor the most ambitious, they've nevertheless made a niche for themselves. Working as middle of the road ministry officials, curse breakers at Gringotts, or running the various shops and taverns throughout the wizarding world, wizarding commoners are found everywhere!

Skill Proficiencies: Magic Handling, Survival

Equipment: Your family has enough gold to supply you with all the necessities. As such you start the following equipment: Three pairs of new robes for school and everyday use, a new wand, new supplies (Cauldrons, books, quills, ect.).

Pets: A new Common rarity or lower pet.

Currency: Your family can't spare much in the way of excess money, you're given three Galleons (51 Sickles, 1,479 Knuts).

PERSONALITY TRAITS, IDEALS, AND BONDS:

Wizarding commoners suffered much during the first and second wizarding war, since many of them are of mixed magical heritage. As such, most are not supportive of blood purity ways of thinking. They tend to value family and friendships over material goods, though any proper parent would want their children to succeed in school.

FEATURE:

You're familiar with many other wizarding families and know who most of your fellow classmates are. Once a day, you can force a fellow student to make a Charisma saving throw (DC 10). On failed saves the student may be forced to give you information you seek pertaining to any particular thing you have interest in. Fellow students may know where to find caches of items or rare spellbooks.

BLOOD PURITY

Though the wizarding world doesn't share out muggle bigotry, they do have their own stigmas. Many old wizarding families believe in the purity of blood, considering those born to muggles "mudbloods" and those of half or pure-blood status to befriend them "blood traitors". Werewolves, half-breeds (such as Hagrid), and wandless (Goblins, Centaurs, House Elves) are also considered to be below wizarding kind. The first two wizarding wars described in the *Harry Potter* series were mostly about Voldemort's ambitions to cleanse the wizarding world of what he considered filth and subjugate the other races. These views should be used in the game by NPC and maybe even player characters to help create more depth and drama, though it is up to the discretion of the DM ultimately.

WIZARD PEASANT (PURE OR HALF-BLOOD ONLY)

Your family isn't the wealthiest, in fact you might honestly be poor. Still you have heart, family, and friends. Who would ever need anything else!

Skill Proficiencies: Insight, Performance

Equipment: Your family is a little short for your school supplies. As such you start with the following equipment: Three pairs of second hand or hand-me-down robes and everyday robes, secondhand books, a new wand, new supplies (Cauldrons, books, quills, ect.). Your family doesn't have the Galleons to buy you fancy new items, but you get a backpack your family enchanted for you that has an Undetectable Extension Charm placed on it [functionally similar to a bag of holding].

Pet: A new pet of Poor rarity or a hand-me-down pet of Common rarity or lower (Hand-me-down pet's will have a noticeable quirk such as being a little too old or they don't listen very well).

Currency: Your family can't spare much in the way of excess money, you're given no spending money.

PERSONALITY TRAITS, IDEALS, AND BONDS:

Wizarding peasants were the most divided group during the wizarding wars. While most espoused tolerance and acceptance for muggleborns, few saw their opportunity to rise up by joining the side of Lord Voldemort. Wizarding peasants can also feel much ambivalence towards those of wealthier and more status than their own families as well.

FEATURE:

Your family is just as old as most noble wizarding families and there is a good chance they are just as talented, maybe even more! You're given a hand-me-down textbook by a family member (perhaps an older sibling, a parent, or aunt/uncle) that has extensive notes. This textbook is your choice between Transfiguration, Charms, and Jinxes & Hexes. You may select one spell at the beginning of each year from your selected class from the year above your own. The spell learned is in addition to spells you may already know.

MUGGLEBORN

You never expected a letter quite like this! Sure occasionally strange things happened near you, but being a witch/wizard.. it's a lot to take in.

Skill Proficiencies: Muggle History, Magical Theory

Equipment: An official from the school has come to escort you and your family (if you have any) around Diagon Alley for your supplies. All necessary things will be provided for you and you start with the following equipment: Two pairs of new school robes, a new wand, new supplies (Cauldrons, books, quills, ect.).

Pets: A new pet of Common rarity or lower.

Currency: Unfortunately there is no budget for excessive spending. You are given only one Galleon (17 Sickles, 493 Knuts).

PERSONALITY TRAITS, IDEALS, AND BONDS:

Muggleborn students tend to excel well simply because they enjoy learning about magic! Not being raised in the wizarding world means many of the prejudices, stories, and superstitious fears most of your classmates have simply bounce off of you. It's possible you are a bit of an outsider or loner though. This could be due to not having much of a connection with the wizarding world around you, but don't let that stop your desire to learn! You may also find yourself having trouble with certain subjects since somethings are very different from what you would've been learning up until the point you start school.

FEATURE:

Your whole life strange things would happen around you. Now you know it's because you're a witch/wizard. You gain an additional spell mastery each odd year (year three, five, seven) totaling into three additional spell masteries. Additionally, you gain +5 advantage to all **Muggle History** skill checks.

HOUSES

Hogwarts has four school houses of which students are sorted into by the enigmatic "Sorting Hat". He knows your deepest secrets, sees your hidden talents, and listens to your hearts desire. Your house will be your home and family during the seven years you spend at school, and even beyond the confines of Hogwarts many in the wizarding world find fraternity with those coming from their house. Though the houses have noticeable traits associated with them, a character is by no means obligated to match those traits exactly. In fact some of the most memorable (and hated) characters from the *Harry Potter* series are the characters who go against their houses normal traits. Still, it is a good idea to at least embody *some* of the traits if possible.

FEATURE:

All player characters have advantage on Persuasion and Performance checks made towards their housemates; these are your friends and family and they will do almost anything to help you (as long as you're on friendly terms). However, they also have disadvantage on all Intimidation and Deception checks; they know you pretty well, and it's hard to be afraid of someone who you see in their pajamas frequently. Your house is run by a Head of House. Heads of House can teach any subject, required that they were at least in the house the head.

GRYFFINDOR:

Gryffindor is one of the four Houses of Hogwarts School of Witchcraft and Wizardry, founded by Godric Gryffindor. Those who dwell in Gryffindor are the brave of heart whose chivalry and determination are unmatched! The animal associated with Gryffindor is a lion, and the house colors are gold and scarlet. This house is associated frequently with the element of Fire.

Stat Bonus: +2 to Strength

Saving Throws: Strength, Constitution

Skill Proficiencies: Athletics, Perception

HUFFLEPUFF:

Hufflepuff is one of the four Houses of Hogwarts School of Witchcraft and Wizardry, founded by Helga Hufflepuff. Valuing hard work, dedication, patience, loyalty, and fair play rather than a particular aptitude in its members, Hufflepuff is known to be the most inclusive house at Hogwarts. The animal associated with Hufflepuff is a badger, and the house colors are yellow and black. Earth is the associated element of Hufflepuff house.

Stat Bonus: +2 to Wisdom

Saving Throws: Wisdom, Constitution

Skill Proficiencies: Care for Magical Creatures, Herbology

CHOOSING YOUR HOUSE

Hogwarts is essentially a boarding school. Your house isn't just your dorm; it is your family. Your housemates will go to class with you and experience trials and tribulations with you. The common rooms may act as hubs for your party, and house points offer a small goal to work towards outside of quest.

It is not required that all players be in the same house; in fact it may hinder more than help if they were. You will need to interact with members of other houses, and as such if your party contains a member from the house interactions will be significantly easier.

Choose the House that you feel best suits your character. If your character is a studious and practical person, they'd do well in Ravenclaw. Likewise, characters full of ambition and drive are better situated in Slytherin. Your house cannot be changed once selected, so choose carefully.

RAVENCLAW:

Ravenclaw is one of the four Houses of Hogwarts School of Witchcraft and Wizardry, founded by Rowena Ravenclaw. The members of this house are characterized by their sharp wit, need for learning, and their wisdom. The animal associated with Ravenclaw is an eagle, and the house colors are blue and bronze. Ravenclaw is commonly associated with the element of Air.

Stat Bonus: +2 Dexterity

Saving Throws: Dexterity, Constitution

Skill Proficiencies: Acrobatics, Investigation

SLYTHERIN:

Slytherin is one of the four Houses of Hogwarts School of Witchcraft and Wizardry, founded by Salazar Slytherin. Salazar Slytherin was a man who valued cunning, resourcefulness and ambition in his students. However he also valued the purity of blood, meaning muggleborn Slytherins are incredibly rare (though not impossible). The animal associated with Ravenclaw is a snake, and the house colors are green and silver. Due to the rather adaptive nature of Slytherins, the element commonly associated with the house is Water.

Stat Bonus: +2 Charisma

Saving Throws: Charisma, Constitution

Skill Proficiencies: Deception, Persuasion

HOUSE POINTS

House points are awarded (and revoked) by faculty within Hogwarts. The house points are ancillary to the house system; each house competes every year to win the house cup which is the main motivation for students to behave and strive to overachieve. This isn't to say that some students simply do not care about points, in fact quite a few of them probably have no interest. However, loss of points may make your house mates less forthcoming with assisting you. Likewise, earning points may make them more willing to help you, but possibly aggravate members of other houses.

If they party consist of members in other houses then they will likely have small internal conflicts to prove whose house (or who among them even) may be the better students. The house point system is completely optional by the DM, and as such it offers minimal rewards. When a student is awarded points, they find members of there house are more willing to assist them (all player same house interactions are awarded +1 on checks). When a student suffers a loss of points, they find their house mates rebuff them (all player same house interactions have -1 on all checks).

FEATS

All players now have the option of taking two feats during the course of the game. They can choose one Heritage feat at the beginning of the game, and one Studious feat after their 6th year.

HERITAGE FEATS

Heritage Feats are feats that present some sort of natural, inborn talent. Metamorphmagi and Parseltongues are one such example. You choose these at the beginning of the game because the character should automatically know how to use these skills.

PARSELMOUTH

Pureblood only

You can speak the language of snakes, often heralded as a sign of a dark wizard. You gain the following benefits:

- All snakes and snake type creatures can understand you, and you can likewise understand them. Gain +5 advantage on all Charisma rolls involving said creatures.
- Advantage on intimidation rolls against non-Slytherin students, but have disadvantage on all non-Slytherin disposition rolls. This is reversed for Slytherin students.

METAMORPHMAGUS

You were born with the rare ability to change your appearance at will. Benefits include:

- Gaining +10 advantage on all deceptions rolls towards people outside of your house for 24 after you change your appearance.
- Ability to alter your appearance to any extent within the confines of your gender.

LEPRECHAUNS LUCK

You're blessed with a lucky streak that makes most Leprechauns jealous. The benefits of such luck include:

- Three (3) luck points to spend as you see fit. You regain all spent luck points after any long (8 hour) rest.
- You can use one to roll an additional d20 on ANY d20 rolls. You may choose which roll you'd like to use, but you gain no advantage or bonus' on either of the rolls.
- You have an innate sense when mixing potions, as such you will never make a lethal poison by accident.
- The roaming ghoulish shop is normally hard to come by, yet somehow you can always find it with ease. You can spend a luck point before speaking to the ghoulish to get a 10% discount on all items, the effect does stack. Once spent, you cannot recover your luck points without a long rest.

BROOMSTICK WITCH/WIZARD

Pureblood, or Half-blood Only

You are a very fit and agile young witch/wizard! You gain the following benefits:

- You get a +10 bonus to speed. When on a broomstick it's a +20 bonus.

- You have access to the school brooms if you don't have your own. Mounting a broom is a bonus action instead of an action.
- When on a broom, you have +10 advantage on all dodge rolls, but you have a +5 disadvantage on all casting and attack rolls.

QUIDDITCH TRAINED

Pureblood, or Half-blood Only

You've been raised on quidditch and have trained extensively! You gain the following benefits:

- You gain +2 advantage towards all Athletics and Acrobatics skill checks.
- When knocked prone, standing only uses 5 feet of movement.
- You're so used to falling that you now only take 1d4 damage every 15 feet.
- You can make a running jump (long or high) after only 5 feet of movement instead of the normal 10.

SEER BLOOD

You come from a long line of famous seers and prophets...or at some point there was one in your history. Your ability to skim the tides of fate is often seen as a farce, but you know your skills are real. Gain access to the following abilities:

- You start the game with a deck of playing or tarot cards. 3 times a day, you can consult them and gain a hint from the DM about what to do in your current situation or where to go.
- You gain +2 advantage on all Perception checks, and have the difficulty threshold for perception checks against you is increased by 4.

MAGIZOOLOGIST

Pureblood, or Half-blood Only

Your family has a menagerie of magical pets, and you've grown up studying and playing with them all. You gain the following benefits:

- Gain Access to any one pet of Rare rarity or lower. Students may only have one active pet at a time.
- You can train your pet more effectively than others and handle wild creatures easier: +2 advantage to all **Care of Magical Creatures** checks and rolls involving assisting or incapacitating a magical creature. This does not include rolls intended to harm the creature however.

STUDIOUS FEATS

Studious Feats are feats that the players may unlock on the successful completion of their O.W.L.S. These feats range from expanding on existing spells, to giving the players more advantage in certain situations.

ALERT WITCH/WIZARD

Must have one mastered reveal charm to qualify.

You are adept at snooping out danger before it can get to you. You gain the following benefits:

- You gain a +3 bonus to initiative, and +2 advantage on all dodge rolls.
- You can't be surprised while you are conscious by non-concealed enemies.
- Enemies will not gain advantage on attack rolls against you even if you can't see them.
- Your skill with revealing charms is such that nothing can hide its presence from you. The duration and range of all such charms are now doubled.

DUNGEONEER

You've always been a natural trouble finder and have always enjoyed exploring dangerous areas. Attending *Hogwarts* has only made this easier. As such you gain the following benefits:

- You have +5 advantage on all Investigation and Perception rolls made to check for traps and hazardous spells and enchantments.
- You have +2 advantage on saving throws made to avoid or resist traps and hazard spells and enchantments.
- You have a natural resistance to damage dealt by traps and hazard spells and enchantments.
- You can search for traps and hazard spells and enchantments at normal pace instead of at a slow pace.
- Gain access to the *Lumos/Nox* charms if not already known. You are exceptionally skilled at using the *Lumos* charms, your standard *Lumos* can throw the orb twice its normal distance and the beam of *Lumos Solem* is powerful enough to offer weak (1d4) radiant damage when in dark places (ask the DM what is considered "Dark").

CRAFTY CRAFTER

Must have an Intelligence score of 18 or higher to qualify.

Magic and Rhymes lead to good times! Your crafty tongue leaves none of your benefits feeling drafty:

- You are proficient in the **Magical Theory** skill.
- You can come up with spells on the spot easily, gain +5 advantage on all **Magical Theory** rolls to craft new spells. If your spell does fail, instead of the normal horrific results involving the lose of entrails it will simply cause your wand to shoot out of your hand about 5 feet towards where you are pointing. all spells you've crafted may now be mastered instantly.
- You can easily answer puzzles involving limericks or riddles.

HEALER

Must have a Wisdom score of 16 or higher to qualify.

Healing spells come to you naturally. You gain the following benefits:

- Gain access to the *Episkey* spell if not already know. This spell now is a ranged spell with a range of 30 feet. It is now a d12 spell, and you gain +2 to all rolls (casting, attack, and damage) involving the *Episkey* spell.
- You gain +5 advantage on all healing spell roles. Even when your healing spells fail (except on a critical fail), you still will have a chance of healing minor damage.

TRANSFIGURATION ADEPT

Must receive an "Outstanding" in your Transfiguration O.W.L.S. to qualify.

You've shown your exceptional skill in the art of Transfiguration, and have gained the following benefits:

- All Transfiguration spells gain an automatic +4 advantage to all rolls (Casting, Attack, Damage) when cast.
- You no longer need to take a downtime activity to enchant objects if it is with a Transfiguration spell.
- You can cast self-transfigurations at will; they will never fail unless you're under the effect of certain conditions.
- Creatures enchanted or animated by your Transfiguration spells automatically obey you without question. All such creatures gain a +4 advantage to damage they inflict

CHARMS ADEPT

Must receive an "Outstanding" in your Charms O.W.L.S. to qualify.

You've shown your exceptional skill in the art of Charms, and have gained the following benefits:

- All Charms gain an automatic +4 advantage to all rolls (Casting, Attack, Damage) when cast.
- You no longer need to take a downtime activity to enchant objects if it is with a Charm.
- You can cast self-charms at will; they will never fail unless you're under the effect of certain conditions.
- Objects you enchant with charms have their effects doubled (if applicable). Defensive objects now have an automatic resistance to force damage.

DEFENSE AGAINST THE DARK ARTS ADEPT

Must receive an "Outstanding" in your Defense Against the Dark Arts O.W.L.S. to qualify.

You've shown your exceptional skill in your pursuit of Defense against the Dark Arts, and have gained the following benefits:

- All Jinxes, Hexes, Curses, and Counters gain a +2 advantage to all rolls (Casting, Attack, Damage) when cast.
- All spells used against Dark type creatures now gain an automatic +5 radiant damage. All spells used against standard creatures and people now have a +5 bludgeoning damage.
- The *Informus* charm can now be used at range. It has a range of 60ft. and the targeted creature/person no longer needs to be restrained or incapacitated. The spell now gives you instant knowledge of the targeted creature or person, but only for one round.

CARE OF MAGICAL CREATURES ADEPT

Must receive an "Outstanding" in your Care of Magical Creatures Adept O.W.L.S. to qualify.

You've shown your exceptional skill in your Care of Magical Creatures class, and have gained the following benefits:

- All **Care for Magical Creatures** checks now have a +5 advantage applied to them.
- You can now attempt to tame any magical creature you may encounter of Large size or smaller. To attempt to tame a creature, it either has to be unaware, non-hostile, or incapacitate. You must make a **Care for Magical Creatures** check. The larger the creature, the harder it is to tame (Large requires a DC check of 20, Medium DC 15, Small DC 10, Tiny DC 5). Once tamed the creature can be controlled like standard pets until you choose to release them. Taming does not apply to creatures that are humanoid in nature, or transfigured.

CHAPTER 2: ABILITIES & SKILLS

Abilities and skills are central to Tabletop RPG's. I wanted to keep the feel of the Attribute and Skill system in 5e while also making it distinctly Harry Potter. As such I've made several adjustments such as extending what Abilities cover (though they are mostly copied from the summarizations provided by Roll20) and adding, removing, and renaming skills to fit more in line with the world of *Harry Potter*.

