

THE HARRY POTTER TABLETOP RPG GUIDE

VER. 4.0

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

PREFACE



nce 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 likely) 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 overwkdred 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!

/u/AU-RIEL

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

A CONTINUATION:

"Around late 2014, I started using a 3.5e compatible system for a Harry Potter Tabletop RPG that was hosted on a Google site; it featured bonuses depending on which Hogwarts house you were sorted into, it statted out some of the spells, half-blood racial feats, broomsticks and other items, etc...

More recently, my players and I have adopted the 5th Edition for our tabletop gaming, and they have been chomping at the bit for more Harry Potter RPG action. I was only too happy to try to find them a system!

I scoured the internet, and I happened across this guidebook by /u/Au-riel, and it fits the spirit of the Harry Potter setting and 5e tabletop games perfectly.

I'm continuing this project by /u/Au-riel in the hopes that I can do it justice; I have a great love for the wizarding world, and I hope I can impart some of that passion onto you, dear readers. Enjoy."

/u/zetindog

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CHAPTER 1: CHARACTERS, BACKGROUNDS & FEATS



The hope of this guide is that people will be able to play campaigns spanning from their character's very first year at Hogwarts School of Witchcraft and Wizardry, well into their post-education careers. When making characters, plan for the long term as much as possible, though also keep in mind that those characters are not invincible; they are subject to death just as in standard 5e games, and the wizarding world is fraught with peril.

Though the DM may choose to start their game differently, this guide is intended for games starting with first year students, and progresses 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 career options will be available for those wanting to explore life after Hogwarts.

RACE

There are many races that can use magic in the wizarding world: goblins, centaurs, house-elves, and humans to name a few. However, for simplicity's sake, this guide will focus on humans, as they are the ones attending Hogwarts and working in the wizarding world at large. Likewise, character classes aren't as necessary for gameplay, as it's assumed that all characters using this guide will be a human Witch or Wizard.

ALTERNATE RACES AND CONDITIONS

As seen through the works of J.K. Rowling, many witches and wizards may be of mixed magical origins. A section of rules for half-breeds and heritage racial options is included in this chapter.

WITCH/WIZARD TRAITS

Witches and Wizards in the United Kingdom begin attending school at the age of eleven, and are considered adults at the age of seventeen. Other than that, wizarding citizens have only a few minor differences when compared to muggles.

Age: Though they reach the age of maturity around the same time as muggles, wizarding folks can live slightly longer lives, commonly reaching ages just over a century. Additionally, some explore methods to extend their lifespans even further through magical means.

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

Size: Much like everyday humans, their height and weight is incredibly varied. The average height for a Hogwarts first year is between 4' and 5', and around 7–80lbs. A human's character's size 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.

Skill Proficiencies: Choose any one skill proficiency.

MUGGLE BIGOTRY

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

In summary, J.K. Rowling has created a universe with its own set of prejudices and stigmas, which should be used/defied by the players of the game. Tabletop roleplaying games are used worldwide as a means of escape from real-world stigmas, and so it's recommended that players leave their own prejudices and hang-ups at the door.

HIT POINTS AND ARMOR CLASS

Hit Dice, Hit Points and Armor Class are tied to your race while your Ability Scores are determined by rolling 3d6 for and assigning the numbers to each stat (or alternatively, rolling 4d6 and recording the total of the highest three dice).

Hit Dice: 1d6 per level.

Hit Points at first 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. A character's AC can be increased through the use of certain spells, enchantments, items, or at the DM's discretion.

BACKGROUNDS

The wizarding world is filled with strange people and places. Your background will determine certain skill proficiencies & equipment (including currency) you may start with. Your background will give you a framework of information for potential personality traits, ideals, and bonds that a character from that background may have. Backgrounds also award your character with a Feature, which is separate from Feats. Choose your background wisely, for it will determine certain abilities and your family history; both play a big part in the roleplaying aspect of the game!

WIZARDING NOBILITY (PUREBLOOD FAMILIES 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 sets of new school robes and new everyday robes, a new wand (or family heirloom wand, if you choose) and wand polishing kit, brand new school supplies (cauldrons, books, quills, etc.), a Hogwarts trunk, and also the choice of (a) Mokeskin pouch, or (b) a two-way mirror set.

Pet: A new pet of Rare rarity or lower.

Starting Currency: Your family loves to spoil you; you get to start the game with 50 galleons (equal to 850 Sickles, and 24,650 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 most any place, simply by saying their name. They are magically bound to attend to their family's needs. House-elves have powerful magic separate from what witches and wizards use; as such they can perform certain tasks that can't normally be done and they are not bound by traditional magical conventions. 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! Your house-elf's name and gender is randomly decided by the DM. You can only summon it once every 24 hours (after all, they do have the cleaning and tasks to attend to for the other members of the family). They are also under specific instructions to not help you shirk your school duties in any way, or help you do anything dangerous or illegal.

WIZARD COMMONER (PUREBLOOD / HALF-BLOOD ONLY)

Your family is well-established in the wizarding world. Neither 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, the wizarding common folk are found everywhere!

Skill Proficiencies: Magical Theory, Persuasion

Equipment: Your family has enough gold to supply you with all the necessities. As such, you start with the following equipment: three sets of school robes and every day robes, a new wand, new supplies (cauldrons, books, quills, etc.), and a Hogwarts trunk.

Pet: A new Common rarity pet or lower.

Starting Currency: Your family can't spare much in the way of excess money, but you start the game with 3 Galleons (equal to 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 make a fellow student to make a Charisma saving throw (DC 10). On failed save the student is convinced to give you information you seek, pertaining to any one particular thing you have an interest in. Fellow students may even know where to find caches of items or rare spellbooks!

BLOOD PURITY

The wizarding world doesn't share our same muggle prejudices, but they do have their own stigmas. Many old wizarding families believe in the purity of blood, considering those born to muggles "mudbloods" and think of those of half or pure-blood status that associate with them as "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 to be filth, and subjugate to the other races. These views should be used or defied in-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 (PUREBLOOD / 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, Survival

Equipment: Your family is a little short for your school supplies. As such you start with the following equipment: three pairs of secondhand or hand-me-down robes and everyday robes, secondhand books, a new wand, new supplies (cauldrons, books, quills, ect.), and a Hogwarts trunk. Your family doesn't have the Galleons to buy you fancy new items, but you get a backpack that is enchanted with an Undetectable Extension Charm placed (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 pets will have a noticeable quirk, such as being just a little too old or issues with listening to instructions.)

Starting Currency: Your family can't spare much money, and you are given no spending money.

PERSONALITY TRAITS, IDEALS AND BONDS:

Wizarding peasants were the most divided group during the wizarding wars; while most supported tolerance and acceptance for muggleborns, a fraction saw their opportunity to rise up by joining the side of Lord Voldemort. Wizarding peasants can also feel a certain ambivalence towards wealthier, more established families than their own.

FEATURE:

Your family is just as old as the most noble wizarding families, and just as talented. You're given a hand-me-down textbook by a family member that has extensive notes. This textbook involves a branch of magic of your choice, from a list of: Transfiguration, Charms, or Jinxes & Hexes. You may select one spell at the beginning of each year from the textbook's selected branch of magic, from the year above your own. This 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, Investigation

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, etc.), and a Hogwarts trunk.

Pet: A new Common rarity pet or lower.

Starting Currency: The exchange rate of muggle and wizard money is confusing; you are given only one Galleon (17 Sickles, 493 Knuts).

PERSONALITY TRAITS, IDEALS, AND BONDS:

Muggleborn students tend to excel simply because they enjoy learning about magic! Having been raised away from the wizarding world means many of the prejudices, stories, and superstitious fears most of your classmates have simply bounce off of you, giving a fresh perspective of the magical world. It's possible you are a bit of an outsider or loner though, due to having less 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 some things 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 a +5 bonus 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, your hidden talents, and listens to your heart's 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 infamous) characters from the Harry Potter series are the characters who go against their house's customary characteristics. Still, it is common for a member of a Hogwarts house to embody at least some of the traits, if possible.

FEATURE:

All player characters have advantage on Persuasion and Performance checks made towards members of their own Hogwarts houses; these are your friends and family, and they will do almost anything to help you (so 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 frequently see in their pajamas. Your house is run by a Head of House; Heads of House are commonly teachers of one of the many Hogwarts subjects. (It's practically required for a head of house to have belonged to that house while they attended school.)

GRYFFINDOR

Gryffindor is one of the four houses at 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.

Ability Score Increase: +2 to Strength and +1 to Intelligence

Saving Throws: Strength, Constitution

Skill Proficiencies: Choose two from Athletics, Acrobatics, Perception, and Performance.

HUFFLEPUFF

Hufflepuff is one of the four houses at Hogwarts School of Witchcraft and Wizardry, founded by Helga Hufflepuff. This house values 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.

Ability Score Increase: +2 to Wisdom and +1 to Intelligence

Saving Throws: Wisdom, Constitution

Skill Proficiencies: Choose two from Care for Magical Creatures, Healing, Herbology, and Insight.

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 are 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 members of many houses interactions will be significantly easier.

Choosing the House that you feel you belong to in real-life can help make roleplaying feel more natural. But you may also choose a 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 at Hogwarts School of Witchcraft and Wizardry, founded by Rowena Ravenclaw. The members of this house are characterized by their sharp wit, their wisdom, and their desire to learn. 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.