STRENGTH

Determines your overall physical prowess.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something (using your own body or certain spells), to force your body through a space, or to otherwise apply brute force to a situation. The Athletics skill reflects aptitude in certain kinds of Strength checks.

Athletics: Your Athletics checks covers difficult situations you encounter while climbing, Jumping, or swimming.

DEXTERITY

The ability that measures your agility, reflexes, and overall balance.

DEXTERITY CHECKS

A Dexterity check can model any attempt to move nimbly, quickly, or quietly, or to keep from Falling on tricky footing. The Acrobatics, Sleight of Hand, and Stealth skills reflect aptitude in certain kinds of Dexterity checks.

Acrobatics: Your Acrobatics check covers your attempt to stay on your feet in a tricky situation. The GM might also call for an Acrobatics check to see if you can perform acrobatic stunts, including dives, rolls, somersaults, and flips.

Sleight of Hand: Whenever you attempt an act of legerdemain or manual trickery, such as planting something on someone else or concealing an object on your person, make a Dexterity Sleight of Hand check. The GM might also call for a Sleight of Hand check to determine whether you can lift a coin purse off another person or slip something out of another person's pocket.

Stealth: Make a Stealth check when you attempt to conceal yourself from enemies through non-magical means, slink past guards, slip away without being noticed, or sneak up on someone without being seen or heard.

CONSTITUTION

Constitution measures your health, and vital life force. It remains largely unchanged from standard 5e game uses.

CONSTITUTION CHECKS

Constitution checks are more common in this guide than in standard 5e games. A Constitution check has to be made every turn when using a concentration spell to make sure you can maintain it.

INTELLIGENCE

Your "book smarts", Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

INTELLIGENCE CHECKS

An Intelligence check comes into play when you need to draw on logic, education, memory, or deductive reasoning. The History of Magic, Investigation, Magic Handling, Magical Theory, and Muggle History skills reflect aptitude in certain kinds of Intelligence checks.

History of Magic: Your History of Magic check measures your ability to recall lore about historical events, legendary people, past disputes, recent wars, and the finer points of wizarding culture..

Investigation: When you look around for clues and make deductions based on those clues, you make an Investigation check. You might deduce the location of a hidden object, discern from the appearance of a wound or symptom what kind of spell caused it, or determine the weakest point in a tunnel that could cause it to collapse. Poring through books in search of knowledge might also call for an Investigation check.

Magic Handling: Casting spells without the use of a verbal component or even a wand require Magic Handling checks.

Magical Theory: Your Magical Theory check measures your ability to recall the effects and purposes of spells, and magical items while also enabling one to discern the finer details of spell work such as how damaged ones shielding charm may be. It also is the skill needed to craft spells and enchant objects.

Muggle History: Similar to History of Magic, your Muggle History check measures your ability to recall certain aspects of muggle history and culture.

WISDOM

Wisdom is your “street smarts” attribute. This category focuses on more innate and natural knowledge than the studious knowledge of Intelligence while also reflecting how attuned you are to the world around you. It represents perceptiveness and intuition.

WISDOM CHECKS

Use a Wisdom check when trying to read another person or maybe even a creature.

Care for Magical Creatures: When there is any question whether you can calm down a creature, keep a beast from getting spooked, or intuit an animal’s intentions, the DM might call for a Care for Magical Creatures check.

Healing: Healing checks are used when casting healing spells or applying more traditional forms of medicine. A Healing check must be made when stabilizing a fallen comrade or attempting to diagnose an illness in another person.

Herbology: The study of magical plants and fungi. A herbology check is necessary when trying to harvest ingredients, attempting to grow your own plants, and working with aggressive magical vegetation.

Insight: Your Insight check decides whether you can determine the true intentions of a person, such as when searching out a lie or predicting someone’s next move. Doing so involves gleaning clues from body language, speech habits, and changes in mannerisms.

Perception: Your Perception check lets you spot, hear, or otherwise detect the presence of something. It measures your general awareness of your surroundings and the keenness of your senses.

Survival: The GM might ask you to make a Survival check to follow tracks, guide your group through treacherous forest, identify signs that dragons live nearby, predict the weather, or avoid natural hazards.

CHARISMA

This ability effects your overall likability and deception skills by measuring your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality.

CHARISMA CHECKS

Charisma checks are most useful when trying to persuade or scare others. Your charisma skill may also affect your ability to manipulate your way into certain passages or areas that are guarded by enchanted paintings or doors.

Deception: Your Deception check determines whether you can convincingly hide the truth, either verbally or through your actions. This deception can encompass everything from misleading others through ambiguity to telling outright lies.

Intimidation: When you attempt to influence someone through overt threats, and hostile actions the DM might ask you to make a Intimidation check.

Performance: Your Performance check determines how well you can delight an audience with music, dance, acting, storytelling, or some other form of entertainment.

Persuasion: When you attempt to influence someone or a group of people with tact, social graces, or good nature, the DM might ask you to make a Persuasion check. Typically, you use persuasion when acting in good faith, to foster friendships, make cordial requests, or exhibit proper etiquette.

CHAPTER 3: THE RULES OF MAGIC



pellcasting, and magic overall, will work differently in this guide to better simulate casting in the *Harry Potter* universe. All spells now function similarly to cantrips, in that there are no more traditional spell slots. Witches and wizards instead can master a number of spells, making those spells far easier to cast than others. They are still able to cast any spell they have in their repertoire, but a mastered spell is far less likely to fail than one they have never cast before. Spells are now assigned to “Years Taught” instead of levels, which determines their difficulty. A year one Jinx is easy to find instructions for and easy to dispel, versus a year seven transfiguration, which would require a specific feat or quest to obtain and requires advanced magic to undo. Once you have the spells instruction or have learned it, you can pass on your knowledge to fellow students...or horde the knowledge for yourself.

SPELL CASTING AND SPELL MASTERY

Spell casting is process in *Harry Potter*. The aim of this guide is to make it both easy to understand while also showing how much skill is needed to cast spells successfully. Whenever someone attempt to cast a spell outside of combat they will need to roll a d20 as a casting die to determine how effective the spell is. If the spell isn't a mastered one, then the DM only may choose to let a skill modifier be used on casting rolls; it is dependent on what exact effect the caster is wanting to achieve and the setting they are in. Starting at first level all characters know three spells, and can have one spell known mastered. Every year players can add one more spell available for mastering, with a total of 7 guaranteed masteries. A spell will remain mastered until the next year, at which point the players may choose to re-master their spells. Spell Mastery enables the caster to add their Intelligence modifier to casting rolls. This applies to all mastered spells by the caster. If a spell is not mastered by the caster, then it will receive no bonus to the casting roll.

CASTING ROLLS SUCCESS/FAILURE RANGE

Die Value	Success/Failure
1	Critical Failure
2-9	Failed Casting
10-14	Successful Casting
15-19	Exemplary Casting
20	Critical Success

THE EFFECTS OF CASTING RANGE

The range of success/failure for die rolls can be a tricky process. The simplest version of the system has a set of five various levels that correspond to numbers on a d20.

- 1** is a critical failure resulting in something completely different and very noticeable happening to the caster or the intended target.
- 2-9** is a failure, but without the harsh consequences (though the DM can rule that *something* can happen when a spell fails).
- 10-14** is successful, offering nothing exemplary but it worked.
- 15-19** is very successful, maybe extending the duration or range of effect.
- 20** is a critical success; this could mean the spell that was cast was of such overwhelming power that it seems immune to counter spells and the poor target will just have to live with the consequences.

If one of the spells cast is part of the casters mastered spells, then their Intelligence modifier is applied to the overall roll as well. Ultimately the DM can set the range for success/failure on their own or make it subjective to the situation.

USING SPELLS IN COMBAT

Spells you cast during combat rounds must make an attack roll plus your Intelligence modifier to determine wether it is able to hit the opponent. The attack roll must be equal to or higher than the opponents current AC, if not the spell cast will fail. This applies to all spells cast during combat rounds. If you've rolled initiative, it's a combat setting.

The conditions you're in and wether the spell is mastered or not (as described on the next page) will determine your overall ability to cast spells during combat.

CASTING/ATTACK ROLL CONDITIONS

Certain situations may effect how well you are able to cast a spell. These conditions are determined by the DM based on setting and situation.

Advantageous conditions: Mastered spells are rolled with advantage (+2 to the attack roll), unmastered spells are rolled normally.

Normal conditions: Mastered spells are rolled normally, while unmastered spells are rolled at disadvantage.

Disadvantageous conditions: Mastered spells are rolled at disadvantage, unmastered spells are rolled with severe disadvantage (-5 to the casting/attack roll).

CONCENTRATION

Some spells now have the option to be used as a concentration spell, extending or enhancing their effect. To maintain concentration on a spell, you forego your action during your turn and have to roll a Constitution saving throw each turn (if in combat). You also have disadvantage on all saving throws to prevent attacks or damage. When concentration is forcibly broken, by either being attacked or the target breaking their concentration, you are knocked prone and winded. You must make a Constitution saving throw to recuperate and until you roll a successful saving throw you are unable to pick yourself up. To break concentration willingly, you must use an action.

If not in combat then concentration can be held for as long as the characters needs, provided the affected person and the caster are able to make the checks and saves without them failing.

SPELL COMPONENTS

All spells require a verbal and somatic component to them, similarly to most 5e spells. An optional rule for *Harry Potter* based games is to have a focus on how a spell is properly pronounced and the players wand movements (assuming they have prop wands). Though not a requirement, it can add another layer of detail to the Role Play heavy wizarding world, offering bonuses to casting rolls or unintended effects when pronounced wrong. When the players are affected by a type of spell that prevents them from moving or speaking, they are unable to cast spells until the effects are countered or wear off.

NON-VERBAL & WANDLESS MAGIC

The Magic Handling skill allows a caster to cast spells non-verbally or even wandless. When casting a spell and aiming for non-verbal (NV) or wandless (WL) magic the player will need to make a **Magic Handling** check to determine whether or not the cast works. Though professors do not touch up on this till the 6th year, it is possible for any student of any year to cast a spell non verbally or wandless. However, students below 6th year with their checks with disadvantage (-3 to **Magic Handling** skill checks)

EFFECTIVENESS OF MAGIC HANDLING CHECKS

Die Value Effect

0-13	No effect, the cast fails
14+	Successfully cast NV Spells
16+	Successfully cast WL Spells
18+	Able to cast a spell both NV and WL

Non-verbal spells are particularly useful for getting the jump on unaware enemies or making the spell harder to track back to the caster. Wandless Magic is again, useful for getting the drop on enemies and also being able to attack even if you are currently wandless. all spells cast wandlessly are at disadvantage, unless you have a feature or feat that negates it.

CHAPTER 4: WANDLORE

Wands are an integral part of the wizarding world. They're semi-sentient objects that bond with a witch or wizard they choose. Many witches and wizards feel that their wands are a part of them and become devastated when they are lost or broken.

In the setting of the game wands offer small bonuses to certain spell, skills, or specific checks. All Hogwarts students receive their wands from *Ollivanders*. Player wands will have one wood type from the listings described below and one of three core types.

WANDS WOODS

The wood of a wand determines its overall capabilities; how well it pairs with the witch or wizard and how powerful of spells it may produce. <http://harrypotterwikia.com/> has a deep and in depth section describing wand woods and their effects. The listing compiled below were made using the descriptions provided from the wiki.

ACACIA

"A very unusual wood which creates tricky wands that often refuse to produce magic for any but their owner, and also withhold their best effects from all but those most gifted."

Acacia wands give their owners +1 to all casting and attack rolls on any spells the players have mastered. Once a day, the may choose ANY spell they have cast to give it a critical casting or attack roll.

ALDER

"The ideal owner of Alder wand is not stubborn or obstinate, but often helpful, considerate and most likable."

Alder wands are particularly helpful and give their owners +2 to casting and attack rolls involving counter, and healing spells.

APPLE

"Applewood wands are not made in great numbers. They are powerful and best suited to an owner of high aims and ideals, as this wood mixes poorly with Dark magic."

Apple wood wands grant their owners +2 on all casting and attack rolls except for jinxes, hexes, and curses, where it instead gives -2 disadvantage.

ASH

"Those witches and wizards best suited to ash wands are not lightly swayed from their beliefs or purposes. The ideal owner may be stubborn, and will certainly be courageous, but never crass or arrogant."

Ash wands are best suited for the combative owner, granting a +1 to all attack and damage rolls.

BEECH

"The true match for a beech wand will be, if young, wise beyond his or her years, and if full-grown, rich in understanding and experience."

Beech wands are some of the most sought after wands in history, owing to their reputation. For the properly suited, they will give their owners +1 to all casting and attack rolls, but only if the casters INT and WIS stat is a 14 or higher.

CHESTNUT

"Chestnut wands prefer witches and wizards who are skilled tamers of magical beasts, those who possess great gifts in Herbology, and those who are natural fliers."

Chestnut wands offer little in the way of martial prowess. Instead when used to effect non-hostile magical creature, plants, fauna, or fungi they receive a +5 bonus to the casting or attack rolls.

CYPRESS

"Cypress wands are said to be well-matched to wizards who are self-sacrificing and willing to die a heroic death."

Cypress wands will seek those who strive to protect others, allowing them to cast non-reaction spells as reactions when an ally within 10ft. is targeted by harmful spells. The critical failure threshold is automatically increased to 6.

EBONY

"an ebony wand's perfect match is one who will hold fast to his or her beliefs, no matter what the external pressure, and will not be swayed lightly from their purpose."

Ebony wands lend their stubborn selves to their own owners conviction. All transfiguration spells cast by these wands have a +2 advantage on casting and attack rolls.

ELM

"Elm wands prefer owners with presence, magical dexterity and a certain native dignity. Of all wand woods they produces the fewest accidents, the least foolish errors, and the most elegant charms and spells."

Elm wands are prized by pure-blood families. They give their owners +2 advantage to charm spells casting and attack rolls when used by their owners.

HAWTHORN

"Hawthorn wands may be particularly suited to healing magic, but they are also adept at curses, and it has been generally observed that the hawthorn wand seems most at home with a conflicted nature, or with a witch or wizard passing through a period of turmoil."

Hawthorn is the wand wood for the complex individual. Their owners receive a +2 advantage on healing spells and curses.

HAZEL

"Hazel wands are temperamental like water, and are suited to those of a temperamental nature. They also have the unique ability to detect water underground, and will emit silvery, tear-shaped puffs of smoke if passing over concealed springs and wells."

Hazel wands because of their nature, are well suited to spells involving ice or water. Their owners gain a +5 advantage when casting and attack rolls to all spells involving ice and water. Players may also roll a **Magic Handling** check to determine if there is an underground source of water near them.

HORNBEAM

"Hornbeam wands absorb their owner's code of honour, whatever that might be, and will refuse to perform acts - whether for good or ill - that do not tally with their master's principles."

Hornbeam is a dedicated companion for those who understand what they seek in life. The owners receive a +1 advantage to casting and attack rolls against beast and beings stopping them from getting in their way.

MAHOGANY

"The mahogany tree symbolizes strength, safety, protectiveness, and practicality."

Mahogany wands are well suited to transfiguration, the owner receives a +5 advantage to casting and attack rolls when using transfiguration to protect or hide another.

MAPLE

"Their ideal owner are nature travelers and explorers; they are not stay-at-home wands, and prefer ambition in their witch or wizard, otherwise their magic grows heavy and lackluster. Fresh challenges and regular changes of scene cause this wand to literally shine, burnishing itself as it grows, with its partner, in ability and status"

Maple wands are suited for the adventurous owner. Every spell cast stores one point of ambient energy, to a maximum of five. Owners can expend one or more points to grant their next attack +1 radiant damage. Ambient energy resets once all five points are used.

PEAR

"Pear wands produce wands of splendid magical powers. Possessors of pear wands are usually popular and well-respected and never had their been a single instance where a pear wand has been discovered in the possession of a Dark witch or wizard."

Pear wands are for the righteous witch or wizard. The owner of pear wands gain a +1 advantage to all casting rolls made by the owner when not targeting a beast or being.

PINE

"Pine wands always chooses an independent master who may be perceived as a loner, intriguing, and perhaps mysterious. Pine wands enjoy being used creatively, and unlike some others, will adapt unprotestingly to new methods and spells."

Pine wands are perfect for those who are interested in enchanting and spellcrafting. The owners receive +1 to all skill checks used when enchanting an object or crafting a spell. They also receive +1 advantage to all casting and attack rolls involving crafted spells.

ROWAN

"Rowan wands generally produce powerful, hard to break Defensive Charms. Rowan wands was also noted for its believed disassociation with the Dark Arts."

Rowan wands are perfect for counters, giving their owners +2 advantage on all casting and attack rolls to counter spells.

SYCAMORE

"The sycamore makes a questing wand, eager for new experience and losing brilliance if engaged in mundane activities."

Sycamore wands require constant use to stay healthy. Every spell cast gives the owner one advantage point they can spend on their next spell casting or attack roll or they may hoard it up to five points. Once the owner accumulates five advantage points, they must use them on the next spell cast, resetting the points back to zero.

WAND CORES

Wand cores determine the temperament of the wand. They act as the wands "battery", giving it their ability to channel magic into spells. Garrick Ollivander pioneered the theory of the three "Supreme Cores": Dragon Heartstring, Phoenix Feather, Unicorn Tail Hair.

DRAGON HEARTSTRING

The most powerful of the cores, it is able to produce wondrous feats of magic. They tend to learn spells quickly, but are prone to more accidents. When the owners of these wands attempt to learn new spells, they gain a +3 advantage in the skill checks; however due to the cores temperamental and accident prone nature, the critical failure threshold is increased to 6.

PHOENIX FEATHER

The most temperamental wands core, it is also one of the rarest. Phoenix Feather wands offer more initiative to their owners, giving them +3 bonus to initiative, and +1 advantage to casting and attack rolls when the target is unaware or unprepared for it. Owners of these wands find learning combat spells easier, gaining a +3 advantage to skill checks when learning a new combat spell. Critical failure threshold is increased to 4 when using non-combat spells.

UNICORN TAIL HAIR

The most stable and least temperamental of the three cores, Unicorn Tail Hair offers the owner consistent and reliable use. Owners of this wand receive +1 advantage to casting and attack rolls when using a non-damaging spells. Likewise, all non-combat spells receive +3 advantage to the skill checks when attempting to learn them. Critical failure threshold is increased to 4 when using combat spells.

CHAPTER 5: DOWNTIME ACTIVITIES

During your off days at Hogwarts you may find yourself not in the mood to snoop around and socialize. While Spellcrafting and Enchanting are fun and useful to adventurous and nosy witches and wizards, sometimes it may be more important to study, or maybe put in some hard work!

Downtime activities require a series of successful ability/skill checks (sometimes consecutively) and you will receive certain rewards upon successful completion. While not necessary, downtime activities are a great excuse to have your characters do something more productive while other players may be looking for further adventures.

OFF DAYS

“Off Days” refer to any days your characters may not have any obligations, such as classes. Generally an off day will fall on weekends (Saturdays and Sundays) and Holidays spent at home (if a character so chooses to leave). An off day is not required to be used for downtime activities, except for detentions which are mandatory downtime activities used as punishment for poor student behavior. 12 hours are allotted for off days, meaning a total of 12 checks may be made total, as each check is equal to an hours work. Your day begins at 8am and ends at 8pm, any time before or after this period can be spent sleeping or pursuing other options, Alternatively, if you are finished with your downtime activity a few checks earlier than anticipated, you can leave and resume normal activities (except of course for detentions).

DOWNTIME ACTIVITIES

Following is a list of downtime activities you can choose to do in lieu of having your character going out and adventuring.

STUDYING

You may choose to study your notes or textbook, and found/purchased spellbooks and stay in your houses common room to study for the day. A total of six successful Intelligence checks are needed to consider your studying worthwhile. Failed checks may result in misplaced supplies, books, or falling for distractions happening around you. Studying specific literature will results in different results:

Notes/Textbook: Studying a subjects notes/textbook will offer you advantage on all quiz roll the next time you take that specific class.

Spellbook: Studying a spellbook is required to garner spells from it. Only one spell can be learned per day from any specific spellbook you may own.

DUELING CLUB

A friendly competition between students of all ages and houses you can participate in to hone your battle skills. Successful duels result in various prizes being awarded. Unlike other downtime activities, Constitution, Intelligence, and Dexterity checks can be used to determine the outcome. The exact type of check used is up to the DM per their discretion. Every successful check is win while failed checks are a loss; losses may result in your character forfeiting some items, though this is optional and up to the DM.

DUELING CLUB REWARDS

d20	Results
1-5	Sweets
6-10	Joke Items
11-15	Practical Items
16-20	1d6 Galleons

DETENTION

Detention is a forced downtime activity lasting 8 hours. Normally given to players who are exceeding badly in their schoolwork, or caught breaking a rule of some sort, it offers no rewards and all checks made are at disadvantage. A series of 4 succesful checks of the DM's choice are required to leave detention early, 8 failed checks extends the detention by one day.

WAYS TO USE DETENTION

Detention puts one (or more) students in close proximity to a teacher or staff member. If you, the DM, rules that the player needs to make an investigation check, on succesful checks they may stumble upon some sort of information pertinent to a quest the party is working on.

Likewise a series of Persuasion checks may make the student friendlier with the teacher, possibly leading the way to sidequest. Detention as a downtime activity is a way for the DM to also just punish players who may be taking to much liberty with the game enviroment.

Detentions can also be used as quest instead of as downtime acitivites, such as sending the students into the forbidden forest or ridding the dungeons of Redcaps. ultimately, the DM decides how they would like the players to suffer.

VOLUNTEERING

You may choose to offer your free time to some of your teachers, the castle staff, or even Hogsmeade shop owners. The checks and rewards are dependent on the exact person you are assisting. Additionally, there is a chance volunteer work may lead you to discovering potential quest. Volunteering can only last six hours in total, starting at 10am-4pm.

Volunteer Options	Possible Reward	Checks
Core Subjects	House Points, Spellbook	Intelligence
Herbology	House Points, Potions Ingredients	Herbology
Care for Magical Creatures	House Points, Potions Ingredients	Care for Magical Creatures
Potions Master	House Points, Potions Ingredients, potions	Wisdom
Caretaker	Sweets, Contraband	Perception
Librarian	Textbook, Enchanting Manual, Spellbook	Investigation
Matron	Sweets, Potions, Spellbook	Healing
Prefects	House Points, Sweets	Perception
Hogsmeade Shop Owners	Assorted Galleons, Sickles, Knuts	Strength

SPELLCRAFTING

Spellcrafting is a huge part of the *Harry Potter* universe. A crafted spell can take the form of a rhyme or limerick, or that of a latin/latin language word or short phrase. Crafted spells follow the normal conventions of spellcrafting in *Harry Potter* and as such they become full fledged spells once perfected. Any spells the players would like to craft are up to the discretion of the DM. Spellcrafting uses multiple **Magical Theory** skill checks. Crafted spells must first be practiced; after three successful consecutive checks the spell is ready for use. A crafted spell cannot be mastered however until the next available level up.

ENCHANTING

Players can enchant their own magic items using different spells they may know. To successfully enchant an object, players must make a total of six successful consecutive **Magical Theory** checks. If they spell is one the players have mastered then they only need to make four successful consecutive checks. Failed checks may result in damage to the intended object, or possibly destroying it all together, so always enchant with caution.

Occasionally you may be able to find or purchase directions for enchanting an object that has no spell equivalent (such as the "Undetectable Extension Charm"). These enchantments only require three successful consecutive checks for the enchantment to be applied.

Certain Transfiguration spells can be used to enchant an object to give it a semblance of life. These enchantments are some of the most complex and dangerous types and as such require a steeper difficulty curve to work properly. An unmastered Transfiguration enchantment requires eight successful consecutive checks to work properly, six if the spell is mastered by the player. The enchantments grant the player a permanent pet who will obey them unconditionally. Until it is killed or dispelled, the created creature will function on it's own largely independent until given directions. They do not require sustenance or air, and they have no bodily functions except those specified by the spell. Failed checks may result in the object being destroyed or even a rampant creature who do not obey you.

CHAPTER 6: ITEMS, SHOPPING, & PETS

Throughout all the books, movies, and video games Harry Potter and co. used a vast assortment of items. From the mundane to the magical, each one has proven their usefulness in some way shape or form. This section will give archetypes to the items so that DM's will have an easier time rewarding them to resourceful players.

SWEETS

Sweets can be purchased in Diagon Alley, Hogsmeade, and the Hogwarts Express Trolley. They also can be given as rewards for certain downtime activities. Sweets offer a means for PC's to satisfy their food needs for the day while also working as a cheap commodity for trading.

When rewarding sweet to players, roll a d20 to determine how many sweets they receive. Sweets can be used with other students as currency for certain items.

SWEETS REWARD CHART

d12	Sweets
1	Cockroach Clusters
2	Acid Pop
3	Every Flavour Beans
4	Candyfloss
5	Cauldron Cake
6	Best Blowing Gum
7	Exploding Bon-Bons
8	Fizzing Whizzbees
9	Pepper Imps
10	Pumpkin Pasty
11	Self-Flossing Mints
12	Sugar Quills

Whenever a PC wishes to grab some beans a 10d6 must be rolled to determine the flavor types they will grab from the bag. Creativity of flavors is up to the dM, though don't forget that literally no flavor is off the table. From strawberries and pineapples to sweaty socks and vomit. A handful of beans, an assortment of flavors! Every flavor beans can be used in a number of creative ways such as feeding an unsuspecting victim a disgusting flavor to make them sick.

EVERY FLAVOUR BEANS TASTE CHART

10d6	Flavour
1	Disgusting
2	Sweet
3	sour
4	Bitter
5	Salty
6	Savory

SWEETS LIST

Sweet	Weight	Details	Value
Acid pop	5 grams	An acid green confectionary that burns a hole in your tongue that heals up within minutes.	1 Sickles
Every Flavor Beans	25 grams	Berti Bott's Every Flavour Beans. A risk with every bite, when they say every flavor they mean EVERY flavor.	6 Sickles
Candyfloss	0.2 grams	A long string of pulled sugar.	3 Sickles.
Cauldron Cake	15 Grams	Small Chocolate cakes filled with a bubbling green custard. They look somewhat like a boiling over cauldron, hence the name.	7 Sickles
Cockroach Cluster	5 grams	Large chocolate cockroaches which are bewitched to behave like real cockroaches. Biting into them reveals a gooey yellow custard.	1 Sickles
Drooble's Best Blowing Gum	1 gram	Magical blowing gum, it never seems to lose it's flavor. Bubbles blown from this gum magically float and take days to deflate.	4 Sickles
Exploding Bon-Bon's	10 grams	Chocolate bon-bon's which explode with flavor in the your mouth because of the cocoa dynamite.	8 Sickles
Fizzing Whizzbees	1 gram	A magical sherbet candy, sucking on it causes you to float a few inches off the ground.	4 Sickles
Pepper Imps	3 grams	Black peppermints shaped like imps, eating one causes your ears to exude steam for a few minutes.	4 Sickles
Pumpkin Pasty	10 grams	A traditional pasty, instead of meat the filling is pumpkin.	5 Sickles
Self-Flossing Mints	1 gram	Mints that also floss your teeth.	10 Sickles
Sugar Quills	3 grams	Quills spun entirely out of sugar, they work like real quills!	2 Galleons

WEASLEYS' WIZARD WHEEZES

Founded in 1996 by Fred and George Weasley, the shop has become emblematic for mischief making students and rambunctious grownups. With locations in both Diagon Alley and Hogsmeade, it is one of the most successful wizarding joke enterprises to date. Offering an assortment of zany joke items, self-defense items, and even muggle “magic” kits.

Though all Weasley items have been banned at Hogwarts since it's conception, most student's do not bother paying attention to the castle caretakers contraband list. A number of Common (and Very Rare) items can also be found and purchased at the storefronts in Diagon Alley or Hogsmeade.

Certain downtime activities offer various Weasley products as rewards. The list below can be used by DM's when determining the rewards.

WEASLEYS WIZARDING WHEEZES REWARD CHART d12

	Item
1	Demon Box
2	Dungbombs
3	Comb-a-Chameleon
4	Canary Cream
5	Anti-Gravity Hat
6	Fanged Flyer
7	Headless Hat
8	Magical Mustache Miracle Stubble Grow
9	Screaming Yo-yo
10	Self-Propelling Custard Pie
11	Trick Wand
12	Reusable Hangman

JOKE ITEMS

Item	Cost	Features
Anti-Gravity Hat	3 Galleons	A trick hat with a timed enchantment, it will randomly float off of the wearers head.
Canary Cream	7 Sickles	A creamy marshmallow treat, it turns the consumer into a large canary for several minutes before they molt back to themselves.
Comb-a-Chameleon	13 Sickles	An ordinary looking comb, running it through ones hair changes it into a random neon color until washed out.
Demon Box	15 Galleons	A small box containing a furry imp like creature, do not feed it after midnight or it will turn into a ravenous and unstable creature.
Dungbombs	5 Sickles	A foul, odorous ball. Toss this at a solid object for it to burst and spread it's disgusting filth over the target.
Fanged Flyer	2 Galleons	A semi-sentient frisbee like object, it appears to be a flat reptile head surrounded by small fangs. They are known to fly around on their own.
Headless Hat	6 Galleons	An inconspicuous hat, when worn it renders itself and the wearers head invisible.
Magical Mustache Miracle Stubble Grow	7 Galleons	Apply to ones face to make them instantly grow a small amount of stubble. Added use makes the stubble grow.
Reusable Hangman	20 Galleons	A small toy, it is a 3D version of the pen and paper game. The hanged victim bears a striking resemblance to a former Defense against the Dark Arts teacher.
Screaming Yo-Yo	5 Galleons	A toy yo-yo which comes in a variety of colors. When spun they let out a blood curdling shriek.
Self-Propelling Custard Pie	2 Galleons	A bewitched pie, aim it in your hand at the intended target and watch it fly off on it's own.
Trick Wand	1 Galleon	When used to cast a spell, the wand itself will instead transform into a rubber chicken.

MAGIC ITEMS

A menagerie of magic items exist within the *Harry Potter* universe. From two-way mirrors that make long distance correspondence easier, to magic penknives that can open up any locked door (even those magically enchanted). These types of magic items are either incredibly rare, expensive, or nearly impossible to obtain. As such I recommend for DM's to use them as rewards for exceptionally feats achieved by players. Occasionally, some of these items may be found in the *Ghoul Shop*, though generally the Ghoul may need certain items or quest performed to get them.

RARITY

Much like in standard 5e games, all magic items have a rarity tied to them that will determine how likely they are to come up in a game. Unlike 5e rarity is not tied to a characters level, as many of these items offer no combat incentive. Instead the items offer a means to achieve certain needs without the use of a specific spell. Items in the *Legendary* category are items that have specifically been featured in the *Harry Potter* universe and owned or used by one character or another.

Items can have their prices determined by the DM, or by following the chart listed below based on a chart from the *Dungeon Master's Guide* with a few adjustments. Attunement also has been unchanged from the rules set down in 5e, only a few items require attuning.

MAGIC ITEM RARITY

Rarity	Value
Common	1-100 Galleons
Uncommon	101-750 Galleons
Rare	751-5,000 Galleons
Very Rare	5,001-25,000 Galleons
Legendary	25,001+ Galleons

MAGICAL ITEMS A-Z

ASTRAL WATCH

Uncommon, Requires Attunement

In the wizarding world, it is a common coming of age gift for young adult wizards to receive a pocket watch. Unlike traditional clock faces however, these watches have 12 hands and 12 planets on the face that seem to circle around it seamlessly. Once attuned, the owner of the watch can not only tell the exact time, but also the location of the planets in the night sky regardless of the time of day.

It is able to use one of it's hands to point the owner towards the direction of a place or item the owner ask for.

DECOY DETONATORS

Common, Location: Weasleys' Wizarding Wheezes

A strange looking creation of the Weasley twins. It looks like a 10-inch tall bicycle horn walking on stubby little windup toy body (though no arms) and topped with a set of cymbals. It is an all single-use, all black item meant to cause disruptions in class but is equally useful to distract enemies.

Once wound up it will walk forward 15 feet before loudly banging it's cymbals and honking it's horn at which point it begins running around. It has a movement speed of 10 feet and when it runs into a solid object it simply turn 90° clockwise and begin running again. It will do this for a total of 5 minutes before shutting down and exhausting all of it's energy. Once used up, the item cannot be recharged and is simply a funny little toy.

When used in combat, the device goes immediately at the beginning of each turn after it is activated regardless of initiative. It continues to move straight forward 10 feet until hitting a solid object and turning. It has 5 HP and if destroyed it explodes in a blast of Peruvian Instant Darkness Powder, blinding all within 15 feet of the explosion for the duration of the Powder.

DELUMINATOR (PUT-OUTER)

Uncommon

Originally invented by Albus Dumbledore, the Deluminators that are produced today are a pale comparison to Dumbledores invention. It takes the appearance of a silver Zippo lighter but when the spark wheel is turned it sucks in the nearest source of light within 30 feet of it. It can hold a maximum of 3 sources of light before needing to empty it. to empty of Deluminator of whatever light it has stored the user simply performs two quick turns with the spark wheel. The light stored inside of the Deluminators last indefinitely, until emptied or returned.

Once emptied, the light will return to it's original source unless the user is outside of the items range. If they are outside of the items range then the lights will simply float a few inches above where the Deluminators was sparked, remaining still. The light cannot be moved around but it does follow the Deluminator it spawned from. Lights have a movement speed of 5.

Deluminators do not have the ability to suck in sources of light that are not created through electrical or magical means. It cannot absorb light made from fire but can absorb light made from the *Lumos* charm.

EXTENDABLE EAR

Common, Location: Weasleys' Wizarding Wheezes

A 10-foot long flesh colored cord, applying one end into your own ear allows you to hear anything on the other side as if you were standing right there. Once the object is placed in the users ear the other end sprouts an exact replica of their ear and changing the color of the cord to their skin tone until the cord is removed from the user. Once the cord is fitted into the users ear they can control where the other end goes using their thoughts.

Stepping on the cord or knotting it does not impeded the sound from traveling to one end or the other. However the cord cannot move through objects and cannot be fit under objects flush with the ground, walls, or ceiling.

GUBRAITHIAN LANTERN

Very Rare

An oil lantern enchanted with the forever burning Gubraithian fire. it requires no fuel of any sort to function and can even burn under water.

The lantern offers a 25-foot radius of light. It cannot be turned off by any means but it can be covered up or locked away to keep the light from showing. The light can be blocked by means such as Peruvian Instant Darkness Powder.

The lantern is also capable of giving off heat when the casing door is opened. The heat is hot enough to boil water and melt most forms of ice.

HAND OF GLORY

Legendary, Requires Attunement

a desiccated, shriveled hand of a murderer. Hands of glory are legendary items, created by dark wizards to serve their nefarious purposes.

The hand instinctively latches onto anything put within reach of it's fingers, requiring a Strength saving throw of DC 10 to break free. If the object is entrusted with a small object to hold onto it won't let go except through force, requiring a Strength check of 10 or higher to break it free.

Once attuned the object recognizes it's owner and will not attempt to grasp them to death, and freely relinquishes it's hold of objects.

The true purpose of the hand is to create as source of impenetrable light for the holder of the hand only by placing a candle in it's grasp. The light cannot be absorbed, put out, covered up, or extinguished in anyway unless the holder lets go of the hand.

INVISIBILITY CLOAK

Very Rare

A flowing, silvery cloak six feet in length. When worn it renders the user completely invisible. By studying the designs and magics of the original Invisibility Cloak, makers have been able to make the enchantments stronger. Cloaks only begin losing their effectiveness after several decades.

The invisibility isn't perfect, for example the cloaks can be seen through using certain spells. It also doesn't mask the user from items using a *Homonculous* charm such as Marauders Maps.

"JINX-OFF"

Uncommon, Location: Weasleys' Wizarding Wheezes

A ridiculous looking turquoise hat, robe, and pair of gloves. Originally intended to mess with people by repelling jinxes one would dare them to try on them, it is now a common item for ministry officials.

The enchantment is designed to repel all jinxes and hexes of a difficulty for year 3 or lower. Others are unfortunately too strong for the enchantment to protect the wearer from. If all three items are not worn at the same time, then the enchantment has no effect.