Ability Score Increase: +2 to Intelligence and +1 to Wisdom

Saving Throws: Intelligence, Constitution

Skill Proficiencies: Choose two from History of Magic, Investigation, Magical Theory and Perception.

SLYTHERIN

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

Ability Score Increase: +2 to Charisma and +1 Intelligence

Saving Throws: Charisma, Constitution

Skill Proficiencies: Choose two from Deception, Intimidation, Persuasion and Stealth.

HOUSE POINTS

House points are awarded (and revoked) by faculty and student leaders within Hogwarts school. 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 achieve greatness in their studies. 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, a loss of points may make your housemates less forthcoming with assisting you. Likewise, earning points may make them more willing to help you, but may possibly aggravate members of other houses.

If the party consists of members of several houses, then they may have internal conflicts to prove whose house (or even who among them) may be the better students. The house point system is completely optional, by the discretion of the DM, but it offers a small system of reward/punishment: when a student is awarded points, they will find that members of their house are more willing to assist them (all player same-house interactions are awarded a +1 on checks), and when a student suffers a loss of points they may find that their housemates rebuffs them (all player same-house interactions have a -1 on checks).

FEATS

All players have the option of choosing two feats during the course of the game. They choose one Heritage feat at the beginning of the game, and one Studious feat after their sixth year at Hogwarts.

HERITAGE FEATS

Heritage feats present some sort of natural, inborn characteristic or talent ingrained into a character from a young age. Metamorphmagi and Parseltongues are such examples. You choose these feats at the beginning of the game and the character innately knows how to use these benefits or skills.

BOOKISH

You have a keen mind; you are particularly devoted to your studies, and expulsion from your beloved school would be worse than death. You gain the following benefits:

- You have a +2 bonus to Magical Theory skill checks.
- You have a +2 bonus to skill checks made to take notes during class and study during downtime.
- You are a bit of a gifted student; during downtime, you have a 25% chance to be able to attempt a studying skill check without using up any of that downtime, allowing for other activities.

GREEN THUMB

You have a knack for cultivating and caring for plants. You gain the following benefits:

- You have a +2 bonus to Herbology skill checks.
- When harvesting fruits, seeds, leaves or other plant parts, there is a 25% chance that you double the yield harvested.
- You have advantage on skill checks made to Persuade or otherwise communicate with plant-like creatures.

INSPIRING LEADER

You are able to bolster your companions' confidence, and inspire them to do great things. You gain the following benefits:

- You can spend 10 minutes inspiring your companions, shoring up their will to fight. When you do so, choose up to six friendly creatures (which can include yourself) within 30 feet of you can see or hear you and can understand you. Each creature gains temporary hit points equal to your Charisma modifier + level. A creature can't gain temporary hit points in this way again until they finish a short or long rest.
- You also gain a +2 bonus to social interactions with members of your own house.

LEGILIMENS

You were born with a great aptitude for Legilimency, the act of magically navigating other's thoughts. You gain the following benefits:

- As an action, you can focus your mind on any one creature that you can see within 30 feet of you. You initially learn the surface thoughts of the creature - what is most on its mind in that moment.
- In Year Six, your aptitude improves, and you automatically learn the Legilimens spell.
- You can also use an action to detect the presence of thinking creatures; you can search for thoughts within 30 feet of you. This ability penetrates barriers, however 2 feet of rock, 2 inches of any metal, or a thin sheet of lead blocks this ability. You can't detect a creature with an Intelligence of 3 or lower, nor one that doesn't speak any language.

Once you detect the presence of a creature in this way, you can read its surface thoughts with that same action as described above, even if you can't see it, but it must still be within range.

LEPRECHAUN'S 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 a long rest.
- You may spend one luck point when you make an attack roll, ability check, or saving throw to roll an additional d20. You can choose to spend one of your luck points after you roll the die, but before the outcome is determined. You choose which of the d20s is used.
- You may also spend one luck point when an attack is made against you. Roll a d20, and then choose whether the attack uses the attacker's roll or yours.
- You have an innate sense when mixing potions, and so you will never make a lethal poison by accident.
- Rare vendors, such as the roaming ghoul shop, are normally hard to come by, yet somehow you can always find them with ease. You may spend a luck point before speaking to these vendors to get a 10% discount on all items (this effect *does* stack with other discounts).

MAGIZOOLOGIST

Pureblood or Half-blood Only

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

- Gain access to any one Rare rarity pet or lower. Students may only have one active pet at a time.

- You can train your pets more effectively than others and handle wild creatures more easily; you gain a +2 bonus to all Care of Magical Creatures checks and rolls involving assisting or incapacitating a magical creature. This does not include rolls intended to harm these creatures however.

METAMORPHMAGUS

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

- The ability to make small changes to your appearance (including hair color, superficial facial features such as freckles, etc.) without spells or considerable focus.
- The ability to make major changes to your appearance. This gives a +10 bonus on all Deception rolls for 24 hours after you have disguised your true appearance. However, these shapechanging abilities can be impeded by emotion; a Metamorphmagus must make a Concentration check to maintain major changes to their appearance when subjected to stressors such as damage, Fear effects, or emotional trauma (subject to the DM's discretion).

PARSELMOUTH

Pureblood Only

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

- All snakes and snake-like creatures can understand you, and likewise you understand them. You gain a +5 bonus on all Charisma based checks involving these creatures.
- Advantage on Intimidation checks against non-Slytherin students, but disadvantage on all non-Slytherin Persuasion checks meant to change the target's disposition. This is reversed for Slytherin students.

PRANKSTER

You're a prankster, a jokester, the class clown, etc. Maybe you have siblings at home that were subjected to your whimsicality, or maybe now that you're at Hogwarts, you finally have the freedom to practise your mischief. Either way, you gain the following abilities:

- Gain proficiency in the Performance and Sleight of Hand skills.
- You start the game with a single joke item from Weasleys' Wizard Wheezes, either at random from the roll table, or chosen specifically.
- You also start the game with an additional First Year jinx or hex learned.

QUIDDITCH TRAINED

Pureblood or Half-blood Only

You were practically raised on Quidditch, and are a seasoned flyer. You gain the following benefits:

- You gain a +2 towards all Athletics and Acrobatics skill checks.

- You can very easily gain access to the school brooms if you don't have your own, and mounting a broom is a bonus action instead of an action.
- When knocked prone, standing only uses 10 feet of movement.
- You're so used to falling that you only take 1d4 damage every 10 feet fallen, instead of 1d6.

SCRAPPY

You have always been feisty and tenacious, possibly even a troublemaker. You gain the following abilities:

- Your unarmed strike deals bludgeoning damage equal to 1d4 + Strength, instead of the normal 1 + Strength.
- On your turn, as a bonus action, you may make an unarmed strike or an attack with a light melee weapon, using your off-hand.
- When you are reduced to 0 Hit Points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a Long Rest.

SEER BLOOD

You either 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 may be viewed as a farce, but you know on some level that your skills are real. You gain the following abilities:

- Gain proficiency in the Divination and Perception skills.
- You start the game with a deck of playing or tarot cards. Three 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 may expend one of the uses of your deck of cards after a long rest in order to catch a glimpse of the future; once before you take another long rest, you may add +2 to your AC against a single attack roll, or add +2 to a single saving throw.
- You may also occasionally have prophetic dreams, which require no check. These dreams are often vague and quick flashes with a possible future yet to come. (Prophetic dreams occur at the DM's discretion).

HALF-BREED FEATS

Half-breed is a term - albeit a somewhat indelicate term - given to humans with at least one non-human parent (although those with more distant non-human ancestry are also referred to as half-breed). Half-breeds share the attributes of both their parents; they are able to use magic, as the magic gene is dominant, while having traits of their non-human parent as well.

Half-breed feats may be taken in place of a heritage feat upon character creation, at the discretion of the DM.

HALF-GIANT

Giants are very large humanoids, which can reach heights of up to 25 feet tall. Some simply resemble large and hairy people, while others even have bestial features (such as sharp, protruding teeth). Giants generally live in remote tribes, and although their numbers dwindle, some tribes have merged into larger groups. One notable half-giant is Hogwarts gamekeeper Rubeus Hagrid, who stands at 11'6" tall. Half-giants gain the following benefits:

Ability Score Increase: Your Strength score increases by 2.

Physical Features: Half-giant students tower over their peers; characters that take this racial option are on the tall side of Medium sized until their sixth year at Hogwarts, at which point they officially become Large sized.

Intimidating Stature: Gain a +2 to Intimidation checks.

Giant Resilience: Giants, and by extension half-giants, have a natural resistance to magic; gain advantage on saving throws against curses, hexes, and jinxes.

HALF-GOBLIN

Goblins are a highly intelligent race of small humanoids with long fingers and feet that coexist with the wizard world. Goblins are adept metalsmiths, and even mint the coins for wizarding currency. Due to their skills with money and finances, they operate Gringotts Wizarding Bank and control a large portion of the wizarding economy. One notable wizard with 1/8th goblin blood is Hogwarts Professor Filius Flitwick. A witch or wizard with goblin heritage gains the following benefits:

Ability Score Increase: Your Intelligence score increases by 2.