MAGIC PENKNIFE

Rare

An enchanted penknife commonly used by thieves and rambunctious teens. When the blade is slid between a doorframe and lock it somehow magically unlocks it. The only exceptions are doors glued shut, doors enchanted to require answers to open, or doors where no discernible lock is in place. The knife itself does 1d4 Slashing and Piercing damage, if you have absolutely no alternative to injure someone.

MOKESKIN POUCH (SMALL)

Uncommon, Requires Attunement

A small circular pouch of silvery green leather, mokeskin pouches are unique for they shrink when anyone but the owner tries to open it until they're the size of a marble. Ownership is determined once attuned, and only at the death of an owner can the item be passed on.

The small pouch has a much larger area inside it than appearances would suggest. With a diameter of 2 feet at the mouth and 4 foot depth it can hold an assortment of larger items safely to a maximum weight of 25 pounds. They are most often used as money pouches.

OMNIOCLARs

Uncommon

Magical brass binoculars with several knobs and levers jutting out the sides. which can slow down, speed up, reverse, or stop the time of an image seen through them. They can only focus on one image at a time. Omnioculars make all objects appear 10x closer than they are.

The image last indefinitely in the lens of the omnioculars but only within a 30 second frame of time; starting 15 seconds before the image and 15 seconds after the image. The image can be replayed until it is released by pressing down the record lever. Flipping it up captures all movements seen from the lenses from the moment the lever was flipped for the 30 second time frame.

They can in fact be used as regular binoculars when the record lever is flipped down.

PERUVIAN INSTANT DARKNESS POWDER

Common, Location: Weasleys' Wizarding Wheezes

A single use item, it is a Small sachet filled with pitch black power. Once tossed in the air the sachet explodes, blowing out the powder which takes the form of a dense black fog, filling a radius of 30 feet. Friend nor foe cannot see through it, blinding all those within it's radius when it impacted and blocking them from view. Those who walk into the fog after it's impact are not blinded, but cannot see past the obstruction.

even the *Lumos* charm is ineffective; however *Lumos Maxima* and Hands of Glory can still bestow light to the wielder and giving them safe passage through.

The cloud dissipates after 5 minutes, and it can be blown away by any object or spells that are capable of such feats.

QUILLS

Common, Location: Weasleys' Wizarding Wheezes

Witches and wizards generally write on long sheets of parchment using quills and ink bottles. Not surprisingly, there are a number of unique enchanted quills that have sprung up throughout time in various shops. The enchantment on quills are very weak and as such they only last for approximately a weeks time before needing to be replaced. Many enchanted quills function independently of the user and have their own supplies of magical ink that only dries out once they lose their enchantment.

d12	Quill Type
1-3	Quick Quotes
4-6	Self Writing
7-9	Smart answer
10-12	Spell Checking

Quick Quotes Quill: A quill of acid green coloration, it instinctively writes in the fashion of the user after they suck on the nib for a second. The quill will need to either be fed paper or picked back up to deactivate it or it will write on everything.

The quill begins quoting whatever the person nearest to it is saying, which is great for taking notes. Just remember it quotes things in the users writing style and voice.

Self Writing Quill: A small sky blue quill similar in function to the Quick Quotes quill, this quill will simply begin recording any conversation it hears within 15 feet of it until the nub is capped.

Smart Answer Quill: An enchanted quill with a shimmering silver feather, when a person is holding the quill it will guide their hand when writing answers down, giving them the correct one most of the time.

users of the quill gain a +5 bonus to all checks made during exams and quizzes when in possession of the quill. Users however must make a Stealth check after every other check to determine if they get caught. Getting caught is immediate detention.

Spell Checking Quill: A tall, bright red plumed quill, it will begin correcting the spelling of any piece of parchment its nub touches by crossing the mistaken spelling out and rewriting it, all in red ink.

REMEBERALL

Common

Small glass orbs enwreathed by a single golden band, normally filled with a dense white smoke. When a person holds it in their hands, the smoke will turn a deep crimson red if they are forgetting something.

A remeberall cannot however tell you what you are forgetting.

THE RESURRECTION STONE

Legendary

One of the fabled *Deathly Hallows*, it was last used by Harry Potter before confronting Lord Voldemort in the Forbidden Forest.

Though it has since been lost, powerful artifacts don't stay that way forever.

The stone can summon those closest to the holder back from the dead as shades by turning it three times in their hand. The shades cannot interact with anyone not holding the stone, or the world around them. Never the less, they due exude an aura similar to that of a Patronus and dark creatures are unable to come near the holder entirely while at least a single shade is present.

SHIELD ROBES

Uncommon, Location: Weasleys' Wizarding Wheezes

Basic black robes enchanted with a basic *Protego* charm. The robe offers an AC bonus of 3+ the wearers **Magical Theory** modifier to all spell attacks but is ineffective towards physical attacks. Useful when fighting fellow witches and wizards, but unlikely to help when trying to take down a Hippogriff.

SNEAKOSCOPE

common

Similar in appearance to rememberalls but with what appears to be a complex clockwork top inside instead of smoke. These items come in a variety of sizes but they all have the same function. When those of dubious or malicious intent are within it's range the top springs to life and begins emitting a whirring sound. They cannot be fooled by any known means and can even sense intent those transformed into creatures.

The sneakoscope cannot warn you exactly who is plotting or even what it is they are plotting. Generally it is hard to use in Hogwarts because of the amount of students planning various pranks, but is much more useful when in the outside world.

The size of the sneakoscope determines the range it can work within.

size	Range
Tiny (diameter of 1 inch)	25 feet
Small (diameter of 5 inches)	50 feet
Medium (diameter of 10 inches)	150 feet
Large (diameter of 18 inches)	300 feet

TWO-WAY MIRROR SET

Rare

Enchanted rectangular hand mirrors. When one person speaks to the mirror they hold, it's pair acts as a microphone until someone picks it up by which point the two may see and converse with each other.

The mirrors can be used by anyone at anytime but they only connect with each other. Even when shattered, a shard of the mirror can still be used to communicate with it's pair. No distance apart blocks the mirrors ability to communicate with each other. As long as both pairs are held by someone they create a window to see where the other is.

WEASLEYS' PATENTED MARAUDERS MAP
Legendary, Location: Weasleys' Wizarding Wheezes

An enchanted map of the Hogwarts Castle, this item is based off of a confiscated item the Weasley twins found during their first year at Hogwarts.

Much like the original, the map is imbued with the powerful *Homonculus* charm, tracking the movements of all within the maps range. It also tells you how to get into secret passages and areas normally accessible by the castles staff and faculty, such as the kitchens.

The map is not fooled by invisibility cloaks, animagi, or polyjuice potion. However, the map cannot differentiate between those with the same name (as it doesn't track middle names or titles), and it cannot answer which password is needed to get into the common rooms or headmaster study.

PURCHASING ITEMS

Hogwarts is home itself to two merchant characters; Argus Pince the Caretaker, and Madame Longbottom, the matron.

Pince the caretaker is very much considered yo be bad at his job. Besides generally delegating cleaning duties to various house elves, he also runs a sort of contraband shop out of his office. He sells up to 10 different items a day, chosen at random from the **Weasleys Wizarding Wheezes Reward Chart** often times these items were confiscated from students by prefects. He only runs the shop on the weekends from 5pm-8pm, so hurry before supplies run out.

Madame Longbottom is the current matron of Hogwarts and the wife of the Herbology professor, Neville Longbottom. She is a rather distracted, but well meaning, older woman who supplies students with sweets and healing poultices. The sweets she sells are determined by using the **Sweets Reward Chart** and she always has an ample supply of poultices for students to buy. Healing Poultices offer 2d4 +2 of HP before running dry. She will gladly sell supplies to students throughout the week, but only between 3pm-8pm.

THE GHOUL SHOP

Hogwarts is home to a striking number of secrets. Hidden passage ways, secret rooms, and unfounded treasures; there is a plethora of places to find and explore. Amongst these secrets is the *Ghoul Shop*. Once a week, a strange ghoul can be found in the castle peddling his various wares. Where the shop is set up or even when is unknown; however there are a couple methods used for tracking the ghoul down. The ghoul does appear on the Marauders Map, simply named as "Ghoul". Certain feats may also give a player the ability to find the ghoul easier. If all else fails, a series of well placed investigation checks may yield the ghouls location.

The Ghoul stocks a total of 6 items at once. These items may be hand picked by the DM or randomly selected from any of the provided list. The Ghoul does not sell spellbooks, enchanting manuals, or magic items of very rare or higher quality. Use the chart below to help determine what types of items may appear in the shop.

d20	Item
1-10	Sweets
11-15	Joke Items
16-17	Common Magical Item
18-19	Uncommon Magical Item
20	Rare magical Item

THE GHOUL

Ghouls in *Harry potter* are roughly human sized (Medium) with slimy bald skin of various colors. They have large, pupil less, lantern like eyes and are generally a nuisance (though some have been described as violent or murderous).

The Ghoul who runs the shop is of a brownish color and with yellow eyes. He has a very toothy grin, missing a noticeable amount of teeth, and seems to only talk in grunts and gestures (as most ghouls do). He wears a baroque inspired outfit of turquoise and wears a bannisters wig, along with a fine cake of powder on his face. He is prone e to grabbing students and dragging them to items he feels they may particularly be interested in. Though he is friendly, it is not wise to cross the Ghoul as any slight at him will cause him to close up his shop and not reopen for a few weeks. Generally each item will have a note with a description and listing it's price next to it. Occasionally, the notes can have special request on them as payment versus coins (this is up to the DM if he wan't to railroad the party in a specific direction).

The Ghoul lives in the deep sewers and his lair is filled with a mountain of coins, jewels, and assorted treasures. His motives for collecting things is unknown, possibly because he simply likes shiny things. Though he isn't magic, he has access to a number of useful items that allow him to peddle his wares and not worry about theft. For example his outfit seems to repel all spells cast at it. His pockets are filled with Peruvian Instant Darkness Powder and when anyone so much as makes a move to steal from or harm the Ghoul he will vanish with all of his supplies until he feels safe to return.

CHAPTER 7: LIVING BASICS AND COURSES AT HOGWARTS

Hogwarts School of Witchcraft & Wizardry is the main portion of the game. Students begin attending at age eleven and graduate at age 17 or 18. As such much of the story will take place during this time period. A single campaign can be stretched into a school year, depending on what the DM has in store.

Underage wizards aren't supposed to use magic outside of school and as such there is little room for adventure during the two month break. However, there is room for character growth during that period and even though in life threatening situations they can use magic to defend themselves. In areas not populated by muggles (such as Diagon Alley and Hogsmeade) they can use magic freely. This chapter will cover the basics of living within Hogwarts, along with a section about classes and workloads and how they will function and be used.

THE DIFFICULTY OF INTERPRETING COURSES

Courses in *Harry Potter* are a literary device, generally for the characters to interact with each other and garner information for the plot. Unfortunately, while going over this section, I came across a number of issues.

Firstly, actual schedules are difficult to interpret from information garnered in the books. While a general outline of when classes happen is presented (morning, evening, midnight) there is no hundred percent list for each year what exact times the classes happen.

Secondly all the courses we see in the main series are from the perspective of Gryffindor students. It leaves a lot of information missing for a game that should be able to incorporate all houses.

Finally, while classes are central to the *Harry Potter* story format, every DM will have their own ideas of how they should be run. Please feel free to leave me any and all suggestions of how courses should be ran.

Sleep is also a requirement for a successful life. Students have their own beds in their house dormitory, and between the hours of 8pm-8am they have the availability to get a long rest. Naps count as a short rest, though napping in class is unadvised as you may lose house points or detention.

HOGWARTS TRIMESTERS AND SPECIAL EVENTS

Students in the wizarding world spend much of their pre-teen/young adult life in the care of their countries respective schools. Some schools may be day schools. (much like what we think of as school), and some are boarding schools. Hogwarts falls into the latter category.

Students spend ten months out of the year in school for a period of three trimesters. Starting on September 1st, students board the *Hogwarts Express* from platform 9 3/4 to take them to school. In December comes their first vacation and the end of the first trimester; Christmas. Following Christmas break they then proceed until Easter, which marks the end of the second trimester. Finally they continue their lessons until they depart from Hogsmeade station at the end of June for their summer vacation, marking their final trimester.

Hogwarts has been home to a number of special events, such as the Triwizard Tournament, and host their own, such as the holiday feast. Holidays tend to be a time of joy and mirth within Hogwarts, even if there are only small pockets of students left during those times. Halloween is the first major feast students experience. Christmas break follows which is a time the majority of the students return home for a week; though arguably it is the best time for snooping around since there are no classes. Following Christmas, the students continue onto the Easter break and feast.

Previously 3rd year and older students could visit the village of Hogsmeade once a trimester. However, Hogsmeade is a hub village with plenty of shops and opportunities for mischief and finding quest. Therefore, it seems it may do better to have it as a one weekend a month where students of all ages may go. This is optional, and up to the DM for how they would like to proceed.

NEEDS

As in 5e, a character's needs play a factor into how effective they are to the overall unit. Sleepy students cannot study; hungry Aurors cannot think straight.

One pound of food a day is needed to survive. While at Hogwarts, meals are provided at separate times throughout the day. Breakfast begins at 7:00am-9:00am, Lunch 12:00pm-2:00pm, and dinner 6:00pm-8:00pm. The meals at Hogwarts have a large selection of traditional English meals such as blood pudding, steak and kidney pie, bangers and mash, etc.

When outside of Hogwarts, many pubs and restaurants exist within both the muggle and wizarding worlds. If in the event you are miles away from a village, hopefully you've prepared rations and such.

COURSES, SCHEDULES, LEARNING IN THE CLASSROOM

Classes are an important part of any *Harry Potter* based game. They are where you will meet your teachers, your classmates, and discuss your plans. More importantly, it is where you will learn spells. Unlike found, bought, or earned spellbooks, spells taught in classes do not require a downtime activity to learn, rather they require passing the challenges set up for the day. These can be a series of ability and skill checks, or successfully completing practical studies (such as fighting down creatures or successfully completing mazes or puzzles).

Spells learned in classes will only be equivalent to your current year; however spells of a higher year can still be found, bought, or earned based on the discretion of the DM. Some spells may not be learned in a specific year, in which case they can still be found, bought, or earned as spellbooks. Generally, the classes are used within the stories to convey information to the characters. Likewise, within the story it presents an opportunity for the players to interact with their teachers and fellow students.

LEARNING

Courses will follow several patterns of learning; Exams, Note Taking, and Practical Lessons. Though not strictly required for the game, they can add an extra layer of challenge to the game.

Exams: All classes have an exam portion to them. Passing exams require successful Intelligence checks.

Note Taking: Generally notes are taken during speeches, and better notes will result in advantage on exams.

Practical Lessons: Likely the most common form of classes the players will encounter, this is where they learn spells and combat most creatures.

COURSES

The four houses of Hogwarts share classes together. Some classes may be done with only your house, others may be shared with all houses. Schedules will change every year, and different classes will take place at different days and different hours. All of the classes (except Astronomy) are taught in pairs between the houses.

Some extracurricular classes have varying number of students. For example the least popular options, such as Arithmancy and Muggle Studies, don't have a ton of sign up and as such just combine all houses into their hours. Other classes, such as Care of Magical Creatures, have to combine two houses like a core class.

The seven core classes taught at Hogwarts are classes that students must take until their sixth year are as follows:

Astronomy: The study of the stars and heavens. Astronomy work generally requires memorizing star patterns and the movement of the planets while correctly describing their traits and drawing out diagrams of them. Astronomy classes are held Monday-Thursdays at midnight.

Charms: A field of magic that focuses on altering the preexisting conditions of an item, changing its color or weight. Charms classes focus on practical training, generally testing spells on fellow classmates or creatures.

Defense against the Dark Arts: Defense against the Dark Arts is one of the most practical of the Hogwarts courses. You will learn charms, jinxes, hexes, and curses in this course in preparation to defend yourself. Not only do you learn defense, but also how to combat dark and malevolent creatures, often times either tracking them down on the ground or by them being brought into class.

Herbology: A very hands on course, you will be learning about and maintaining a number of magical plants, herbs, and fungi. For the aspiring potioneer, this is a required course.

History of Magic: Considered the most boring course in Hogwarts long history, it teaches the fundamentals of the wizarding world's history. This is a notes and exam only course, and is generally dropped by most students by their sixth year.

Potions: Every witch or wizard can use potions in their daily lives. From brewing simple home remedies for the common cold to the complex and dangerous Polyjuice Potion (mainly used for espionage by Aurors), it is one of the most useful courses students can take. The class consists of potion theory (how reagents can possibly interact with each other) and actual potion making.

Transfiguration: Similar to charms, transfiguration focuses on transforming an object's being; altering its main structure and purpose. Spells that give facsimile of life to inanimate objects, or transform them to other things. You spend most classes testing your abilities to transfigure.

After their second year, students choose (at least) two elective classes:

Arithmancy: An obscure branch of divination, it is predicting the future using advanced mathematical formulations.

Care of Magical Creatures: An extremely practical class, players will interact with various creatures and beasts.

Divination: A course focusing on predicting the future through various methods such as tea leaves and crystal ball gazing.

Muggle Studies: Not the most interesting class, nevertheless it is a recommended course for those looking to work in the field. Helps non-muggleborn wizards learn to interact with the non-magical folk easier by understanding them slightly better.

Study of Ancient Runes: A straightforward course, you learn how to read and interpret ancient runes found scattered throughout the wizarding world.

CHAPTER 8: SPELL LIST

YEAR 1

CHARMS

Aberto
Alohomora
Aparecium
Baubillious
Colloportus
Colovaria
Diffindo
Incendio
Incendio Frigus
Locomotor
Lumos
Lumos Maxima
Lumos Solem
Nox
Periculum
“Point Me”
Reparo
Scourgify
Spongify
Verdimillious
Wingardium Leviosa

TRANSFIGURATION

Aguamenti
Crinus Muto
Lapifors

JINXES & HEXES

Cantis
Colloshoo
Epoximise
Mucus ad Nauseam
Rictusempra
Steleus

CURSES

Arania Exumai
Locomotor Wibbly
Locomotor Mortis
Petrificus Totalus

COUNTERS

Finite
Protego

HEALING SPELLS

Anapneo

YEAR 2

CHARMS

Arresto Momentum
Engorgio
Erecto
Expelliarmus
Impervius
Informous
Reducio

TRANSFIGURATION

Avifors
Fumos

JINXES & HEXES

Alarte Ascendare
Flipendo
Flipendo Duo
Illegibilus
Slugulus Eructo
Tarantallegra

CURSES

Everte Statum
Mimblewimble

YEAR 3

CHARMS

Bublet
Carpe Retractum
Glacius
Glacius Duo
Glacius Tria
Herbifors
Incendio Duo
Mobilierbus
Mobilicorpus
Muffliato
Quietus
Revelio
Sonus

TRANSFIGURATION

Draconifors

JINXES & HEXES

Mucus ad Vespertilio
Bombarda
Densaugeo
Levicorpus
Relashio
Riddikulus

Waddiwasi

CURSES

Expulso
Flipendo Tria
Orbis

COUNTERS

Finite Incantatem

HEALING SPELLS

Episkey

YEAR 4

CHARMS

Accio
Depulso
Herbivicus
Obscuro

TRANSFIGURATION

Orchideous

JINXES & HEXES

Entomorphis
Furnunculus

YEAR 5

CHARMS

Ascendio
Confundo
Deletrius
Descendo
Duro
Flagrate
Geminio
Silencio

TRANSFIGURATION

Defodio
Evanesco
Glisseo

JINXES & HEXES

Anteoculatia
Eublio
Impedimenta
Inflatus
Langlock

CURSES

Calvario
Conjunctivito

Reducto

Stupefy

COUNTERS

Protego Horribilis
Protego Totalum

HEALING SPELLS

Ferula
Rennervate

YEAR 6

CHARMS

Cave Inimicum
Deprimo
Homenum Revelio
Incendio Tria

TRANSFIGURATION

Aqua Eructo
Avis

JINXES & HEXES

Bombarda Maxima
Oppugno

YEAR 7

CHARMS

Expecto Patronum
Fianto Duri
Partis Temporus
Portus

TRANSFIGURATION

Diminuendo
Piertotum Locomotor
Serpensortia

CURSES

Avada Kedavra
Confringo
Crucio
Imperio
Incarcerous
Sectumsempra

COUNTERS

Protego Maxima

HEALING SPELLS

Brackium Emendo
Vulnera Sanentur

CHAPTER 9: CHARMS

Charm spells are numerous, do to the fact that they are much easier than transfiguration and equally as useful. Charm alter a targets fundamental response such as their actions, reactions, and capabilities (to an extent). Unlike Transfiguration, which alters a targets make up and composition, charms aim simply alter the target to work for the caster. In some cases, the caster will conjure up temporary effects.

These range from the useful Scouring Charm that all households need to know, to the invaluable Shielding Charm; an invisible and powerful shield that protects the caster from harmful spells. In this section we will alphabetically list many of the most useful charms in the wizarding world, along with the year they are normally taught at Hogwarts.

ABERTO (OPENING CHARM)

First Year

Pronunciation: Uh-bare-toe

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

A Charm used to open objects such as doors or windows. Does not work on locked objects, nor bewitched objects requiring a password or passphrase to answer.

ACCIO (SUMMONING CHARM)

Fourth Year

Pronunciation: AS-see-oh

Casting Time: Instant

Range: 1000 feet

Component: V, S

Duration: Instantaneous

This charm summons an object to the caster. It can be used in two ways; either by casting the charm and then naming the object desired, or by pointing your wand at the desired object during or immediately following the incantation to "pull" the target toward the caster; after the incantation, the item the caster is trying to summon must be clearly named. The caster must roll a Wisdom saving throw (DC 10) to summon objects they cannot see. The caster doesn't necessarily need to know the location of the target if they say the name of the object to be summoned, it just has to be within range.

ALOHOMORA (UNLOCKING CHARM)

First Year

Pronunciation: al-LOH-ha-MOHR-ah

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Instantaneous

Used to unlock locked objects; it can unseal objects upon which the Locking Spell has been cast, although it is possible to bewitch objects to resist the spell if the object itself requires something other than a key to unlock it (such as puzzles or passwords).

APARECIUM (REVEALING CHARM)

First Year

Pronunciation: AH-par-EE-see-um

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Instantaneous

This spell is used to render invisible ink visible. Can only be used one page at a time.

ARRESTO MOMENTUM (DECREASE VELOCITY CHARM)

third Year

Pronunciation: ah-REST-oh mo-MEN-tum

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Up to 10 minutes or until target hits the ground

Used to decrease the velocity of a moving target; it should be noted that it can be used on multiple targets, as well as on the caster himself. Does not stop the target, simply slows them down.

Doubles the height needed for fall damage to take effect; Fall damage will only occur every 20ft. to a maximum height of 200ft.

ASCENDIO (SUDDEN RISE CHARM)

Fifth Year

Pronunciation: ah-SEN-dee-oh

Casting Time: Instant

Range: Touch

Component: V, S

Duration: 30 seconds

Lifts the casters wand high into the air. The wand will shoot up and not be slowed down by anything holding onto it (such as the caster). One must be very careful, for serious damage can occur, either from falling or shooting into an object.

The wand will fly to a maximum height of 40ft. And a maximum distance of 30ft. The wand will only fly upwards. If the caster hits an object while flying they will take an instant 4d10 bludgeoning damage.

BAUBILLIOUS (BAUBLE CHARM)

First Year

Pronunciation: baw-BIL-ee-us

Casting Time: Instant

Range: Touch

Component: V, S

Duration: 3 days

Creates golden baubles from the tip of the casters wand that emit a faint 10ft. radius of light. They simply float in place, hovering slightly. The bauble size is variable, can be made larger or smaller with concentration but the amount of light does not change. They can be moved around freely and simply float until popped (like a bubble) with a wand or will eventually dissipate after several days. Fun to look at, almost completely useless.

BUBLET (BUBBLE-HEAD CHARM)

Third Year

Pronunciation: bub-let

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Up to 1 hour, or until popped

Produces a large, clear bubble of air around the head of the user; it is commonly used as the wizarding equivalent of a breathing set. The bubble is strong enough to withstand a massive source of encompassing pressure (such as being submerged in water). Despite being an enclosed area, you cannot suffocate within the bubble. To remove the charm, simply pop it using the tip of any wand.

CAERULEUM (BLUE-FLARE CHARM)

Pronunciation: SAY-rue-lee-um

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 round, 10 minutes

A spell that shoots a weak blue flares out the tip of the casters wand. The flare emits a light source within a 20ft. radius of it's location for one round of combat, or 10 minutes outside of combat.

The flare does 1d4 bludgeoning damage in combat, and sticks to the target for the remainder of the round unless extinguished.

CARPE RETRACTUM (SEIZE AND PULL CHARM)

Third Year

Pronunciation: CAR-pay ruh-TRACK-tum

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Until broken or released

Produces a three pronged swirling orange rope made of light from the caster's wand, which will wrap around and potentially pull a target toward the caster. When used on inanimate objects caster must make an Strength saving throw (DC 10). If succesful, the object is pulled towards the caster. If failed or used on immovable objects, the caster will be pulled towards the object instead.

Living targets of Medium size must make a Strength saving throw (DC 10). If they succeed, then they reverse the pull effect and pull the caster towards them.

Targets of Large or Gargantuan size resist the pull effect, instead the caster will be pulled towards them automatically. Cannot work on non-corporeal or non-physically solid objects. Creatures (Such as Oozes) are immune, the rope will simply shoot through them and flop around.

CAVE INIMICUM (SAFE-SPACE CHARM)

Sixth Year

Pronunciation: KAH-vay ih-NIH-mih-kum

Casting Time: 10 minutes

Range: 5 feet

Component: V, S

Duration: 1 day

The caster draws out a space (with a maximum radius of 25 feet) that will hide all traces of the caster and anyone else within the space from those outside it. Once the caster leaves the space, or someone else enters, the charm is instantly broken.

COLLOPORTUS (LOCKING CHARM)

First Year

Pronunciation: cul-loh-POR-tus

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Indefinitely

Locks things that can be locked, but only if they have a functional locking mechanism. This spell does not create a lock, it simply utilizes the mechanism in place. If there is no lock, the spell fails.

COLOVARIA (COLOR CHANGE CHARM)

First Year

Pronunciation: co-loh-VA-riah

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Indefinitely

Changes the target items color. Works on inanimate objects that can be dyed; objects such as banners, robes, or parchment. Will also work on certain charms and spells (such as Baubillious) to change their colors. The color is determined by the caster, they must simply say it out loud after the incantation. Will not work on living targets, or parts of living targets (such as hair or nails).

CONFUNDO (CONFUNDUS CHARM)

Fifth Year

Pronunciation: con-FUN-doh

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: 3 rounds, 1 hour, concentration

Causes the victim to become confused and befuddled. Target must make a Wisdom saving throw (DC 15) to resist the effects; If they fail they gain the stunned condition.

During combat, affected targets retain the condition for 3 rounds or until countered. The caster can choose to focus concentration on the target, holding the condition indefinitely until attacked or they release it.

DELETRIUS (ERADICATION CHARM)

Fifth Year

Pronunciation: deh-LEE-tree-us

Casting Time: Instant

Range: Self (10-foot cone)

Component: V, S

Duration: Instantaneous, concentration

Despite the name, the spell is simply used to dissipate non-corporeal fogs and mist, will work on very thin or fine physical objects (such as parchment or leaves). Can be used to dissipate certain spells, charms, and items causing such effects. To remove larger hazards, objects, or spells caster will have to use it as a concentration spell, making them vulnerable.

The caster can remove every applicable effect within a 10 foot cone of their wand tip. Every minute of concentration, the cone expands infinitly outwards, up to a 30ft. cone.

DEPULSO (BANISHING CHARM)

Fourth Year

Pronunciation: deh-PUL-soh

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Instantaneous

The opposite of the summoning charm, this spell is used to make the target fly toward a specific location. The object in question must be seen by the caster, either directly or through objects (such as mirrors). Object can be sent as far as 60 feet away from the caster.

Sufficiently sturdy objects can be weaponized, doing 1d6 per 10ft. of range they are expelled. Damage type is determined by the objects.

DEPRIMO (DEPRESSION CHARM)

Sixth Year

Pronunciation: DEE-prih-moh

Casting Time: 10 minutes

Range: 15 feet

Component: V, S

Duration: Concentration, up to 10 minutes

This spell places immense downward pressure on the target, which may result in the violent fracturing of said target. The pressure buildup isn't instant, and the target must remain still. Can easily be avoided by simply moving, thus living targets are not recommended. If used on an immobilized living target, does 2d10 force damage per round that the target remains within range.

DESCENDO (SHOOTING DOWN CHARM)

Fifth Year

Pronunciation: deh-SEN-doh

Casting Time: Instant

Range: Touch

Component: V, S

Duration: 30 seconds

The opposite of Ascendio, this spell causes the caster wand to move downwards. Much like it's complimentary cousin, caution must be taken with this spell for clumsy and unprepared users are prone to damage or injury.

The wand will fly to a maximum height of 40ft. And a maximum distance of 30ft. The wand however only flies downwards. It is not recommended to use on solid ground, or the caster takes 4d10 bludgeoning damage from flinging into the ground.

DIFFINDO (SEVERING CHARM)

First Year

Pronunciation: dih-FIN-doh

Casting Time: Instant

Range: Touch, 15 feet

Component: V, S

Duration: Instantaneous, concentration

Rips, tears, cuts, or shreds a few inches from the point of the wand or up to 15 feet. It is essentially the magical equivalent of a pair of scissors. If used as a concentration, the spell can be used to continuously cut an object.

Can cause minor injuries if used in combat, targets take 1d4 slicing damage. Once cast, players may choose to leave it active as a concentration. If used as a concentration in combat, targets within range at the beginning of the casters next turn all take 1d4 slicing damage, no attack roll necessary.

DISSENDIUM (CHARM)

Unknown

Pronunciation: dih-SEN-dee-um

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Instantaneous

Can open certain secret passages within Hogwarts. Has no effect outside of these passages however.

DURO (HARDENING CHARM)

Fifth Year

Pronunciation: DOO-roh

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Indefinitely

This charm transforms the target into solid stone. Living targets must make a Strength saving throw (DC 15) or be turned to stone and gain the petrified condition. Condition will last until countered or the statue is shattered.

Inanimate objects transformed will noticeably appear to be made of rock.

ENGORGIO (ENGORGEMENT CHARM)

Second Year

Pronunciation: en-GOR-jee-oh

Casting Time: Concentration

Range: 5 feet

Component: V, S

Duration: Indefinitely

Causes the target to swell in physical size. Target will continue growing until the caster stops concentrating, allowing it to remain one size larger until countered or reversed.

ERECTO (SETUP CHARM)

Second Year

Pronunciation: eh-RECK-toh

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Indefinitely

Used to erect a structure, such as tents or a canopy. To use the spell, the structure must have an established support system or it won't work.

EXPECTO PATRONUM (PATRONUS CHARM)

Seventh Year

Pronunciation: ecks-PECK-toh pah-TROH-numb

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: concentration

This charm is a defensive spell which will conjure a spirit-like incarnation of their positive emotions to defend against dark creatures; it can also send messages to other witches or wizards. It seems one's Patronus will take the form of something important to the caster and can change when one has undergone a period of heightened emotion. A patronus has some level of sentience, and can be given a certain level of free reign as well (such as pacing). However they have no physical effect on anything corporeal or solid, and take immense concentration to maintain their full form.

Caster must make an Intelligence check to see if the summon is successful. For a patronus to take its corporeal form, the check must be 15 or higher. Checks of 10 to 14 summon a silvery shield 5 feet in front of the caster that dark creatures cannot break or penetrate. Checks below 10 cause the spell to fail. A corporeal patronus (of any form) does 3d10 radiant damage to dark creatures only within a 15ft. Range of its body; the patronus can only move 30 feet and exclusively on the casters turn. Dark creatures are repelled by it and do not move within 5 feet of a corporeal patronus willingly.

A corporeal patronus can be used to quickly send short verbal messages to others. The patronus shares its knowledge with its caster; it won't be able to find anyone the caster wouldn't know how to find.

EXPELLIARMUS (DISARMING CHARM)

Second Year

Pronunciation: ex-PELL-ee-ARE-muss

Casting Time: Instant, or 1 reaction when targeted by an attack

Range: 30 feet

Component: V, S

Duration: Instantaneous.

Knocks whatever the victim is holding (usually an opponents wand) out of their hand. Targets must make a Strength saving throw (DC 5) to see if they lose the wand. On critical rolls, the target automatically will fail the saving throw, and they are knocked back 10ft., making them take 1d10 force damage, and an addition 1d10 bludgeoning damage if they hit a solid object.

The spell may be used as a reaction during combat, targets must be within range of the caster.

FIANTO DURI (HARDENING CHARM)

Seventh Year

Pronunciation: fee-AN-toh DOO-ree

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 3 rounds, or until dissipated

A defensive charm which strengthens shield spells (but not barriers) by creating a noticeable diamond like coating around them. This makes the spell significantly stronger but also more noticeable. The effects last until the original spell ends. Adds 20 AC to all Shield spells it's cast on.

Can also be used to strengthen an inanimate objects, giving them the same diamond like coating. When used on an inanimate object (such as the casters robes) in combat, the spell last for 3 rounds. Adds 15 AC to inanimate objects for the duration of the spell.

FLAGRATE (HEATED WORDS CHARM)

Fifth Year

Pronunciation: fluh-GRAH-tay

Casting Time: Instant

Range: Touch

Component: V, S

Duration: 30 minutes

Not to be confused with the Flagrate Curse. Produces fiery marks out of the tip of the caster wand which can be used to write in mid-air. The marks are easily dispersed, and despite appearances do not burn those who touch them. Letters and shapes drawn out can be moved around with the wand used to draw them.

Marks produce a faint 5ft. radius of light.

GEMINIO (GEMINO CHARM)

Fifth Year

Pronunciation: jeh-MIH-nee-oh

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Indefinitely

Creates an identical, albeit useless copy of the target item. Only works on inanimate objects. Any abilities, bewitchments, charms, hexes, and/or enchantments on the object are not copied.

Copied items will rust and wear down at double the rate of the normal copy, making them worthless. Will not work on currency, as the serial number is always copied. Never try to trick a goblin with fake Galleons.

GLACIUS (SLEET CHARM)

Third Year

Pronunciation: GLAY-shuss

Casting Time: Instant

Range: Self (15-foot cone)

Component: V, S

Duration: 1 round, 15 minutes

Shoots out a weak cone of ice to coat the target. Mostly used to coat corridors with thin sheets of ice. Ice is too thin to cause damage but it can be used to create a slick area on the ground, reducing the movement speed by half of the affecteds amount.

GLACIUS DUO (FREEZING CHARM)

Third Year

Pronunciation: GLAY-shuss DOO-o

Casting Time: Instant

Range: Self (15-foot cone)

Component: V, S

Duration: 1 round, 15 minutes

sends out a much stronger and more forceful cone. Can be used to fill in gaps in objects with solid ice. Strong enough be walked on. Targets hit with the spell take 1d8 cold damage and have their movement speed reduced by half.

GLACIUS TRIA (DEEP FREEZE CHARM)

Third Year

Pronunciation: GLAY-shuss TRI-ah

Casting Time: Instant

Range: Self (30-foot cone)

Component: V, S

Duration: 1 round, 30 minutes, concentration

A powerful cone of ice that can be used to create midair platforms or freeze targets solid.

In combat, targets must make a Strength saving throw (DC 10) or be frozen solid for 1 round, giving them the petrified condition. Targets who resist instead take 1d10 cold damage.

HERBIFORS (FLOWER-HEAD CHARM)

Third Year

Pronunciation: Her-bi-FORS

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 30 minutes

This spell causes flowers to sprout from the victims head. The flowers are harmless but annoying. Last for a surprising half-hour, during which time they can be sheared off or clipped, but do not try to pull them out. Be warned, bees love the nectar secreted by them.

The flowers start out as tiny sized, but if left untreated can grow to medium size, causing the victims movement speed to be reduced by 10.

HERBIVICUS (HERBIVICUS CHARM)

Fourth Year

Pronunciation: her-BIV-i-cuss

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Concentration

Makes some plants grow to full size over a matter of minutes. Anything containing strong toxins or venoms or abundance of magical energy will be unaffected. Plants cannot grow past their normal size. The bigger the plants full grown size, the longer concentration must be maintained to make it grow.