Wandless Knack: Gain proficiency with the Magic Handling skill.

Physical Features: Visible goblin-esque features: half-goblin characters are always Small sized instead of Medium, and have a speed of 25ft. They may also have a pointed nose, pointed ears, longer fingers, dark colored eyes, and/or thin hair.

Goblin Metallurgy: Goblins are exceptional metalsmiths and jewelers, and can easily tell between counterfeit treasures and the genuine article; half-goblins can instantly tell whether an item is goblin-made, cannot be fooled by leprechaun gold, and have a +5 bonus to Investigation checks made to appraise an item made of metal, as well as a +5 bonus to checks made to craft items made of metal.

HALF-VEELA

Veela are semi-human magical beings; beautiful women with white-gold hair and skin that appears to shine moon-bright. When angry, Veela take on a less pleasant appearance; their faces elongate into sharp, cruel-beaked bird heads, long scaly wings burst from their shoulders, and they may shoot balls of fire from their hands. Veela are also known for their intoxicating charm; however, those that are exposed become resistant to their charm over time. Notable characters with Veela heritage include Fleur Delacour of Beuxbatons School. Half-veela characters gain the following benefits:

Ability Score Increase: Your Charisma score increases by 2.

Allure of the Veela: As an action, you may attempt to charm a target that is attracted to your gender; a humanoid you can see must succeed on a Wisdom saving throw, with advantage if you are currently fighting it and with disadvantage if you have surprised it (DC = 10 + your Charisma modifier). On a failed save, the target is charmed by you for 24 hours. Once the effect ends, the target will know it has been charmed and become immune to the effect.

Wrath of the Veela: Gain a +1 bonus to casting, attack and damage rolls toward any targets that have succeeded on saving throws against your *Allure of the Veela* ability. This bonus lasts for 24 hours, and isn't prompted by targets that are immune.

WEREWOLF

Not technically a half-breed, a werewolf is a human who becomes a fearsome and deadly half-wolf on the full moon. This condition is caused when a human is infected with lycanthropy, a magical illness transmitted contracted in the blood, usually through a werewolf bite. Rumours also say it's possible to inherit the condition. Notable werewolves include Professor Remus Lupin. Werewolf characters gain the following traits:

Ability Score Increase: Your Strength score increases by 1, and your Dexterity score increases by 1.

Physical Features: Werewolves are most often created as a result of violent conflict, and some wounds don't quite heal; werewolf characters often have harsh scarring wherever a werewolf has attacked them.

Horrific Transformation: Each month, during the full moon, you undergo a painful change and become a werewolf. Your stats become that of the Werewolf creature (as featured in the *Folio Bruti* manual).

Normally, a transformed werewolf has no control over their actions, however you can retain control over your mind by drinking a Wolfsbane potion each day for a week before transforming. Either way, you later recall everything you experienced while transformed.

The day of the full moon, and for two days after your transformation, you suffer from one level of exhaustion, as the change takes its toll on the mind and body.

(This feat may be applied to a character if they are bitten by a werewolf and contract lycanthropy.)

STUDIOUS FEATS

Players may unlock studious feats after the successful completion of their O.W.L.S. These feats range from expanding on existing spells, to giving the players advantages in specific situations.

ALERT WITCH/WIZARD

Must have one mastered revealing charm

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

- You gain a +3 to initiative, and drawing a wand or weapon is a free action rather than a Use Object action.
- You cannot be surprised while you are conscious by non-concealed enemies.
- Enemies will not gain advantage on attack rolls against you, even when you cannot see them.
- Your skill with revealing charms is such that nothing can hide its presence from you; the duration and range of such spells are doubled.

ANIMAGUS

It takes skill, practise, and patience for wizards and witches to become Animagi; the process is long and arduous, and has the potential to backfire or cause the transformation to go horribly wrong. A determined witch or wizard must learn and follow these steps:

- 1.) Keep a single mandrake leaf in their mouth for an entire month (from full moon to full moon),
- 2.) Spit the leaf into a phial within range of the moon's rays,
- 3.) Add one of their own hairs, a silver teaspoon of dew that has not seen sunlight for seven days, and the chrysalis of a Death's-head Hawk Moth into the phial, and place the phial quiet, dark, undisturbed location,
- 4.) Wait for an electrical storm, and recite the incantation "*Amato Animo Animato Animagus*" every day at sunrise and sundown, with the tip of their wand over their heart, and
- 5.) When, at last, there is a lightning storm, the wizard ought to move immediately to a large and secure place, recite the incantation one final time, and then drink the potion.

When these steps are followed without fail, you gain the following benefits:

- You may take on the form of one specific animal; an Animagus form is not chosen by the witch or wizard, but determined by their personality and inner traits (a corporeal Patronus may reveal what a prospective Animagus will transform into). The Animagus transformation is an action, at will, and does not require a wand or incantation. You may choose to transfigure any clothing or gear along with you.
- Your animal form has a consistent, distinctive and recognizable mark caused by something on your human body, ranging anywhere from your dental structure, to glasses, to a streak in your hair. Significant changes to your human body will reflect on your animal form.

- You gain the ability to communicate with wildlife; an Animagus is able to speak with animals on a rudimentary level, with a clear understanding of intent and meaning. The extent of this communication isn't understood by non-Animagi, but *you* may be able to collect hints, directions and information from passing animals, especially ones that are closely related to the Animagi's animal form.

Animagi are required to register with the Ministry of Magic at the Animagus Registry; this registration includes their animal form and their distinguishing markings.

CARE OF MAGICAL CREATURES ADEPT

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

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

- Gain Proficiency in the Care of Magical Creatures skill (if you already have proficiency, instead double that proficiency).
- You can now attempt to tame any magical creature you may encounter, of Large size or smaller. To attempt to tame a creature it must either be unaware, non-hostile, or incapacitated. You must make a Care of 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.

CHARMS ADEPT

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

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

- All Charms gain an automatic +4 bonus to all rolls (casting, attack and damage) when cast.
- You no longer need to take a downtime activity to enchant objects if it involves a Charms spell.
- You can cast self-charms at will; they will never fail unless under considerable circumstances (at the DM's discretion).
- Objects you enchant with Charms have their effects doubled (if applicable). Defensive objects now have an automatic resistance to Force damage.

CRAFTY SPELLCRAFTER

Must have an Intelligence score of 18 or higher

Magic and rhymes lead to good times! Your crafty tongue gives you these benefits:

- Gain proficiency in the Magical Theory skill (if you already have proficiency, instead double that proficiency).

- You can easily come up with spells on the spot, and gain a +5 bonus to Magical Theory checks to craft new spells. If your spell does fail, instead of the normal horrific results, your wand simply shoots out of your hand 5ft in the direction it was pointing. All spells you've crafted may be mastered instantly.
- You can more easily answer puzzles involving limericks or riddles than others.

DARK WITCH / WIZARD

Must have mastered at least two curses and be of a non-Lawful alignment.

The Dark Arts have called your name for some time now, and you've displayed a talent for utilizing them. Whether you were born evil, or are using Dark magic as a means to an end, you gain the following benefits:

- All jinxes, hexes and curses gain a +2 bonus to all rolls (casting, attack and damage) when cast.
- You immediately learn one of the three Unforgivable Curses of your choice.
- You learn the Rune-Sign language; a non-verbal manner of hand communication that Dark Wizards have utilized since the 1990's. Additionally, you understand a set of secret signs and symbols used to convey short, simple messages (such as whether an area is dangerous or territorial, whether the people in an area are easy marks or will provide a safe house for Dark witches or wizards).

DEFENSE AGAINST THE DARK ARTS ADEPT

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

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

- All counter spells gain a +2 bonus to all rolls (casting, attack and damage) when cast.
- All damaging spells used against Dark creatures deal an additional +1d6 radiant damage.
- The Informous charm can now be used at range, with a range of 60ft, and the target no longer needs to be restrained or incapacitated. The spell may also give you instant knowledge of the targeted creature without a designated book, but only until the end of your next turn.

DUNGEONEER

You've always been a natural trouble finder (or perhaps it finds you...) and have always enjoyed exploring danger. Attending Hogwarts has only made this easier, and you gain the following benefits:

- You have a +5 bonus on all Investigation and Perception checks made to check for traps and hazardous spells / enchantments.

- You have a +2 bonus on saving throws made to avoid or resist traps and hazardous spells / enchantments.
- You have a natural resistance to damage dealt by traps and hazardous spells / enchantments.
- You can search for traps, hazardous spells / enchantments at a normal pace instead of a slow pace.
- You are exceptionally skilled at using the Lumos charms; your standard Lumos can throw the orb twice as far and the beam of Lumos Solem deals an extra 1d4 radiant damage against creatures which are vulnerable to sunlight. (Gain access to the Lumos / Nox charms if not already known.)

EXPLOSIVE SAVANT

Must have mastered at least two of the following spells: Confringo, Expulso, Bombarda, Bombarda Maxima, or Reducto

Your skill with explosive spells produces especially powerful force and heat. You gain the following benefits:

- Your spells that deal Fire damage ignore a creature's Fire Resistance, and deal half damage to creatures with Fire Immunity.
- You have a knack for avoiding explosions; when you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and you take only half damage if you fail.