HOMENUM REVELIO (PRESENCE-REVEALING CHARM)

Sixth Year

Pronunciation: HOM-eh-num reh-VEH-lee-oh

Casting Time: Instant

Range: Self (50-foot radius)

Component: V, S

Duration: Concentration

Reveals human presence in the vicinity of the caster. The caster, and only those touching the caster, will see a faint orange outline around humans within a 50 foot radius of them. Anyone touching the caster will also see the outline. As long as the caster concentrates on the spell the outline remains visible.

IMPERVIUS (IMPERVIUS CHARM)

Second Year

Pronunciation: im-PUR-vee-us

Casting Time: Instant

Range: Touch

Component: V, S

Duration: 1 hour

This spell makes a target object repel certain substances. Can only work on basic substances such as oil, water, or fire. Substances such as venoms or poisons are too complex. Does not work with anything solid, the substance has to be in a liquid, gaseous, or ooze like form.

INCENDIO (TINDER CHARM)

First Year

Pronunciation: in-SEN-dee-oh

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Instantaneous

Produces a weak fire by creating a small bolt. Targets take 1d6 fire damage.

The bolt is strong enough to cause small fires if used on flammable objects, they offer minor heat, and a 10ft. radius of light.

INCENDIO DUO (FIREBOLT CHARM)

Third Year

Pronunciation: in-SEN-dee-oh DOO-o

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

creates a much larger bolt of fire. Targets take 1d10 fire damage.

These bolts create flames strong enough to set fire to objects. Offering major heat, and a 20ft. radius of light. If left unchecked, the fire can spread harmfully.

INCENDIO TRIA (FIREBALL CHARM)

Sixth Year

Pronunciation: in-SEN-dee-oh TRI-ah

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: Instantaneous

Creates a fireball of great destructive power. A very difficult to control spell, and incredibly dangerous. Use only with caution and great need. Does 2d12 of fire damage within a 30ft radius.

On impact the fireball remains for 10 minutes or 1 round if in combat. All within the 30ft. radius take 1d12 fire damage if they do not get out of the area during the round.

INCENDIO FRIGUS (BLUEBELL FLAMES CHARM)

First Year

Pronunciation: in-SEN-dee-oh fri-GUS

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: 1 hour, 1 round

Produces a bright blue, harmless fire. Useful for creating minor warmth. The flames create a 10ft. radius of light. They can be picked up, stored, and moved around all by hand as well.

INFORMOUS (INFORMATION CHARM)

Second Year

Pronunciation: in-FOR-m-es

Casting Time: 5 minutes

Range: Touch

Component: V, S

Duration: Indefinitely

Informous is a spell that is used to discern a charmed, incapacitated, or bound creature's weaknesses and strengths. Once activated, the caster's wand will begin transferring the information into a designated book (has to be an empty book attuned beforehand by the caster). The information will automatically appear, however the spell only works on creatures the Ministry of Magic already has information on. Will not tell you weaknesses or strengths outside of a specific creature's species.

LOCOMOTOR (LOCOMOTION CHARM)

First Year

Pronunciation: LOH-koh-moh-tor

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Concentration

The spell is always used with the name of a target, at which the wand is pointed (e.g. "Locomotor Trunk!"). The spell causes the named object to rise a foot in the air and move around and follow the caster until they decide to lower it back down by ending the spell.

The bewitched object can only move within a radius of 5ft. of the caster, but the caster is able to control where the object goes within that radius.

LUMOS (WAND-LIGHTING CHARM)

First Year

Pronunciation: LOO-mos

Casting Time: Instant

Range: Self, 10 feet

Component: V, S

Duration: Indefinitely

Creates a small ball of light that makes a narrow beam that shines from the wand's tip, like a torch, creating a 15ft. radius of light. If the caster swings their wand, they can shoot the ball out to stick to the nearest solid object. If no solid object is present, the ball stops midair and hangs there. The stronger the swing, the farther it goes. To extinguish the light, the caster must use the *Nox* charm, which is automatically learned when any *Lumos* charm is.

Only one *Lumos* orb can exist at a time. Attempting to cast another one will just return the current one to the owner's wand.

LUMOS MAXIMA (WAND-TORCH CHARM)

First Year

Pronunciation: LOO-mos MAX-ee-ma

Casting Time: Instant

Range: 20 feet

Component: V, S

Duration: Indefinitely

A much bigger and stronger version of *Lumos*, creating a 30ft. radius of light.

Only one *Lumos* orb can exist at a time. Attempting to cast another one will just return the current one to the owner's wand.

LUMOS SOLEM (WAND-BEAM CHARM)

First Year

Pronunciation: LOO-mos SOL-im

Casting Time: Instant

Range: Self (15-foot cone)

Component: V, S

Duration: Indefinitely

Creates a bright ray of light extending out in a 15 foot cone. Not harmful, but exceptionally bright.

MOBILIARBUS (MOBILITY CHARM)

Third Year

Pronunciation: MO-bil-ee-AR-bus

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Concentration

A telekineses spell that doesn't require the casters personal strength. Unfortunately it only works within a short radius of the caster. Levitates the object one foot into the air and moves the object to where the caster guides it to. Once the caster stops concentrating the object slowly floats back down.

The bewitched object can be moved anywhere within a 10ft. radius of the caster

MOBILICORPUS (MOVING CORPSE CHARM)

Third Year

Pronunciation: MO-bil-ee-COR-pus

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Concentration

Similar to Mobiliarbus, it levitates and moves bodies (alive or otherwise). If the body is alive, they must make a Strength saving throw (DC 10) to resist the charm. Those who fail their saves are hoisted up into the air.

During combat, every turn the effected target must continue to make a Strength saving throw (DC 10) until they break free or they are released.

MUFFLIATO (MUFFLE CHARM)

Third Year

Pronunciation: muf-lee-AH-to

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 round, 10 minutes

This spell fills the targets ears with an unidentifiable buzzing to keep them from hearing nearby conversations. It is barely noticeable and eventually goes away after a few minutes. Afflicted targets are put under the deafened condition.

NOX (WAND-EXTINGUISHING CHARM)

First Year

Pronunciation: Nocks

Casting Time: Instant

Range: Self

Component: V, S

Duration: Instantaneous

Extinguishes the light produced by the casters *Lumos* charms. Is automatically learned whenever a *Lumos* or variant charm is learned.

OBSCURO (BLIND-SIGHT CHARM)

Fourth Year

Pronunciation: ob-SK(Y)OOR-oh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 2 rounds, 30 minutes

Causes a solid black blindfold to appear over the victim's eyes, obstructing their view of their surroundings. Cannot be easily removed by hand, generally requires a counter charm to undo.

In combat the blindfold will remain in place, blinding the victim for 2 rounds. Outside of combat it last for approximately 30 minutes unless countered.

PARTIS TEMPORUS (PARTING CHARM)

Seventh Year

Pronunciation: PAR-tis temp-OAR-us

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: 5 minutes

Creates a temporary gap through protective magical barriers the size of the caster. Can be used by the caster of the original barrier, or can be used by any other witch or wizard of sufficient skill on other barriers.

PERICULUM (RED-FLARE CHARM)

First Year

Pronunciation: PUR-ick-yu-lum

Casting Time: instant

Range: 30 feet

Component: V, S

Duration: 1round, 10 minutes

A spell that shoots a weak red flare out the tip of the casters wand. The flare emits a light source within a 20ft. radius of it's location for one round of combat, or 10 minutes outside of combat.

The flare does 1d4 bludgeoning damage in combat, and sticks to the target for the remainder of the round unless extinguished.

"POINT ME" (FOUR-POINT CHARM)

First Year

Casting Time: Instant

Range: touch

Component: V, S **Duration:** 1 minute

Hold the wand flat in your palm, utter the spell, and it will float up about an inch and point you due north.

PORTUS (PORTKEY CHARM)

Seventh Year

Pronunciation: POR-tus

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Indefinitely

Turns an object into a port-key. The exact coordinates of the desired location and the return location must be clearly worded after the incantation is said. Last indefinitely until used to go and return. Generally only taught to Ministry witches and wizards in the Department of Magical Transportation.

QUIETUS (QUIETENING CHARM)

Third Year

Pronunciation: KWIY-uh-tus

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Instantaneous

Makes a magically magnified voice return to normal, such as the Sonorus charm. Also can be used to deafen certain enchanted objects that create noise (such as Sneak-o-scopes).

REDUCIO (SHRINKING CHARM)

Second Year

Pronunciation: re-DOO-see-oh

Casting Time: Instant

Range: Touch, 5 feet

Component: V, S

Duration: Indefinitely

Makes an enlarged object or creature return to its original size. Counter-charm to *Engorgio*.

REPARO (MENDING CHARM)

First Year

Pronunciation: reh-PAH-roh

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Instantaneous

Used to repair objects, as long as the original broken materials are still within range and usable. Will not work on magical items or living beings.

REVELIO (REVEALING CHARM)

Third Year

Pronunciation: reh-VEL-ee-oh

Casting Time: Instant

Range: Self (30-foot radius)

Component: V, S

Duration: Concentration

Reveals hidden objects and illusions (such as false walls) within a 30ft. Radius of the caster; however it will not reveal objects hidden by invisibility cloaks or natural camouflage.

SCOURGIFY (SCOURING CHARM)

First Year

Pronunciation: SKUR-ji-fy

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Instantaneous

Shoots out a thick, bubbly foam that scours an object clean. Foam dissipates after 15 seconds, leaving behind a nice clean surface. Careful though, you may scrub off more than you were wanting to.

SILENCIO (SILENCING CHARM)

Fifth Year

Pronunciation: sih-LEN-see-oh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 round, 15 minutes

Makes target completely silent. Targets are unable to cast Verbal spells during this time or until countered. They can however still cast non-verbal spells.

During combat, the effect last for 1 round.

SONORUS (AMPLIFYING CHARM)

Third Year

Pronunciation: soh-NOHR-uhs

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Indefinitely

Magnifies the spell caster's voice when one's wand is pointing to the side of the caster's throat. Can also magnify the sounds naturally produced by objects (such as instruments and pets).

SPONGIFY (SOFTENING CHARM)

First Year

Pronunciation: spun-JIH-fy

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 10 minutes

Softens a 4*4 area for a brief period, turning it into a soft spongy material. Objects that fall onto this area are immune to fall damage.

VERDIMILLIOUS (GREEN-FLARE CHARM)

First Year

Pronunciation: VERD-dee-milee-us

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 round, 10 minutes

A spell that shoots a weak green flare out the tip of the casters wand. The flare emits a light source within a 20ft. radius of its location for one round of combat, or 10 minutes outside of combat.

The flare does 1d4 bludgeoning damage in combat, and sticks to the target for the remainder of the round unless extinguished.

WINGARDIUM LEVIOSA (LEVITATION CHARM)

First Year

Pronunciation: win-GAR-dee-um lev-ee-OH-sa

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Concentration

A weak concentration spell that will move an object to the casters whims. The heavier the object is, the slower it is to move. Once the object hits its max range of movement, it falls back to the ground, immobile. The caster can only move objects of a size Large or smaller.

Tiny objects gain a movement range of 60ft. Small objects gain a movement range of 40ft. Medium objects gain a movement range of 20ft. Large objects gain a movement range of 10ft.

CHAPTER 10: TRANSFIGURATION

Transfiguration has some of the most complex and difficult spell to master under it's wings. A skilled witch or wizard can use transfiguration to conjure the element, or transform mundane objects into ferocious (or cuddly) creatures. Student's of this school will need all of their wits and skills necessary, for any mistake can result in horrific and often deadly results. Transfiguration is complimented by charms, jinxes, hexes, and curses. As such many useful spell combinations require precise timing or cooperative interaction between casters such as the *Avis* and *Oppugno* jinx combination.

In this section we will alphabetically list many of the most useful transfiguration spells in the wizarding world, along with the year they are normally taught at Hogwarts.

AGUAMENTI (WATER-MAKING TRANSFIGURATION)

First Year

Pronunciation: AH-gwah-MEN-tee

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Instantaneous, Concentration

Produces a weak jet of water from the casters wand tip. This spell is a favorite of Herbologists and gardeners alike. Can be used as a concentration spell outside of combat to provide water a stream of potable water.

The jet isn't particularly powerful, nor forceful but it can manage 1d6 bludgeoning damage if used in combat. When used against a fire-based enemy, it inflicts an extra 1d6 bludgeoning damage as well. Cannot be used as a concentration spell in combat.

AQUA ERUCTO (AQUA ERUCTO TRANSFIGURATION)

Sixth Year

Pronunciation: A-kwa ee-RUCK-toh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous, Concentration

This spell is used to create a jet of clear water from the tip of the wand. Unlike *Augamenti*, the jet is forceful, pressurized, and dangerous. Can be used for power cleaning, clearing away light blockage, or even pushing heavier objects. Outside of combat the spell has to be used as a concentration to make sure you don't accidentally power wash something to death.

Targeted enemies take 1d12 bludgeoning damage, and must make a Strength saving throw (DC 15). Targets who fail are forced back 15ft. and knocked prone. Doesn't effect Large or Gargantuan sized targets. When used against a fire-based enemy, it inflicts an extra 1d12 bludgeoning damage as well. Cannot be used as a concentration spell in combat.

AVIFORS (AVIFORS TRANSFIGURATION)

Second Year

Pronunciation: AH-vi-fors

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: 1 round, 30 minutes, or until destroyed

Transforms the target object into a bird based on the targets size, though it will not work on anything classified larger than a Small object. The bird will flutter around briefly for half an hour before turning back into the object it was. The bird is subject to it's own free will and movement during this time, though it doesn't travel far from the creator. If it is hit by any spells or "killed" during it's transformed period, the object it was will break unless it is specifically equipped to handle the damage (such as certain bewitched objects or things like pillows and parchment). Cannot be used on living objects, but can be used on objects bewitched to resemble life.

The bird is subject to control of the *Oppugno* jinx. When being controlled by the jinx, the birds duration timer is paused. The bird has a movement speed of 10ft, with a fly movement of 60ft. It does 1d6 slicing damage with it's talons and 1d6 piercing damage with it's beak. The caster can choose to ram the bird into the target, doing 1d12 bludgeoning damage. This will break the bird causing it to revert to it's normal form and shatter (unless the object is indestructible as previously described).

AVIS (BIRD-CONJURING TRANSFIGURATION)

Sixth Year

Pronunciation: AH-viss

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: 3 rounds, 30 minutes, or until destroyed

Conjures a flock of tiny birds from the tip of the wand with a loud blast. Caster rolls 1d12 plus to determine the amount of birds conjured. The birds resemble small canaries who vanish in a puff of feathers and smoke after 30 minutes or when destroyed. They can be used as a distraction, as most cats and more..."simple minded" creatures seem to find them fascinating.

The birds can be controlled by way of the *Oppugno* jinx. They last for 3 rounds during combat.

By using their wand as a conductors baton, the caster can direct them into formation. The flock can move a total of 10ft. fly 45ft. at a time. Each bird has 1hp, and does exactly 1d4 piercing damage. On hit, the birds are destroyed.

The birds can also be used to form a shield of sorts in front of the caster, or a barricade in front of a target.

CRINUS MUTO (HAIR ALTER TRANSFIGURATION)

First Year

Pronunciation: cren-ius MOO-toe

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Until washed out

This spell can change the color and style of a targets hair to the color called out after the incantation. The color change last until the target washes it out. The style change is subject to normal things that disrupt hair.

DEFODIO (GOUGING TRANSFIGURATION)

Fifth Year

Pronunciation: deh-FOH-dee-oh

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Instantaneous

This spell allows the caster to gouge large chunks out of the objects made of earth or stone. The spell is particularly useful for digging out large areas of earth, affecting a 4*4 area.

When affecting an enemy made of earth or stone, the spell does 1d20 piercing damage, on critical rolls you may even lop off a limb. Spell cannot be cast as a concentration.

DIMINUENDO (SHRINKING TRANSFIGURATION)

Seventh Year

Pronunciation: dim-in-YEW-en-DOUGH

Casting Time: 5 minutes

Range: 10 feet

Component: V, S

Duration: 15 minutes

Sends out a steady stream of silver showers. Forces the target to shrink to the size of a small mouse. Can be used on the caster by waving their wand in a circular motion above their head. The affected target is essentially the same in every way, just smaller. Spell affects everything attached to the target and anything they're holding as well.

When cast as a concentration spell, it can effect up to 4 separate targets within the range of a 10ft. cone. Concentration must be maintained or the effected targets will grow back to size in 15 minutes. Targets under concentration must remain within 60 feet of the caster.

For the duration of the spell, the targets size is considered Tiny. They're movement speed is cut down to 10. Their spells are small and weak, and offer no support in combat whatsoever unless the target is also Tiny sized.

Objects the target may have been holding will grow back to size slowly over the 15 minute period if dropped by the affected.

DRAGONIFORS (DRAGONIFORS TRANSFIGURATION)

Third Year

Pronunciation: drah-KOH-nih-fors

Casting Time:

Range: 5 feet

Component: V, S

Duration: 6 rounds, 30 minutes, or until destroyed.

Similar to the Avifors spell, only the object turns into a dragon. Dragons are automatically hostile and will attack the nearest creature to them unless they're manipulated by the Oppugno jinx.

The draconifors elemental type is based on it's color which is determined by the color of the original object. Multicolored objects will take on the color the caster decides. The breath attack does a 1d12 15ft. cone of damage based on the draconifors element, but has a recharge of 3. The dragons claws will do 1d8 slashing damage, and their fangs do 1d4 elemental damage and 1d4 piercing damage.

DRAGONIFORS ELEMENTAL CHART

Color	Element
Red/Brown	Fire
Yellow	Lightning
Green	Acid
Blue	Cold
Translucent	Force
Black	Necrotic

EVANESCO (VANISHING TRANSFIGURATION)

Fifth Year

Pronunciation: ev-an-ES-koh

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Instantaneous

Vanishes the target; the best description of what happens to it is that it goes "into non-being". Technically, the spell can banish anything, however it is easy to block and deflect. Therefore only use extreme caution when trying to target other wizards, lest the spell comes back to you.

Objects vanished will turn back up eventually at the location they were vanished at. The caster rolls a 1d12 to determine how long the target stays gone. During this time, if a counter is used on the area, the target will reappear.

FUMOS (SMOKESCREEN TRANSFIGURATION)

Second Year

Pronunciation: FUM-os

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: 4 rounds, 10 minutes, or until dissipated

Used to produce a defensive cloud of dark grey smoke. Concentration will cause the cloud to continuously pour out until concentration is broken. If used as a flyaway spell, the cloud burst forth from the casters wand tip. Does no damage and will only block the sight of an enemy, not blind them. Cloud will dissipate naturally, can be blown away as well.

If used in combat, covers a 2*42 area every turn it's concentrated on, darkening those areas of light.

GLISSEO (SLIDE TRANSFIGURATION)

Fifth Year

Pronunciation: GLISS-ee-oh

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Instantaneous

Causes the steps on a stairway to flatten into a slide. Effect is temporary, and the steps transform back after several minutes. The entirety of the steps transform, from top to bottom.

LAPIFORS (LAPIFORS TRANSFIGURATION)

First Year

Pronunciation: LAP-ih-forz

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: 1 hour

Similar to other *-fors* spells, turns target object into a rabbit. Rabbits are useless for combative purposes, but they are smart and far easier to give directions to than the other types. They are capable of fitting into small spaces and even opening basic locks and handles they can reach. They also have a penchant for sniffing out valuable and magical items. Due to the simplicity of the creature, the spell last a surprisingly long time.

Rabbits offer no combat incentive. They have a movement speed of 30ft. and a jump height of 10ft. They can be used as shielding for harmful spells is the caster so chooses..you monsters.

ORCHIDEOUS (FLOWERING TRANSFIGURATION)

Fourth Year

Pronunciation: or-KID-ee-us

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Indefinitely

Makes a bouquet of flowers appear out of the caster's wand. If the wand is moved in a specific pattern (such as a circle) the flowers will follow that pattern instead. Can be used to make wreaths, flower crowns, bouquets, and elaborate flower setups.

PIERTOTUM LOCOMOTOR (LIFELIKE TRANSFIGURATION)

Seventh Year

Pronunciation: peer-TOH-tum loh-koh-MOH-tor

Casting Time: 30 minutes

Range: 60 feet

Component: V, S

Duration: 3 hours

Spell used to animate humanoid statues and suits of armor to do the caster's bidding. Caster must roll a Wisdom check (DC 18). If the caster fails, the animated object refuses to listen to them and follows their own agenda. Critical failures cause the animated object to attack the caster and those around it.

If the caster is successful, the animated object gains a movement speed of 30ft. and can inflict 1d12 bludgeoning damage with its limbs. Creatures with weapons inflict the damage native to the weapon, with proficiency.

SERPENSORTIA (SNAKE SUMMONS TRANSFIGURATION)

Not generally taught at Hogwarts. The spell is a favorite of dark witches and wizards. Its difficulty is equal to that of a Fifth Year transfiguration spell.

Pronunciation: ser-pen-SOR-ti-ah

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: 1 hour

Conjures a serpent from the spell-caster's wand. The serpent is considered Large in size. The serpent can be controlled using the Oppugno jinx, their fangs do 1d12 piercing damage and inflict the poisoned condition on targets not immune. They can be controlled to bind a target's legs, knocking them prone. Because it's a serpent, it can also be controlled by a parselmouth, whether they are the caster or not.

CHAPTER 11: JINXES & HEXES

Jinxes and Hexes are a core component of combative magic. Though not all are combative in nature, many will serve a witch or wizard well when they feel threatened. Jinxes and Hexes have their root in dark magics. Never the less, you'd be hard pressed to find an Auror or Teacher who doesn't use them.

In this section we will alphabetically list many of the most useful Jinx and Hex spells in the wizarding world. Unlike Charms and Transfiguration however, most are learned through friends or family, not school. Still they will be classified by the year their difficulty corresponds to.

ALARTE ASCENDARE (HIGH-FLYING HEX)

Second Year

Pronunciation: A-LAR-tey ah-SEN-deh-rey

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Instantaneous, concentration

With a loud bang, shoots the target 10ft. straight into the air. If the caster is concentrating, they can send the target upwards to a maximum of 40ft. Only works on a single small object or creature at a time. The spell itself doesn't do harm but the target takes 1d6 fall damage for every 10ft. they fall unless they are able to land on a cushioned surface.

ANTEOCULATIA (ANTLER-HAIR HEX)

Fifth Year

Pronunciation: AN-tea-oh-cuh-LAY-chee-a

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: 3 rounds, 1 hours

A hex which turns a victim's hair into elk antlers. Change is temporary, but the antlers are quite real. Can be used to slow down or outright stop a target.

During combat, victims with 14 or less Strength must make a Strength saving throw (DC 15), on failed saves the victim is knocked prone and has to make a passing save before they can get back up. Victims speed is decreased by 15 once they manage to stand. The effects of the spell last for 3 rounds.

Victims with a Strength score of 15 or higher are able to instead use the horns as a blunt weapon, doing 1d12 bludgeoning damage. Damage to the horns will also damage the users hair.

BOMBARDA (COMBUSTION HEX)

Third Year

Pronunciation: bom-BAR-dah

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

Provokes a small explosion at the targeted area. Will only work if used on a solid object or surface, cannot be used mid-air or on gaseous forms (Such as mist or ghost). Spell also only hits the nearest physical object to it, for example if trying to use through a pane of glass on an object on the other side, the explosion will happen on the glass and not the object on the other side. One must always be careful to not be too near the explosion.

Explosion does 4d6 fire damage in a 10ft. radius. It will ignite flammable objects, and blow apart weak objects in it's way.

BOMBARDA MAXIMA (EXPLOSION HEX)

Sixth Year

Pronunciation: BOM-bar-dah MAX-ih-mah

Casting Time: Instant

Range: 150 feet

Component: V, S

Duration: Instantaneous

A more advanced and powerful form of Bombarda, can be used to explode large objects such as unfortified walls and boulders. Extreme caution is recommended, the force of this spell is similar to an explosion cause by the muggle explosive known as C4.

Explosion does 8d10 fire damage within a 30ft. radius. It will ignite flammable objects, or blow apart all but the sturdiest objects in it's way.

CANTIS (SONGBIRD JINX)

First Year

Pronunciation: CAN-tiss

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 1 round, 5 minutes, or until a song is completed

Victim must make a Wisdom saving throw (DC 5). On failed saves the victim burst uncontrollably into song and they are unable to cast verbal spells during this time. The spell can either be countered or the victim may choose to let it finish it's course.

The song is simply one the victim would be prone to sing of no particular origin. The spell last for the duration of one song or several minutes of song-like structure if they cannot remember the words to a particular song.

COLLOSHOO (STICKFAST HEX)

First Year

Pronunciation: cul-loh-SHOE

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 10 minutes

Adheres the victim's shoes to the ground with some sort of adhesive ectoplasm. Victims can make a Strength saving throw (DC 5) at the beginning of their turn. On failed saves victims are unable to move for their turn. Successful saves break the hex. Likewise, water will simply wash it away, allowing the victim to move after using an action to douse their feet in water.

Spell can also be used to glue objects together, such as doors to a doorframe.

DENSAUGEO (TOOTH-GROWING HEX)

Third Year

Pronunciation: den-SAW-jee-oh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 6 rounds, concentration

This hex causes the victim's teeth to grow rapidly, but can also be used to restore lost teeth. Generally used by parents once a child loses a tooth. Or by rambunctious kids needing to repair a chipped tooth.

Once struck, the victim has 1 round before the effects set in. At the start of the next turn the victim has, they must roll a Strength saving throw (DC 10) to determine whether they can stand the weight of their teeth or not. Every failed save the victim loses 5ft. of movement, until they're down to 0ft.

EBUBLIO (EBUBLIO JINX)

Fifth Year

Pronunciation: ee-BUB-lee-oh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Concentration

Encases the target in a large sphere of water that cannot be popped by physical force. The sphere cannot be made unless the caster is within 15ft. of a body of water or someone else is casting a spell that produces water within that range.

Every turn after the initial cast, the victim makes a Wisdom saving roll (DC 15). On failed rolls, the victim takes 1d8 force damage.

ENTOMORPHIS (INSECTOID HEX)

Fourth Year

Pronunciation: en-TOE-morph-is

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 2 rounds, 10 minutes, concentration

This hex is used to forcefully transform the victim into an insect for a short time. If the type of insect isn't specified, the default form is a beetle. Spell last for 10 minutes, but can be extended with concentration.

A useful spell for those wanting to spy on others, if the victim is a willing one they can be used to spy on others or listen to conversations they otherwise couldn't.

Victims must make a Wisdom saving throw (DC 10) on the start of their turn until they succeed. During their transformed period, their size is reduced to tiny and their movement is 5. Due to their small size, they avoid all spells cast at them, but they are incredibly susceptible to attacks from birds and bowtruckles.

EPOXIMISE (ADHESIVE JINX)

First Year

Pronunciation: ee-POX-i-mise

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Instantaneous

Adheres one object to another, similarly to if they had been glued together. Incredibly useful spell for students prone to breaking objects, or students who enjoy causing mayhem. To pull glued objects apart from each other a Strength check (DC 5) must be made.

FLIPENDO (KNOCKBACK JINX)

Second Year

Pronunciation: flih-PEN-doh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

Pushes the target back with a small gust. Living targets must make a Strength saving throw (DC 5), on failed saves target is knocked back 5 feet. Spell can be used on allies as well as enemies, allies only make a saving throw if they do not wish to be pushed.

Spell will push the target, but it is not forceful enough to push a target over a gap larger than 5ft. wide and 10ft. deep.

FLIPENDO DUO (KNOCKBACK HEX)

Second Year

Pronunciation: flih-PEN-doh DO-o

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

A more powerful form of Flipendo, on failed Strength saving throws (DC 5) target is pushed back 15 feet.

Spell is powerful enough to push targets across a 10ft. wide gap that's at most 15ft. deep.

FURNUNCULUS (PIMPLE JINX)

Fourth Year

Pronunciation: fer-NUN-kyoo-luss

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 3 days

Covers the target in boils. Distracting and unsightly, but ultimately harmless. Used often as a way to harass or get revenge on other students.

In combat, the spell inflicts the poisoned condition until countered.

ILLEGIBILUS (ILLEGIBLE JINX)

Second Year

Pronunciation: i-lej-i-bill-us

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Indefinite

Illegibilus is a spell that is used to render a text illegible. Can be undone with certain spells, counters, and magical items.

Only works on one word at a time.

IMPEDIMENTA (IMPEDIMENT JINX)

Fifth Year

Pronunciation: im-ped-ih-MEN-tah

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 turn

Sends out a fast traveling yellow bolt where the caster is pointing. This jinx stops anything wishing to harm the caster in it's tracks suddenly and without warning if the bolt hits. If the attacker is hit they fall over and are knocked prone. The prone effect only last until the victim is able to stand up again.

Only works on Large sized enemies or smaller.

INFLATUS (INFLATATION JINX)

Fifth Year

Pronunciation: in-FLAY-tus

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Indefinite

Inflates organic targets (living or dead) as if they were a helium balloon. Target can be deflated by pressing a wand tip sharply into them. Targets inflate to one size larger than they currently are. They also become perfectly spherical in shape. The process causes no pain or illness, just annoyance. Targets will float as high as 200ft. before they stop.

Targets must be deflated quickly, during combat every round they float up 5ft. into the air for a maximum height of 200ft., or until they touch a ceiling or structure.

LANGLOCK (TONGUE LOCK HEX)

Fifth Year

Pronunciation: LANG-lock

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 round, 5 minutes, concentration

Glues the subject's tongue to the roof of their mouth for several minutes or as long as the caster is concentrating. Victims must make a Strength saving throw (DC 15). Victims who fail are unable to cast verbal spells until their tongue returns to normal.

Victims under concentration can make a Strength saving throw (DC 15) at the beginning of their turn to determine whether they can break the hex.

LEVICORPUS (ANKLE-HANGER HEX)

Third Year

Pronunciation: lev-ee-COR-pus

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Concentration

The victim is dangled upside-down by their ankles at a height of 10ft. as long as the caster is concentrating. This does not stop the target from using their wands, however when the victim falls they will take 1d6 bludgeoning damage unless a cushioning charm is used.

MUCUS AD NAUSEAM ("CURSE OF THE BOGIES" JINX)

First Year

Pronunciation: MEW-cuss add NOH-see-um

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: 3 rounds, 30 minutes

Despite being referred to as a curse, this is simply a playful jinx many students use to impede others. Victims must make a Constitution saving throw (DC 5), on failed saves gives the victim a massive head cold and an extremely runny nose, causing them to gain the poisoned condition, and dropping their movement speed by 10ft.

Will ruin the victims robes if left untreated. Most likely also their hair, skin, and everything else really.

MUCUS AD VESPERTILIO (BAT-BOGIES HEX)

Third Year

Pronunciation: MEW-cuss ad ves-per-TIL-eo

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 round, 15 minutes

Hexes the victims nose to produce heavy flows of mucus, once it begins dripping out of the nose it transforms into flying bat-like boogers that fly around and mercilessly try to splat on the victim. A common sight to see around the corridors is the unfortunate recipient of this hex running in fear.

Caster rolls 1d8 upon casting to determine how many bat-bogies are summoned. Each one grows to a small sized creature with 1hp. They will mercilessly attack the victim once every turn, though no two bat-bogies can attack on the same turn. Each one does 1d6 acid damage. After a bat-bogie attacks, it pops and falls to the ground in a splat of mucous, creating a 5ft. space that when stepped on, prevents movement for 1 round.

OPPUGNO (OPPUGNO JINX)

Sixth Year

Pronunciation: oh-PUG-noh

Casting Time: Instant

Range: 90 feet

Component: V, S

Duration: Concentration, or until the controlled creatures disappears/dies

Causes transfigured creatures, and certain small animated objects to attack whoever or whatever the caster is pointing at. First the jinx must be used on the creature or object needing to be used, then the wand needs to be quickly directed at the intended target. Subsequent actions are directed by the casters wands as if they are a conductor.

During the duration that the jinx is used, caster has full control of commanded creatures or objects, including their actions and abilities. They can guide the creature and even choose to take over it's sight. During this period the caster is rendered blind and vulnerable.

RELASHIO (REVULSION JINX)

Third Year

Pronunciation: Re-LASH-ee-oh

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Instantaneous

A jinx used to make the targeted being, creature, or object release what ever it is holding or binding. Living targets must make a Strength saving throw (DC 10), on failed saves they release their grip and are thrown back 5 feet.

Will not work on powerful bewitchments or enchantments.

RICTUSEMPRA (TICKLING JINX)

First Year

Pronunciation: ric-tuh-SEM-pra

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 3 rounds, 10 minutes

Sends out a shower of silvery green sparks that causes an extreme tickling sensation that makes the victim fall to the floor in laughter, causing them to gain the prone condition. Victims under the effect of the spell must make a Strength saving throw (DC 5) at the start of their next turn to determine whether they can break through the spell or remain knocked down. Once the spell is broken, victim is prone until they stand up.

Will not work on inanimate objects or arthropods.

RIDDIKULUS (ANTI-BOGGART JINX)

Third Year

Pronunciation: rih-dih-KU-lus

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

A spell used when fighting a Boggart, Riddikulus forces the Boggart to take the appearance of something the caster is focusing on. Best results can be achieved if the caster is focusing on something humorous, with the desire that laughter will weaken or outright kill the Boggart. Has no use outside of fighting Boggarts.

When used on a Boggart, caster must make an Wisdom saving throw (DC 10) or fall victim to the Boggarts fear effect. If the caster is unsuccessful, they are frightened for 1 round and will be unable to attempt attacking the Boggart or moving closer until it transform into something else. If the casters is successful, the Boggart transforms and takes 3d6 force damage.

SLUGULUS ERUCTO (SLUG-VOMITING HEX)

Second Year

Pronunciation: slug-ool-us e-RUK-toe

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 6 rounds, 1 hour

A jet of sickly green light strikes the victim, who then vomits slugs for 1 hour or until countered. The sizes of the vomited slugs decrease with time, starting as Small size, then moving on to tiny, and then miniscule.

During the duration of the hex, victims must make a Constitution saving throw (DC 5) at the beginning of their turn. If they fail, they need to roll 1d4 to determine how many slugs are thrown up. Each slug does 1d4 acid damage.

Slugs simply wonder around, however if manipulated with the Oppugno jinx they can be used to attack other targets. Slugs have a movement of 10ft. and their slime trails deal 1d4 acid damage when stepped on.

STELEUS (SNEEZING HEX)

First Year

Pronunciation: STÉ-lee-us

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: 1 turn, 5 minutes

A hex that causes the victim to sneeze for a short period of time. This spell is useful in dueling to distract the opponent. Cannot be used as a concentration.

Affected victims sneezes on their next turn, losing a bonus action and having disadvantage on attack rolls.

TARANTALLEGRA (DANCING FEET HEX)

Second Year

Pronunciation: tuh-RAHN-tuh-LEHG-rah

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 1 round, 10 minutes, concentration

Makes victim's legs dance uncontrollably. Can be used on anything with legs. Such targets include; chairs, stools, tables, animals, trees, and humans.

Living victims must make a Strength saving throw (DC 5), on failed saves they begin dancing uncontrollably, unable to focus on any one target or remaining still enough to cast a spell.

WADDIWASI (SPITBALL JINX)

Third Year

Pronunciation: wah-dee-WAH-see

Casting Time: Instant

Range: 10 feet feet

Component: V, S

Duration: Instantaneous

Launches small “wads” of an object at the target. The wad simply needs to be within several feet of the caster, it will automatically soar into the intended victim. The wad must be minuscule or tiny in size, minuscule objects do no damage and tiny objects do 1d4 bludgeoning damage for every 10ft. they travel with a maximum of 60ft.

CHAPTER 12: CURSES

Curses, the name gives no doubt as to their purpose. Dark magic and intentions are the catalyst for most curses. Though not inherently evil, most curses can easily be bent to foul purposes. A Curse is any spell used to inflict moderate to malicious ill intent towards others.

There are many useful ones however such as *Arania Exumai*, the curse to instantly end spiders. *Stupefy* is a favorite among Aurors and Ministry officials alike for being able to incapacitate foes without needing to fatally wound them.