HEALER

Must have a Wisdom score of 16 or higher

Casting healing spells comes to you naturally. You gain the following benefits:

- Gain proficiency in the Healing skill (if you already have proficiency, instead double that proficiency).
- Your Episkey spell now has a range of 30 feet, uses a d12 instead of a d8.(Gain access to the Episkey spell if not already known.)
- You gain a +5 bonus to all rolls for spells that restore hit points, and even when your healing spells fail (except critical fails), your spell still restores 5 hit points to the target.

POTIONS ADEPT

Must receive an "Outstanding" in your Potions O.W.L.S

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

- Gain proficiency in the Potion-Making skill (if you already have proficiency, instead double that proficiency).
- Potions you craft seem to have extra potency; poisons deal an extra +1d6 damage, healing potions restore an extra +1d6 hit points, and the DC for a creature to resist your other potion effects increases by 2.

PRO-QUIDDITCH PROSPECT

Must have joined a school Quidditch team and won at least two matches.

You have proven your skills on the Quidditch pitch, and have attracted attention on a professional level. You have gained the following benefits:

- You gain proficiency in Acrobatics (if you already have proficiency, instead double that proficiency).
- You no longer have disadvantage on attack rolls while flying on a broom.
- You are a rather evasive flyer; whenever you use movement to fly on a broom on your turn, you gain +2 AC until the start of your next turn.

TRANSFIGURATION ADEPT

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

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

- All Transfiguration spells gain a +4 bonus to all rolls (casting, attack and damage) when cast.
- You can cast self-transfigurations at will; they will never fail unless under considerable circumstances (at the DM's discretion).
- Objects you enchant or animate gain 10 temporary hit points, which last indefinitely. If those points are lost, they are restored after 24 hours.
- Creatures enchanted or animated by your transfiguration spells automatically obey you without question. All such creatures also gain a +4 bonus to the damage they inflict.

WAR CASTER

Must have mastered at least three combat spells, and taken part in large-scale combat.

You have displayed great bravery in the face of danger, and have gained the following benefits:

- You gain a +5 bonus on your Constitution saving throws to maintain your concentration on your spells. Additionally you may cast wandless magic with something in both hands.
- You gain advantage on saving throws against Fear effects.
- When a hostile creature's movement would provoke an opportunity melee attack from you, you can use your reaction to instead cast a spell at the creature. The spell must have a casting time of only 1 action and must target only that creature.

WORLDLY WITCH / WIZARD

Must have spent time in three other countries.

You are very well-traveled, and the journeys you've taken have imparted lessons and experience. You gain the following benefits:

- You gain proficiency in the Magical History skill (if you already have proficiency, instead double that proficiency).
- You always know which direction is north.
- You always know the number of hours left before the next sunrise or sunset.
- You learn another language of your choice, either a human language or a magical language from the following options: Giant, Gobbledegook (the goblin language), Mermish (the language of merfolk), or Troll.

CHAPTER 2: ABILITIES & SKILLS

Abilities and skills are central to Tabletop RPGs. I wanted to keep the feel of the attribute and skill system from 5e, while making it distinctly Harry Potter. As such, I've made several adjustments such as extending the coverage of abilities (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

Strength determines your overall bodily power, athletic training, and ability to exert physical force.

STRENGTH CHECKS

A Strength check can model any attempt to lift, push, pull, or break something, 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

Dexterity 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.

CONSTITUTION CHECKS

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

INTELLIGENCE

Intelligence measures your mental acuity, accuracy of recall, and ability to reason; your book smarts.

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 checks measure your ability to recall lore about historical events, legendary people, past disputes and wars, and the finer points of wizarding culture.

Investigation: When you look around for clues and make deductions based on those clues, you makes 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 spellwork (such as how damaged one's 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.

Potion-Making: Potion-Making checks determine the quality and efficacy of brewed potions, and the ability to recall the effects and purposes of different potions and their ingredients. Potion-Making checks can also be made to attempt to identify an unknown potion or related substance.

WISDOM

Wisdom focuses on your more innate and natural knowledge, rather than the more studious knowledge of Intelligence, while also reflecting on how aware or connected you are to the world around you. It represents perceptiveness and intuition.

WISDOM CHECKS

Use a Wisdom check when you are trying to read another person or even another 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.

Divination: Divination checks are used when using magic to attempt to foresee future events. There are several types of Divination, involving such methods as tea leaf reading, gazing into crystal balls, and so on.

Healing: Healing checks are used when casting healing spells or applying more traditional forms of medicine. A Healing check can be made to stabilize a fallen comrade or attempt to diagnose an illness.

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 assessing the demeanor of aggressive magical vegetation.

Insight: Insight checks refer to whether you can determine the true intentions of a person, such as attempting to search 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 DM might ask you to make a Survival check to follow tracks, guide your group through treacherous or difficult terrain, identify signs that dragons live nearby, predict the weather, avoid natural hazards, etc.

CHARISMA

Charisma affects your overall likeability, and skills in interacting with others in social settings; it includes such factors as confidence and eloquence, and it can represent a charming or commanding quality.

CHARISMA CHECKS

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

Deception: Your Deception checks determine 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, hostile actions or a menacing presence, the DM may ask you to make an Intimidation check.

Performance: Performance checks determine how effectively 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

Spellcasting, 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 much less likely to fail than one they have never cast before. Spells are now assigned to “Years Taught” instead of levels, to determine their difficulty. A year one jinx is easy to find instructions for and easy to dispel, versus a year seven transfiguration, which may require a specific task or quest to obtain and requires advanced magic to undo. Once you have a spell's instructions or have learned it, it's possible to pass on your knowledge to fellow students... or horde the knowledge for yourself.

SPELLCASTING AND SPELL MASTERY

Spellcasting requires a learning process in the wizarding world. The aim of this guide is to make this process easy to understand, while also showing how much skill is needed to cast spells successfully. Whenever someone attempts to cast a spell outside of combat, they will need to roll a d20 as a casting roll, to determine the effectiveness of the spell. The DM may choose to let an ability modifier apply to casting rolls, it is dependant on what exact effect the caster wants to achieve, and the situation/setting they are in.

Starting at first level, all characters know three spells, and can have one spell known mastered. Every year, players can master one more spell that they know, for a total of seven masteries guaranteed. Each year, players can also choose to re-master a spell. Spell mastery allows the caster to add their proficiency modifier to casting rolls. If a spell is not mastered by the caster, then it will receive no bonus to casting.

CASTING ROLLS Die Value	SUCCESS/FAILURE RANGE
1	Critical Failure
2-9	Failed Casting
10-14	Successful Casting
15-19	Exemplary Casting
20	Critical Success

THE EFFECTS OF CASTING

The line between success and failure when casting spells can be precarious. The simplest way to determine the effectiveness of spells is with a set of five various levels that correspond to the numbers on the d20.

1 is a critical failure, resulting in something completely different and potentially consequential happening to the caster or intended target.

2-9 is a failure, but without the harsh consequences of a critical failure (though the DM can rule that *something* happens when a spell simply fails.

10-15 is a successful cast, offering nothing exemplary other than the spell's intended effect.

16-19 is very successful, possibly even increasing the spell's efficacy, or extending the duration / range of effect.

20 is a critical success; this could mean the spell was cast with such competence and power that it seems unaffected by counter spells, and the poor target will simply have to make peace with the matter at hand.

If one of the spells cast is part of the caster's mastered spells, then their proficiency modifier is applied to the overall roll as well. (Ultimately, the DM can set the range for success/failure, depending on the situation.)

USING SPELLS IN COMBAT

Spells you cast at a target creature during combat rounds must be made using an attack roll plus your Intelligence modifier, to determine whether it is able to hit the opponent. (*If a spell is mastered, the caster adds their proficiency modifier to the attack roll*). The attack roll must be equal to or higher than the opponent's Armor Class; if not, the spell cast will miss or fail. (When in doubt, if you've rolled initiative, it's a combat setting).

A critical hit with an attack roll automatically hits its target, and the damage dice for that spell are doubled (if applicable). A critical failure on an attack roll has unintended and potentially disastrous effects, such as hitting the wrong target or a backfired spell that hits the caster for half damage.

The conditions you're in and whether the spell is mastered or not will determine your overall ability to cast spells during combat, as noted in the next section.

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 (such as being able to cast spells more successfully against unwitting opponents, or poor accuracy due to low visibility).

Advantageous Conditions: Mastered spells are rolled with advantage, unmastered spells are rolled normally.

Normal Conditions: Spells are rolled normally.

Disadvantageous Conditions: Mastered spells are rolled at disadvantage, unmastered spells are rolled at a severe disadvantage (-5 to the attack roll).

CONCENTRATION

Some spells 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 roll a Constitution saving throw (while in combat). While maintaining concentration, you have disadvantage on all saving throws to prevent attacks or damage, and may not use reactions without dropping your concentration.

When concentration is forcibly broken, by either damage or an effect, you are stunned for one round.

If not in combat, then concentration can be held for as long as the character needs by making a single concentration check.

SPELL COMPONENTS

All spells require a verbal and somatic component to them, similarly to most other 5e spells (unless non-verbal casting is successfully utilized). When a character is affected by a spell or effect that prevents them from moving, aiming their wand or speaking, they may be unable to cast spells until the effects are countered or until they wear off.

An optional rule for an adventure using this *Harry Potter* guidebook is to emphasize the details of how a spell is properly pronounced and the wand movements associated with a spell, for use with prop wands at the table. Though not a requirement, it can add another layer of detail to the roleplay heavy aspects of the wizarding world, even offering bonuses to casting rolls when done correctly, or unintended effects when pronounced wrong.

NON-VERBAL AND WANDLESS MAGIC

The Magic Handling skill allows the caster to cast spells non-verbally, or even wandless. When casting a spell for non-verbal (NV) or wandless (WL) magic, the player must make a Magic Handling check to determine whether the cast is successful or not.

Hogwarts professors do not normally teach these practices until the sixth year, though it is technically possible for any student of any year to cast a spell in these ways. However, students below sixth year make their checks at disadvantage.

EFFECTIVENESS OF MAGIC HANDLING CHECKS

Die Value	Effect
0-12	No effect, the cast fails
13-14	Successfully cast NV spells
15-17	Successfully cast WL spells
18+	Successfully cast both NV and WL spells

Non-verbal spells are particularly useful for getting the jump on unaware enemies, or making a spell more difficult to track back to a caster. Wandless magic is again useful for getting the drop on enemies, while also having the benefit of appearing unarmed. All spells cast wandlessly are at disadvantage, unless you have a feature or feat that negates the disadvantage.

CHAPTER 4: WANDLORE

Wands are a fundamental part of the wizarding world. They are near-sentient objects that bond with the 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.

Wands are also integral to wizarding culture; the quality, power and reputation of some wands and their components are highly sought and discussed.

In the setting of the game, wands offer small bonuses to certain spells, skills, or specific checks. Most Hogwarts students receive their wands from Ollivanders Wand Emporium in Diagon Alley. Player wands will have one wood type and one core type from the listings below.

WAND WOODS

The wood of a wand determines its potential and capabilities; how well it pairs with the witch or wizard, and the power of spells it may produce. The section below was made using descriptions from the Harry Potter wikia, and Pottermore.

The Celtic Tree calendar sometimes plays a part in wandlore; a witch or wizard's wand may be made of the wood that is linked to their date of birth (Harry Potter, Hermione Granger, Ron Weasley and Draco Malfoy's first wands, for example, fit this calendar) <https://www.whats-your-sign.com/celtic-tree-astrology.html>

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 *only* their owner a +1 bonus to casting and attack rolls on any spells the players have mastered. Once a day, they may choose any spell they have cast to give it a critical casting roll.

ALDER

"The ideal owner of Alder wand is not stubborn or obstinate, but often helpful, considerate and most likable. Of all wand types, alder is best suited to non-verbal spell work, whence comes its reputation for being suitable only for the most advanced witches and wizards."

Alder wands are particularly helpful, and give their owners +1 to casting and attack rolls involving counters and healing spells, and a +2 bonus to casting non-verbal 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.

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.

ASPEN

"Wand-quality aspen wood is white and fine-grained, and highly prized by all wand-makers for its stylish resemblance to ivory and its usually outstanding charmwork. The proper owner of the aspen wand is often an accomplished duellist, or destined to be so, for the aspen wand is one of those particularly suited to martial magic"

Aspen wands have a great capacity and talent for charms and dueling, giving their caster a +1 bonus to all charms casting rolls and all counter casting 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 their Intelligence and Wisdom Ability Scores are a 16 or higher, otherwise the wand performs with a -1 to all rolls.

BLACKTHORN

"It is a curious feature of the blackthorn bush, which sports wicked thorns, that it produces its sweetest berries after the hardest frosts. The wands made from this wood appear to need to pass through danger or hardship with their owners to become truly bonded. Blackthorn wands have a reputation for being best suited to warriors."

Blackthorn wands perform their best magic when in peril; if the caster is at half of their maximum hit points or below, all attack and damage rolls made with this wand have a +2 bonus.

BLACK WALNUT

"Black walnut is a very handsome wood, but not the easiest to master. It has one pronounced quirk, which is that it is abnormally attuned to inner conflict, and loses power dramatically if its possessor practises any form of self-deception."

Black walnut wands have a +1 bonus to all casting and attack rolls; however, if a wizard's alignment changes as a result of great personal turmoil, this bonus becomes -1 to all rolls.

CEDAR

"The witch or wizard who is well-matched with cedar carries the potential to be a frightening adversary, which often comes as a shock to those who have thoughtlessly challenged them: the cedar wand finds its perfect home where there is perspicacity and perception."

Cedar wands grant a +2 bonus to all Revealing charm rolls, and gain a +2 bonus on casting and attack rolls against targets that the caster has revealed with these charms.

CHERRY

"The Western wand-purchaser should dispel from their minds any notion that the pink blossom of the living tree makes for a frivolous or merely ornamental wand, for cherry wood often makes a wand that possesses truly lethal power, whatever the core — though if paired with dragon heartstring, the wand ought never to be teamed with a wizard without exceptional self-control and strength of mind."

Cherry wands grant a +2 bonus to attack and damage rolls to a caster whose Wisdom Ability Score is 16 or higher.

CHESTNUT

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

Chestnut wands offer little in the way of martial prowess. Instead when used to effect non-hostile magical creatures, 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. Wands of cypress find their soul mates among the brave, the bold and the self-sacrificing: those who are unafraid to confront the shadows in their own and others' natures."

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.

DOGWOOD

"Dogwood wands are quirky and mischievous; they have playful natures and insist upon partners who can provide them with scope for excitement and fun. However, they have been known to perform outstanding spells under difficult conditions, and when paired with a suitably clever and ingenious witch or wizard, can produce dazzling enchantments. An interesting foible of many dogwood wands is that they may refuse to perform non-verbal spells and they are often rather noisy."

Dogwood wands are tricky, and allow the caster to add their Charisma modifier to casting and attack rolls instead of Intelligence if they are proficient in Performance. However, these wands have a -5 to casting rolls made to cast non-verbal spells.

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 owner's conviction. All transfiguration spells cast by these wands have a +2 bonus on casting and attack rolls.

ENGLISH OAK

"A wand for good times and bad, this is a friend as loyal as the wizard who deserves it. Wands of English oak demand partners of strength, courage and fidelity. Less well-known is the propensity for owners of English oak wands to have powerful intuition, and often an affinity with the magic of the natural world."

English oak wands tend to align themselves with fiercely loyal friends and good spirits; casters gain a +2 bonus to all casting and attack rolls made to aid allies, and heal an additional 2 points when healing other creatures.

FIR

"Fir wands are particularly suited to Transfiguration, and favour owners of focused, strong-minded and, occasionally, intimidating demeanour. There is no doubt that this wood, coming as it does from the most resilient of trees, produces wands that demand staying power and strength of purpose in their true owners, and that they are poor tools in the hands of the changeable and indecisive."

Fir wands grant their owner's a +1 bonus to all Transfiguration casting and attack rolls, and once per long rest when the owner is wielding this wand and is reduced to 0 hit points, they may drop to 1 hit point instead.

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 bonus to casting and attack rolls with curses and healing spells.

HAZEL

"Hazel wands have a temperament 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 bonus 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.

HOLLY

"Holly is one of the rarer kinds of wand woods; traditionally considered protective, it works most happily for those who may need help overcoming a tendency to anger and impetuosity. At the same time, holly wands often choose owners who are engaged in some dangerous and often spiritual quest."

Holly wood is a traditional symbol of luck, prosperity and protection from evil; if the caster is of the Good alignment, a holly wand gives its caster a +1 bonus to counter spell casting and attack rolls, and a +3 bonus to casting and attack rolls for the Expelliarmus spell.

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 bonus to casting and attack rolls against beasts and beings stopping them from achieving their goals.

LARCH

"Strong, durable and warm in colour, larch has long been valued as an attractive and powerful wand wood. Its reputation for instilling courage and confidence in the user has ensured that demand has always outstripped supply."

The power of larch wands is to help a witch or wizard to find inspiration within themselves; once per long rest, its owner may roll a 1d6 and add the number rolled to one ability check, attack roll, or saving throw that they make (as with Bardic Inspiration in 5e).

LAUREL

"It is said that a laurel wand cannot perform a dishonourable act, although in the quest for glory, laurel wands are known to perform powerful and sometimes lethal magic. Laurel wands are sometimes called fickle, but this is unfair; they are unable to tolerate laziness in a possessor, and and for that reason they are most easily and willingly won away. These wands have the unusual and engaging attribute of issuing a spontaneous lightning strike if another witch or wizard attempts to steal it."

Laurel wands are loyal to glorious witches and wizards, but can be won over by another that bests their owner; these wands give their current owner a +2 to all casting and attack rolls. If any creature attempts to take the wand from its owner in a dishonourable manner (most any method other than Expelliarmus in a duel, or taking it from their defeated form), it issues a lightning bolt that deals 1d6 lightning damage, and knocks the aggressor prone 5 feet. away.

MAHOGANY

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

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

MAPLE

"A maple wand's ideal owners 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 spontaneous owner. Every critical 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.

PEAR

"Pear wands produce wands of splendid magical powers. Possessors of pear wands are usually popular and well-respected and never has there 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 owners of pear wands gain a +2 bonus to all casting rolls made by the owner when not targeting a beast or being.

PINE

"Pine wands always choose 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 a +1 bonus to all casting and attack rolls involving crafted spells, and +1 to rolls made to cast non-verbal magic.