ARANIA EXUMAI (ARACHNID DEATH CURSE)

First Year

Pronunciation: ah-RAHN-ee-a EKS-umay

Casting Time: Instant

Range: Self (10-foot cone)

Component: V, S

Duration: Instantaneous

Sends a cone of white light from the tip of the wand. This spell is used to kill arachnids. Spider and spider type creatures of a size Tiny or smaller are instantly killed by the spell.

Small to Large sized spiders take 1d8 Force damage and are affected by the blinded condition for one round.

CALVARIO (HAIR-LOSS CURSE)

Fifth Year

Pronunciation: cal-VORE-ee-oh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

This spell causes the victim's hair to fall out. Only effects the hair on their scalp, all other hair is unaffected.

CONFRINGO (BLASTING CURSE)

Seventh Year

Pronunciation: kon-FRING-goh

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: Instantaneous

Shoots out a fiery bolt from the users wand. Causes anything that the spell comes into contact with to explode in a fiery, localized explosion. Can work on organic creatures, but against wizards it is highly ineffective due to being easily blocked. However, even the rebound spell will cause an explosion. As such this spell is highly dangerous and should only be used with caution. — The initial bolt deals 1d12 fire damage. The explosion is very small, only effecting a 15-foot radius. Creatures in the area take 3d10 fire damage.

CONJUNCTIVITO (CONJUNCTIVITIS CURSE)

Fifth Year

Pronunciation: CON-junk-ti-VITO

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: 4 rounds, 30 minutes, or until dissipated

The curse send a small pink flare zooming at great speeds directly towards the victims eyes. If hit, the flare burst and send small sparks shooting out, both damaging and blinding the victim. It is a recommended spell against dragons and giants. **Targets effected take 1d12 force damage, and are put under the blinded condition for 4 rounds, or until it is dissipated or countered.** The spell can be blocked and if water is applied to the victim before the end of the round, the negative effects wont hold. If not cleared, the spell makes the target have a sudden and painful bout of pink-eye that swell their eyes shut.

Ineffective on anything without eyes or eyes made out of non-organic material (such as animated statues).

EVERTE STATUM (THROWING CURSE)

Second Year

Pronunciation: ee-VER-tay STAH-tum

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Instantaneous

Throws the victim backward, similarly to if they'd been grabbed and thrown. Intended victims must make a Strength saving throw (DC 5). On failed rolls, victim is tossed back 10ft. and knocked prone. If there a physical object between the victim and the 10ft. then they will hit the object taking 1d10 bludgeoning damage.

EXPULSO (EXPULSION CURSE)

Third Year

Pronunciation: ecks-PUHL-soh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

Provokes an explosion by filling the targeted object with pressurized air. Must be used on a sealed container or hollow object to work. The object only needs enough room for small amounts of air to fill it.

Victims within 10ft. of the explosion take 3d8 slashing, bludgeoning, piercing damage.

FLIPENDO TRIA (TORNADO CURSE)

Third Year

Pronunciation: flih-PEN-doh Tre-AH

Casting Time: Instant

Range: 30 feet, self (30-foot cone) when used as a concentration

Component: V, S

Duration: Instantaneous, Concentration

The final and most powerful version of *Flipendo*. Living targets must make a strength saving throw (DC 10). On failed rolls they are pushed back 25 feet and take 1d10 Force damage. The strength of the gust is enough to push a target across a 15ft. wide gap, with a maximum depth of 20ft. — This spell has a different effect when used as a concentration spell. Twirling the wand causes the gust to take the form of a vertical tornado. Moving the wand clockwise will cause it to send a heavy gust drastically pushing the target away. Counterclockwise will cause the tornado to pull the target towards you. Living targets must make a Strength saving throw (DC 10). On failed rolls, target is pushed or pulled 30ft. This is powerful enough that it can be used to cross a gap of 30ft. wide regardless of depth.

INCARCEROUS (INCARCERATION CURSE)

Seventh Year

Pronunciation: in-CAR-ser-us

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Indefinitely

Ties the target up with ropes by shooting out several long black strands which wrap around them. A favorite of dark wizards and aurors alike for being an easy, non-lethal incapacitation.

Victims can make a Strength saving throw (DC 18) after hit to see if they can break free of the ropes.

LOCOMOTOR WIBBLY (JELLY-LEGS CURSE)

First Year

Pronunciation: loh-koh-MOH-tor WIB-lee

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 1 round, 5 minutes

Causes the victim's legs to be unable to support their weight and collapse. Victims successfully hit are knocked prone until the duration is up or the spell is dispelled.

During combat, victims make make a Strength saving throw (DC 5) to see if they can resist the effects.

LOCOMOTOR MORTIS (LEG-LOCKER CURSE)

First Year

Pronunciation: LOH-koh-moh-tor MOR-tis

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 1 rounds, 30 minutes

Locks the legs together, preventing the victim from moving the legs in any fashion. They can still hop on them however.

Victims during combat have their movement speed halved, and need to make a Strength saving throw (DC 5) at the beginning of their turn till they either succeed, the duration is up, or the spell is dispelled.

MIMBLEWIMBLE (TONGUE-TYING CURSE)

Second Year

Pronunciation: MIM-bull-WIM-bull

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: 24 hours

A curse which prevents certain information from being revealed by the individual upon whom the spell is placed. The curse manifests itself by causing the tongue to temporarily curl backwards upon itself. Last for a whole day before it is released.

Can be used during combat to prevent another caster from casting a single spell. The effects however can be dispelled. Only one *Mimblewimble* curse may be placed on a victim at a time.

ORBIS (SINKING CURSE)

Third Year

Pronunciation: OR-biss

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Concentration

Creates a shimmering blue vortex that sucks the target towards the ground. If the curse is dissipated or released, the victim is shot back up forcefully. Can be used on targets who are flying, levitating, or hovering 60 feet or lower above the ground.

Victims dragged down take fall damage equal to the height they were dragged down from. During the duration of the spell, the victim is unable to get up unless they make a successful Strength saving throw (DC 10). On successful saves the victim is throw straight back up into the air.

PETRIFICUS TOTALUS (FULL BODY-BIND CURSE)

First Year

Pronunciation: pe-TRI-fi-cus to-TAH-lus

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: 1 round, 10 minutes, concentration

Used to temporarily bind the victim's body in a position much like that of a soldier at attention; the victim will fall to the ground under the paralyzed condition. Last for about 10 minutes, but can be counter-cursed.

When used as a concentration spell, the victim is held in the petrified condition until the concentration is broke, either by the caster being attacked or giving up.

REDUCTO (REDUCTOR CURSE)

Fifth Year

Pronunciation: re-DUK-toh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

Breaks apart objects by shooting out a red bolt that causes a bang when making contact. On critical rolls it will completely disintegrates them. Can only be used on non-organic, or petrified targets. Spell can only be used on one solid object at a time with a maximum weight of 200lbs. It does not break apart anything connected to the original item. It does not work on magically fortified objects.

SECTUMSEMPRA (SLASHING-BLADE CURSE)

Not generally taught at Hogwarts. Equal to a Seventh Year curse.

Pronunciation: sec-tum-SEMP-rah

Casting Time: Instant

Range: 120 feet

Component: V, S

Duration: Instantaneous

A dark spell that creates large, blood-oozing gashes on the victim as if said victim had been "slashed by a sword" by sending out a translucent crescent. Victims who are hit take an immediate 3d8 slashing damage.

STUPEFY (STUNNING CURSE)

Fifth Year

Pronunciation: STOO-puh-fye

Casting Time: Instant, 1 reaction

Range: 60 feet

Component: V, S

Duration: 15 minutes

Stuns victim by shooting them with a bright red flare. If used too forcefully, it will put the victim in an unconscious state. Multiple Stupefy spells in a row increase the duration. Some enemies, mostly those with magical resistance, can only be stunned with several stunning curses hitting them one after the other. The stun last for 3 hours or until they are brought out of it with the *Rennervate* healing spell.

An initial *Stupefy* spell does no damage but gives the target the paralyzed condition. *Stupefy* can be cast immediately afterwards by a party member as a reaction to double the current duration of the initial spell and inflict 1d12 force damage.

CHAPTER 13: COUNTERS & ILLEGAL CURSES

Counter spells and curses are an essential part of the wizarding world. All witches and wizards must know how to properly defend themselves in combat, and how to properly undo harmful Jinxes, Hexes, and Curses. *Finite* is a popular counter spell, and can be used within range or by prodding the affected area. *Protego* is a basic shielding charm that creates a nigh impenetrable shield that will reflect spells cast at it and forms a small barrier.

FINITE (GENERAL COUNTER-SPELL)

First Year

Pronunciation: fi-NEE-tay

Casting Time: Instant

Range: Touch, Self (5-foot cone)

Component: V, S

Duration: Instantaneous

Terminates spell effects in the vicinity of the casters wand tip, either by prodding the affected area or casting a 5 foot cone. *Finite* will not work on all spells, for example it cannot dispel shielding charms or any of the Unforgivable Curses.

Finite only affects spells of a 3rd year difficulty or lower.

FINITE INCANTATEM (SUPERIOR COUNTER-SPELL)

Third Year

Pronunciation: fi-NEE-tay in-can-TAH-tem

Casting Time: Instant

Range: Touch, Self (10-foot cone), 50 feet

Component: V, S

Duration: Instantaneous

Similar to *Finite* but significantly more powerful, it allows a caster to send a counter spell to a target within 50 feet by shooting a small white dart at them. *Finite Incantatem* can even break weak *Protego* charms, and can break the control of an Imperious curse.

Affects spells of all years.

PROTEGO (SHIELD CHARM)

First Year

Pronunciation: pro-TEE-goh

Casting Time: Instant, or 1 reaction when targeted by an attack

Range: Self (5-foot dome jutting from the tip of the users wand where they're pointing)

Component: V, S

Duration: Concentration, or 1 reaction

The Shield Charm causes minor to moderate jinxes, curses, and hexes to rebound off a domed translucent shield jutting from the tip of the casters wand, protecting the caster. A useful spell, it is surprisingly sturdy. The shield is physically solid and you are given a +3 bonus to AC (if used as a reaction this includes the triggering attack). As a reaction it last until the spell you reacted to is finished or your shield is broken by a succesful attack.

When used as a concentration spell, the shield gains 10 Temporary HP points. As long as the shield has remaining HP it cannot be brought down, however the shield is unable to recharge it's HP until it is summoned again.

The spell can also be used in a number of ways outside of combat such as creating an impenetrable 5ft. space nobody can walk through or separating people by force who are too close.

PROTEGO HORRIBILIS (DARKENED SHIELD CHARM)

Fifth Year

Pronunciation: pro-TEE-goh horr-uh-BIHL-ihs

Casting Time: Instant, or 1 reaction when targeted by an attack

Range: Self (10-foot dome)

Component: V, S

Duration: Concentration

A variation of *Protego*, it is especially effective against dark magic. The shield produced is a translucent green color versus the clear translucence of *Protego*. The shield is physically solid and you are given a +8 bonus to AC (if used as a reaction this includes the triggering attack). As a reaction it last until the spell you reacted to is finished or your shield is broken by a succesful attack.

When used as a concentration spell, the shield gains 20 Temporary HP points. As long as the shield has remaining HP it cannot be brought down, however the shield is unable to recharge it's HP until it is summoned again.

The spell can also be used in a number of ways outside of combat such as creating an impenetrable 10-foot space nobody can walk through or separating people by force who are too close.

PROTEGO MAXIMA (ULTIMATE SHIELD CHARM)

Seventh Year

Pronunciation: pro-TEE-goh MAX-ee-ma

Casting Time: 1 hour

Range: a large dome stretching a 150-foot radial dome from the caster

Component: V, S

Duration: Concentration, up to 1 day

A large and extremely powerful version of *Protego*, it will actually disintegrate anything that comes into contact with it of a magic nature (including witches and wizards). The spell is an intensive ritual that requires the casters utmost concentration. The spell can only be entered or exited safely using certain charms or dropping the shield. The shield is physically solid and has an AC of 30. It has an HP score of 300, until the caster drops the spell, or a spell damages the shield to 0 HP, it will hold. There is no means to heal the shield, unless it is summoned again.

PROTEGO TOTALUM (HOME-SHIELD CHARM)

Fifth Year

Pronunciation: pro-TEE-goh toh-TAH-lum

Casting Time: 1 hour

Range: A drawn out area up to 50-foot total area coverage

Component: V, S

Duration: Indefinite

Casts a lasting shield charm over an area the caster draws out with an HP score of 250. It will not let anything pass through the shield once it is set up or until it's HP is dropped to zero. The shield has no AC score, so it can be brought down with relative ease. However, it can only be damaged by magical means, it is unaffected by physical damage. Once someone leaves the drawn out area, the shield will dissipate. Exceptions to the rule are creatures of no magical means (such as muggles and squibs), and House Elf apparation.

THE UNFORGIVABLE CURSES

In the wizarding world there are three curses that are registered as "Unforgivable". The use of any of the said curses is considered illegal and will guarantee the caster a spot rotting away in the cells of Azkaban, the wizarding prison. The spells are not generally taught at Hogwarts except in the most advanced Defense Against the Dark Arts classes. Aurors (dark witch/wizard catchers) are trained in the use and effects of the curses so that they can better combat them out in the field.

AVADA KEDAVRA (KILLING CURSE)

Never taught at Hogwarts, only studied by advanced Seventh Year students.

Pronunciation: ah-VAH-dah keh-DAV-rah

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: Instantaneous

Causes instant death to the victim wherever it hits on the body, is accompanied by a flash of green light and a rushing noise; there is no known counter-curse, although there are a number of ways to prevent death by it, such as hitting it with another spell in mid-flight, dodging it, or interrupting the caster. Use of the curse is illegal and not (normally) taught at Hogwarts.

CRUCIO (CRUCIATUS CURSE)

Never taught at Hogwarts, only studied by advanced Seventh Year students.

Pronunciation: KROO-shee-oh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous, Concentration

Inflicts intense pain on the recipient of the curse; the pain is described as having hot knives being driven into the victim. It cannot be cast successfully by a person who is doing so out of pure spite or anger; one must feel a true desire to cause the victim pain.

The spell cannot be resisted, once a target is hit it does 3d8 force damage and knocks the victim prone. The victim must make a Constitution saving throw (DC 18) to break the curse. If used as a concentration spell, each subsequent turn causes the victim an additional 1d8 force damage. Victims cannot move or fend for themselves while being attacked, for the pain is unbearable.

IMPERIO (IMPERIUS CURSE)

Never taught at Hogwarts, only studied by advanced Seventh Year students.

Pronunciation: im-PEER-ee-oh

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: 1 week

One of the three "Unforgivable Curses". Places the subject in a dream-like state, in which he or she is utterly subject to the will of the caster. However, those who are strong willed may learn to resist it. While under its effects, the victim is capable of doing things they normally wouldn't be able to (such as feats of gymnastics or murder).

Intended victims must make an Intelligence saving throw (DC 18), those who resist are instantly alerted to the caster's location. Victims who fail are instantly put under the control of the caster. Directions must be communicated to the Imperioused victim, but they can perform the directions normally as if they intended to do it themselves. The caster can be miles away and the victim will still respond to orders.

CHAPTER 14: HEALING SPELLS

Healing spells are some of the most complex spells known to wizardkind. They are also equally as useful, for no witch or wizard is immune to damage of any sort. From healing broken bones to summoning makeshift splints, Healing spells encompass a wide range of effects. If it makes ones life better, and brings them comfort then it was used correctly. In this section we will alphabetically list many of the most useful Healing spells in the wizarding world, along with the year they are normally taught at Hogwarts. It should be noted, with few exceptions, that most Healing spells are O.W.L. or N.E.W.T. level due to the immense level of discipline needed to make them have the desired effect.

ANAPNEO (HEIMLICH HEALING SPELL)

First Year

Pronunciation: ah-NAP-nee-oh

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Instantaneous, concentration

Clears the target's airway, should they find it blocked. Shoots the blockage out at a forceful rate. A mandatory spell taught to all first year students, due to the splendor of the traditional Hogwarts feast most students are prone to choking at least once.

When used as a concentration spell, it will also heal minor wounds. Caster rolls 1d4 to determine the damage healed. The can roll again at the start of their next turn unless concentration is broken with an attack.

BRACKIUM EMENDO (BONE-MENDING HEALING SPELL)

Seventh Year

Pronunciation: BRA-key-um ee-MEN-doh

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Concentration

This spell will heal broken bones, however it is incredibly difficult and must be used only by professionals or skilled witches and Wizards. Requires extreme concentration. If used incorrectly, the bones may mend in strange angles, grow extra bones, or they may disappear completely.

During combat, caster rolls 1d12 at the beginning of every turn to determine the damage healed. Cannot break concentration or the spell will backfire and injure the recipient, causing their bones to re-break and inflict 2d12 piercing damage.

EPISKEY (MINOR INJURY HEALING SPELL)

Third Year

Pronunciation: ee-PISS-key

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Instantaneous

Used to heal relatively minor injuries, such as a broken nose and cartilage or small scrapes and cuts. Roll 1d8 to determine the amount healed.

If casting as a concentration spell, roll 1d8 every turn until you release the spell.

FERULA (MENDICANT HEALING SPELL)

Fifth Year

Pronunciation: feh-ROO-lah

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Indefinitely, until severed

Creates a makeshift bandage or splint out of solid black mass that shoots from the tip of the wand. Spell last indefinitely until cut or removed. Despite it's imposing visage and strength, wands will cut through it quite easily. Once cut or removed, the mass begins to disintegrate into nothingness.

RENNERVATE (ENERVATION HEALING SPELL)

Fifth Year

Pronunciation: ree-nur-VAH-tay, REN-ur-vayt

Casting Time: Instant

Range: Touch

Component: V, S

Duration: Instantaneous

Revives a paralyzed person. The receiver of this spell must be paralyzed by magical means (such as the use of the *Stupefy* curse) or the spell will fail to work.

VULNERA SANENTUR (RESUSCITATION HEALING SPELL)

Seventh Year

Pronunciation: vul-nur-ah sahn-en-tur

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Concentration

Causes wounds and gashes to mend up and any blood to return to the victim. Requires steady concentration or the spell will falter and the wounds will reopen. Spell is powerful enough to heal wounds made by extremely dark curses.

During combat, caster rolls 2d10 every turn to determine how much damage is healed. If concentration is broken, recipient wounds reopen, causing 3d10 slashing damage.