POPLAR

"If you seek integrity, search first among the poplars; here is a wand to rely upon, of consistency, strength and uniform power, always happiest when working with a witch or wizard of clear moral vision. There is a tired old joke among lesser wandmakers that no poplar wand has ever chosen a politician."

A poplar wand provides their witch or wizard a +2 bonus to casting and attack rolls, so long as they are of a Lawful alignment.

RED OAK

"You will often hear the ignorant say that red oak is an infallible sign of its owner's hot temper. In fact, the true match for a red oak wand is possessed of unusually fast reactions, making it a perfect duelling wand."

Owners of red oak wands are quick and fierce duelists; they receive advantage on Initiative rolls while wielding these wands.

REDWOOD

"Wand-quality redwood is in short supply, yet constant demand, due to its reputation for bringing good fortune to its owner. Redwood wands are not themselves lucky, but are strongly attracted to witches and wizards who already possess the admirable ability to fall on their feet, to make the right choice, to snatch advantage from catastrophe."

The owners of a redwood wand may make use of a Luck point once per day, as with the Leprechaun's Luck feat.

REED

"Reed wands are best suited to those who are bold and are eloquent speakers, and prove to be very protective friends."

Reed wands align themselves with the persuasive, and grant their owners a +1 bonus to all casting and attack spells, increasing to a +2 bonus for spells involving water, so long as they are proficient in Persuasion.

ROSEWOOD

"This wood has a strong sweet smell, which persists over the years, and is commonly used in furniture and instrument-making. In the wizarding world, rosewood is also sometimes used as a wand wood."

A surprisingly hard wood, with both beautiful and hardy properties, rosewood wands grant their casters a +1 bonus to all charms casting rolls, and grant an additional 5 temporary hit points to the Protego charm's concentration spell.

ROWAN

"Rowan wood has always been much-favoured for wands, because it is reputed to be more protective than any other, and renders all manner of defensive charms especially strong and difficult to break. Rowan wands are also noted for their believed disassociation with the Dark Arts."

Rowan wands are perfect for counters, giving their owners +2 on all casting and attack rolls to counter spells, but a -2 to casting and attack rolls with curses.

SILVER LIME

"This unusual and highly attractive wand wood was highly fashionable in the nineteenth century. The reasons for these wands' desirability lay not only in their unusually handsome appearance, but also because they had a reputation for performing best for Seers and those skilled in Legilimency, mysterious arts both, which consequently gave the possessor of a silver lime wand considerable status."

Silver lime wands give the user a +2 bonus to casting and attack rolls for the Legilimens spell, and a +1 bonus when used to aid in Divination checks.

SPRUCE

"The spruce wand requires a firm hand, because it often appears to have its own ideas about what magic it ought to be called upon to produce. However, when a spruce wand meets its match – which is a bold spell-caster with a good sense of humour – it becomes a superb helper, intensely loyal to their owners and capable of producing particularly flamboyant and dramatic effects."

The users of a spruce wand have a +3 bonus to casting and attack rolls, when they can make a successful Performance check as a bonus action (DC at the DM's discretion).

SNAKEWOOD

"Also known as Schlangenhholz, snakewood trees resist attempts to prune or kill them, and their leaves have powerful healing properties."

Snakewood wands are resilient and replenishing; a caster may reroll all 1's on healing rolls made with this wand.

SYCAMORE

"The sycamore makes a questing wand, eager for new experience and losing brilliance if engaged in mundane activities. It is a quirk of these handsome wands that they may combust if allowed to become 'bored!'"

Sycamore wands demonstrate a want and capacity to learn and adapt; owners of these wands are granted a +1 bonus to skill checks when learning new spells, and grant a +1 bonus to all casting and attack rolls if a new spell has been learned in the last 24 hours.

VINE

"The druids considered anything with a woody stem as a tree, and vine makes wands of such a special nature. Vine wands are among the less common types, and their owners are nearly always those witches or wizards who seek a greater purpose. Vine wands seem strongly attracted by personalities with hidden depths, and have been found to be more sensitive than any other when it comes to instantly detecting a prospective match."

Vine wand owners tend to have a vision beyond the ordinary, and they allow their casters to add their Wisdom modifier to casting and attack rolls instead of Intelligence, so long as they have proficiency in Perception.

WALNUT

"Walnut wands are often found in the hands of magical innovators and inventors. However; while some woods are difficult to dominate, and may resist the performance of spells that are foreign to their natures, the walnut wand will, once subjugated, perform any task its owner desires, provided that the user is of sufficient brilliance. This makes for a truly lethal weapon in the hands of a witch or wizard of no conscience, for the wand and the wizard may feed from each other in a particularly unhealthy manner."

Walnut wands give their owners a +2 to attack rolls, so long as that caster is of an Evil, Neutral or Chaotic alignment.

WILLOW

"It's noted that the ideal owner for a willow wand often has some (usually unwarranted) insecurity. While many confident customers insist on trying a willow wand, willow wands have consistently selected those of greatest potential, rather than those who feel they have little to learn. It has always been a proverb that he who has furthest to travel will go fastest with willow."

Willow wands grant their caster advantage on their next casting or attack roll if the last spell they cast failed or missed its intended target.

YEW

"Yew wands are among the rarer kinds, and their ideal matches are likewise unusual, and occasionally notorious. The wand of yew is reputed to endow its possessor with the power of life and death, which might, of course, be said of all wands; and yet yew retains a particularly dark and fearsome reputation in the spheres of duelling and all curses. The witch or wizard best suited to a yew wand might equally prove a fierce protector of others."

Yew wands give their user a +1 bonus to casting and attack rolls when using curses or counter spells. Interestingly, when a yew wand is buried with their owner, the wand generally sprouts into a tree guarding the dead owner's grave.

WAND CORES

Wand cores determine the temperament of the wand. They act as the wand's power source, like a battery, giving it their ability to channel magic into spells. Garrick Ollivander pioneered the theory of the three "Supreme Cores": Dragon Heartstring, Phoenix Tailfeather, and Unicorn Hair. For this reason, most wands bought from Ollivander's have one of these three cores.

THE SUPREME CORES

DRAGON HEARTSTRING

The most powerful of the three Supreme 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 +2 bonus in the skill checks; however due to the cores temperamental and accident prone nature, the critical failure threshold is increased to 2.

PHEONIX FEATHER

The most temperamental of the three wand cores, it is also one of the rarest. Phoenix Feather wands offer more initiative to their owners, giving them a +1 bonus to initiative, and a +1 bonus 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 +2 bonus to skill checks when learning a new combat spell. Critical failure threshold is increased to 2 when using non-combat spells.

UNICORN 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 bonus to casting and attack rolls when using a non-damaging spells. Likewise, all non-combat spells receive a +2 bonus to the skill checks when attempting to learn them. Critical failure threshold is increased to 2 when using combat spells.

EXOTIC / OTHER WAND CORES

ACROMANTULA WEB

If you're thinking about having a wand made with Acromantula web, you're probably a fan of having your wand confiscated by the authorities. Using a wand with this core has been illegal in Britain since 1782, after it was discovered that the wielder of an Acromantula web wand has a particular ability with Dark magic, especially the Imperius curse. There are certain diplomatic exceptions, as it is a traditional core for Asian wands, but even those are temporary; many wizard diplomats on long-term assignments find themselves compelled to procure replacement wands for their stay.

Rolls made to learn curses receive a +2 bonus with this wand core, and increases the saving throw DC to resist Imperius curses cast by this wand by +2.

ASHWINDER EGG

An Ashwinder emanates intense heat before it is born, and most Ashwinder eggs hatch very quickly after they are laid. The eggs are rather valuable when made into wand cores, but the precision and timing to convert this ingredient into a magical core makes it rather expensive. However, with difficult tasks comes a great result. Ashwinder Egg cores allow great magical leeway for many Conjunction spells – extremely useful for Wizards keen in Transfiguration.

Skill checks made to learn transfiguration spells have a +2 bonus, and casting rolls made for conjuring spells have a +2 bonus as well.

AUGERY TAIL FEATHER

Augerys, or Irish phoenixes, were once associated with powerful Dark wands, as their cries were thought to signify an upcoming death. However, they were in reality never a strong Dark core, and were more accurately a powerful core for Divinations. Misunderstood students may find themselves bonded to an augery wand, although these wands are altogether quite rare.

Augery wands provide a +2 bonus when used to aid in the performance of Divination checks.

BASILISK

Basilisk wands are incredibly rare, as the beasts are rare to begin with and difficult to kill. Due to the rarity, they often are passed down from generation to generation, so basilisk-core wands are either the heirloom of Slytherin Pureblood families or reforged wands from family cores. The occasional new basilisk wand will almost always bond to a Parselmouth or budding Dark Wizard. Very little good comes out of wielders of basilisk wands.

Skill checks to learn curses and Unforgivable spells receive a +2 bonus with this core, and gives casting rolls to cast the spell Serpensortia advantage.

BILLYWIG STINGER

Billywig stingers are not common in Britain, but are occasionally imported from Australia, the native habitat of the Billywig. Billywig wands bond almost exclusively to light-hearted pranksters, and are extremely capricious- at one moment it will produce the strongest Cheering Charm in the school, but another time it will object to being used as a potion stirrer and siphon up hours of work without so much as a by-your-leave. When they do bond to a witch or wizard, they tend to be of Hufflepuff or Gryffindor.

Skills checks to learn Jinxes gain a +2 bonus, and Cheering charm casting rolls have a +2 bonus as well.

BOOMSLANG VENOM

Boomslang venom, whether crystallized or in a rarer liquid core, provides a small boost to jinxes and hexes thanks to its venomous qualities. However, when a wandmaker undertakes the dangerous task of working with the raw venom, it is generally with the aim of creating a powerful Transfiguration wand. Whether or not the advantages outweigh the risks is not generally agreed upon in wandmaking circles.

Skill checks to learn jinxes, hexes and transfiguration spells gain a +1 bonus.

CORAL

A surprisingly complex core, coral has the adaptability of water. It is sensitive, yet durable, good for protection, with reliable levels of magical energy. Just as it has its own sort of beauty, it pairs well with those that appreciate themselves, or even could use a bit more confidence. Those with coral cores have their perseverance rewarded with happiness, contentment, and stability.

Skill checks to learn noncombat spells receive a +1 bonus, and skill checks to learn healing spells have advantage.

CHIMERA SCALE FRAGMENT

Chimera scales are extremely rare in modern wandcraft, not out of any concern for safety, but because there are more recorded basilisk slayings in the past fifty years than there are chimera slayings in all of recorded history. This one slaying occurred in Greece over two millennia ago, so what scales were harvested at that time have been degraded, broken, and dispersed.

Today, they are only found as parts of heirloom cores, and even then, all such cores are a more common core (often dragon heartstring) with a tiny fragment of scale embedded. Chimera wands are most common in Greece and the Balkans, although as they were circulated through the Mediterranean and former Roman Empire they are found throughout Europe. These wands are prized for their raw power, although they are difficult to control.

Skill checks to learn combat spells gain a +2 bonus, and attack rolls have a +1 bonus. The critical failure threshold is increased to 2.

DEMIGUISE HAIR

Demiguise hairs were long considered to not have enough oomph to make a proper wand, but they have gained favor for their strength in Transfiguration and the subtle arts. When combined with a stronger wand core they make potent wands, however, on their own they can be rather one-dimensional and difficult to use for anything but Transfiguration. They have found favor in students of all Houses, although they may be slightly rarer among the open Hufflepuffs.

Skill checks to learn transfiguration spells receive a +2 bonus, but skill checks to learn any other spells receive a -1. Demiguise wands also receive a +1 bonus to conceal with a Sleight of Hand check.

DOXY WINGS

Doxy wings, like the creatures they come from, can be unmanageable and mean-spirited. They are second only to basilisk wands in their abilities with the Dark Arts, and as such these rare wands are most often found in the hands of stubborn Slytherins without the familial connection to obtain a basilisk core.

Skill checks to learn curses and hexes receive a +1 bonus, though skill checks to learn healing spells have disadvantage.

ERUMPENT HIDE

There is a very good reason this is an exotic core; Erumpent hide wands are extremely dangerous, and don't take well to high levels of magic or sharp impacts. They may add a 'punch' to spells when combined with a gentler core, but most wandmakers refuse to work with it completely due to the danger it poses to maker and wielder.

Damage rolls made for spells that deal fire damage deal an additional +1d6 fire damage with this core. However the critical failure threshold increases to 3, and on a critical failure, the caster must roll a 1d100; from 1-50, the critical fail occurs *and* the caster takes 2d6 fire damage in an explosive backfire, while 51-100 results in a regular critical failure.

FAIRY WINGS

This core makes for a light, airy wand, and is the absolute best for Charms. They also signify a connection to the mystic, so these wands, despite their relative rarity, are used by nearly half of known witches and wizards with the Sight. Despite their astounding strength in Charms, they are merely average in Defense Against the Dark Arts and Transfiguration, and will often fail at hexes altogether. As such, they're not commonly found in Slytherin House, but are common in Hufflepuff. Ravenclaws and Gryffindors may be drawn to this core, although they tend to react better to blends of fairy wings and unicorn hair.

Skill checks to learn charms receive a +2 bonus, while hexes receive a -2.

FWOOPER FEATHER

Fwooper feather wands are said to be a mark of ill omen for the wizards they bond to, as, like the birds they come from, they are rumored to slowly drive their wielder mad. Despite their poor reputation, they do well with Charms and Care of Magical Creatures. However, they have a near-inability to cast Quietus. They are commonly combined with another feather core, such as the phoenix for health or the hippogriff for stability.

Skill checks to learn charms are granted a +2 bonus, and receives a +2 bonus when used to effect magical creatures. Each year that a witch or wizard uses this wand, they must make a DC 7 Wisdom saving throw, or otherwise move their alignment from Lawful to Neutral, or Neutral to Chaotic.

HIPPOGRIF FEATHER

Hippogriffs are noble animals with a reputation for not taking a slight. These wands require constant respect, and if the wielder does not give it, they can watch its formerly stable and versatile magic backfire on it. It is not the strongest core, but it is one of the most adaptable. These wands are most common amongst Gryffindors, but they are rare overall.

Skill checks to learn combat spells have a +2 bonus. Critical failure threshold increases to 2 when using combat spells.

JACKALOPE ANTLER

The antler of a Jackalope is a wand core used by the Ilvermorny founders in the 17th century, when they began making their own wands. Jackalope antler cores are capable of a wide range of magic, and are often very colorful and flamboyant. Jackalope wands learn quite quickly compared to other American wand cores. Jackalope is also very resistant and skeptical when it comes to new masters, and will often exhibit accidents and backfires when forced to change from their original master. Jackalope wands are additionally unlikely to turn to the Dark Arts.

Skill checks to learn charms, transfiguration, counters and healing spells gain a +2 bonus, while checks to learn jinxes, hexes and curses receive a -1. Critical failure threshold increases to 2 when using jinxes, hexes or curses, and to 3 when using all spells for anyone but its original master.

KELPIE HAIR

Kelpie hairs are incredibly temperamental cores, explaining their rarity. They were once common in Celtic wandmaking, however, the import of demiguise hairs has resulted in them falling out of favor. They have similar qualities to demiguise hair, and are powerful Transfiguration cores when they don't backfire spectacularly.

Skill checks made to learn transfiguration spells have a +2 bonus. Critical failure threshold increases to 3.

KNEAZLE WHISKER

Kneazle whisker may not create powerful wands, but create wands of excellent senses and refinement. The prime owner would be alert to their surroundings, intelligent, and most likely introverted in nature. They can be distrusting of people at times, but are excellent judges of character.

Skill checks made to learn noncombat spells have a +2 bonus, for a witch or wizard that has proficiency in Perception and/or Insight. Casting and attack rolls made to cast combat spells have a -2.

MERMAID

There are two specific mermaid cores that are used in modern wand making, but they do tend to be found as heirloom cores. These cores are very loyal to their wielder, and are very difficult to wield if taken or won. Though these wands can be very temperamental, as they only like to be held by wielders who are very knowledgeable but not greedy. Overall the mermaid cores do well with outdoorsy elements and care of magical creatures.

Mermaid scales grant a +2 bonus to skill checks to learn transfiguration spells.

Mermaid hair grants a +2 bonus to skill checks that involve Astronomy and Potion-Making skill checks when stirring with this wand.

Both mermaid cores also have a +1 bonus to learn spells which involve water. Critical failure threshold increases to 5 if used by a witch or wizard that is not its owner.

ROUGAROU HAIR

The hair of the rougarou was used as a wand core by the American wandmaker Violetta Beauvais. Beauvais kept the fact that she used this particular wand core a secret for many years, but it was eventually revealed. Rougarou hair was believed to have an affinity for Dark magic, like vampires to blood.

Skill checks to learn curses have a +2 bonus, and attack rolls have a +1 bonus with this core.

THUNDERBIRD FEATHER

The tail feather of the Thunderbird was used as a wand core by the American wandmaker Shikoba Wolfe. Wands with Thunderbird tail feather cores, like the birds the feathers are taken from, are able to sense danger and can cast curses on their own.

Skill checks made to learn transfiguration spells +2 bonus. Critical failure threshold is increased to 3 when using non-combat spells. When its caster rolls initiative, roll a 1d100; on a 75 or higher, the caster may immediately cast a curse as a reaction.

THESTRAL HAIR

Thestral wands generally produce strong magic but only when the wielder understands themselves. If the wielder does not know themselves or loses themselves then their spells will suffer. When the wielder knows themselves then this wand can create very strong spells. The thestral wands work very well for Charms, Defense Against the Dark Arts, and Transfiguration.

Skill checks made to learn charms, counters and transfiguration gain a +1 bonus, and checks to cast non-verbal spells gain a +2 bonus.

TROLL WHISKER

Generally unused in the modern wizarding world, troll facial hair has just enough magic to make a passable wand core. They tend to be extremely unpredictable and capable of great violence, making them comfortable partners for those that enjoy battle, no matter their intents.

Skill checks made to learn jinxes, hexes and curses gain a +1 bonus. Critical failure threshold is increased to 3, and on a critical failure, the caster must make a 1d100 roll; on a 1-50 the caster takes 1d6 Force damage, and on a 51-100 the intended target of the spell takes 1d6 Force damage.

VAMPIRE FANG

Vampire fang wands, like the Chimera Fragment wands, are rather rare and are mostly handed down from previous owners to the next. Vampire fangs are a very versatile wand core and can be either Dark or Light. The vampire fang has no certain divinity and will act as its owner acts, as it is a very loyal bond. This core works well with Charms, and Divinations. Often this wand is exceptional for potion stirring.

Skill checks made by a Good character to learn charms gain a +2 bonus, and skill checks made by an Evil character made to learn curses gain a +2 bonus. Both alignments also gain a +1 bonus on Potion-Making checks when stirring with their wand.

VEELA HAIR

Veela wands are temperamental like the creatures they come from, and are considered too volatile for a decent wand core in many circles. However, some wizards, particularly those with veela blood, enjoy the boost it gives to outdoorsy magics, divinations, and charms. The veela's inherent intelligence makes finding these wands among the non-veela blooded most common in Ravenclaw.

Skill checks made to learn charms have a +2 bonus. Critical failure threshold increases to 2.

WAMPUS HAIR

The hair of the Wampus cat was used as a wand core by the American wandmaker Johannes Jonker. Jonker experimented with many other cores before settling on the hair of this creature as his preferred kind. Due to the skills of the wampus, it is believed this core has benefits to mental magic, Legilimency, and defensive spells.

Skill checks to learn counters gain a +2 bonus, and casting and attack rolls for the Legilimens spell have a +1 bonus. Critical failure threshold increases to 2.

WEREWOLF

There are several different cores that can come from a werewolf which include whiskers, hair, saliva, and nails. All of these from a werewolf have their own virtues however they all make for an exceptional wand. Werewolf cores ally themselves with made werewolves and born werewolves very well. However they do often ally themselves with a strong owner, one who has courage, bravery, and loyalty. This wand is an extremely loyal wand and will cause many difficulties for anyone who tries to take the wand from their owner. It will often backfire on someone who has stolen or won the wand, it does not cooperate well with others.

Werewolf whiskers grant a +2 bonus to skill checks to learn transfiguration spells

Werewolf hair grants a +2 bonus to skill checks when learning charms.

Werewolf saliva grants a +1 bonus to Potion-Making checks when stirring with this wand.

Werewolf nails grant a +1 bonus on skill checks to learn hexes, jinxes and curses.

All werewolf cores also have a critical attack roll chance of 19=20. The critical failure threshold increases to 10 if used by a witch or wizard that is not its owner.

WYVERN

A wand core as wyvern suggests that its owner has a stubborn, volatile energy, unable to yield or to be controlled by most. However, once they have been put in your place (usually through a physical approach), they make for a powerful and loyal friend. This core works particularly well in The Dark Arts, but also works well in Potions, Transfiguration, and Dueling Magic.

Skill checks made to learn jinxes, hexes and curses gain a +1 bonus, and casting rolls made to cast transfiguration and counter spells have a +1 bonus. This wand core also provides a +2 bonus to Potion-Making skill checks for brewing poisons when stirring with their wand.

CHAPTER 5: DOWNTIME ACTIVITIES

During your days off 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 choses 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 may choose to do in lieu of having your character get up to mischief and adventures.

STUDYING

You may choose to study your notes or textbooks, and found/purchased spellbooks, and stay in your house 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 that happen around you. Studying different specific literatures produces different results:

Notes/Textbook: Studying a subject's notes/textbooks will offer you advantage on all quiz rolls 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 one spellbook you may own.

DUELING CLUB

A friendly competition between students of all ages and houses, where you can participate to hone your skills in the Defense Against the Dark Arts. Successful duels result in various prizes being awarded. Unlike other downtime activities, Constitution, Dexterity, *and* Intelligence checks may be used to determine the outcome. The exact type of check used is up to DM discretion. Every successful check is a win, while failed checks are a loss; losses may result in your character forfeiting some items, currency or taking a point of exhaustion, but this is - again - up to DM discretion.

DUELING CLUB VICTORY REWARDS

d20 Check	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 performing exceedingly badly in their schoolwork, or caught breaking a significant rule of some sort. It offers no rewards, and the type of skill check depends on the type of detention assigned, at the DM's discretion. A series of 4 successful checks are required to leave detention early, while 8 failed checks extends the detention sentence to another whole off 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 characters to suffer.

VOLUNTEERING

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

Volunteer Options	Possible Rewards	Checks
Core Subjects	House Points, Subject Spellbooks	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	Intelligence
Castle Caretaker	Sweets, Contraband	Perception
Librarian	Textbooks, Enchanting Manuals, Spellbooks	Investigation
Matron	Sweets, Potions, Spellbooks	Healing
Prefects	House Points, Sweets	Perception
Hogsmeade Shop Owners	Assorted Galleons, Sickles, Knuts, Sweets	Strength

SPELLCRAFTING

Spellcrafting is a surprisingly huge part of the wizarding world. A crafted spell can take the form of a rhyme or limerick, or that of a latin root/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 until the next level up, however.

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 the spell is one that the player has master, then they only need to make four consecutive checks. Failed checks may result in damage to the intended object, possibly destroying it altogether, 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 Extention 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 they require a steeper difficult curve to work properly. An unmastered transfiguration enchantment requires eight consecutive successful 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, to the best of their ability. Until it is killed or dispelled, the created creature will function on its own independantly until given directions. They do not require sustenance or air, and htey have no bodily functions except those specified by the spell. Failed checks may result in the object being destroyed, or even a rampant creature which does not obey its mas

POTION-MAKING

Players may find themselves in need of potions, and Hogwarts has the knowledge and the means to supply them. Students may use their downtime to craft potions which they've learned about in class, so long as they can somehow acquire the necessary ingredients.

Crafting potions requires an Intelligence (Potion-Making) skill check, with varying difficulties depending on the complexity of the potion, and the availability of the potion's ingredients and instructions; Beginner (DC 10), Moderate (DC 15) and Advanced (DC 20) difficulties. Failing the check to brew a potion by 5 or more can have disastrous or sinister effects; positive or harmless potions may become dangerous poisons, and volatile or delicate procedures may explode. Attempting to brew a potion before reaching its Year imposes disadvantage on the Potion-Making roll. Some circumstances may increase or decrease the difficulty, at the DM's discretion.

The potions of the wizarding world are listed below in alphabetical order, along with their difficulty, important ingredients and the approximate year which a student might learn about them. (More detailed brewing instructions, for the sake of storytelling, can be found on <http://harrypotter.fandom.com/wiki> for some potions.)

Potion bottles can be thrown up to 20ft away, or 60ft at disadvantage.

POTIONS A-Z

AGEING POTION

Year 6

Difficulty: Advanced

Main Ingredients: Newt spleens

A potion which causes the drinker to temporarily increase in age, depending on the amount consumed. Assumes a green colour when it's finished brewing.

ALIHOTSY DRAUGHT

Year 4

Difficulty: Moderate

Main Ingredients: Spring water, Alihotsy leaves, Billywig wings, knarl quills, Puffskein hair, Horseradish powder, Laughter

Also known as a Laughing Potion, drinking it or inhaling its fumes induces hysteria and uncontrollable laughter. A creature under the effects of this potion becomes incapacitated with laughter and falls prone for up to a minute. A Wisdom saving throw equal to the Potion-Making check made to brew the potion ends this effect. The potion assumes a clear blue colour with blue fumes when finished. Glumbumble treacle acts as an antidote.

AMORTENTIA

Year 6

Difficulty: Advanced

Main Ingredients: (Undisclosed)

The world's strongest love potion; causes powerful obsession and infatuation in the drinker, directed towards the person that administered the potion. Assumes a mother-of-pearl sheen and a multi-faceted scent based on the person when completed.

ANGEL'S TRUMPET DRAUGHT

Year 5

Difficulty: Advanced

Main Ingredients: Angel's Trumpet plant

A poison which when ingested, induces a somewhat pleasant hallucinatory trance at first but spirals into violent and unpleasant effects, eventually leading to death. The poison effects its consumer over 3 hours; the first hour the victim has the Stunned condition, the second hour the victim is Confused (as with the Confusion 5e spell), and then they are Paralyzed until the end of the third hour, at which point they seize up and die. Induces amnesia if an antidote is administered. Assumes a clear white colour if brewed correctly.

ANTIDOTE TO COMMON POISONS

Year 3

Difficulty: Beginner

Main Ingredients: Brushed Bezoars, Ground unicorn horn, mistletoe berries

A concoction which counteracts the nefarious effects of common poisons, such as from creature bites or stings and Beginner difficulty poisons. Assumes a teal colour when completed.

ANTIDOTE TO UNCOMMON POISONS

Year 3

Difficulty: Moderate

Main Ingredients: Fire seeds, Powdered graphorn horn, Billywig stings, Chizpurfle carapaces

A concoction which cures minor magical or uncommon poisons from such sources as Doxy bites and Moderate difficulty poisons. Assumes a bright green colour once completed.

ANTIDOTE TO VERITASERUM

Year 7

Difficulty: Advanced

Main Ingredients: (Undisclosed)

This potion negates the effects of the truth potion Veritaserum. This solution tends to be highly controlled by the Ministry of Magic.

BABBLING BEVERAGE

Year 3

Difficulty: Beginner

Main Ingredients: Valerian sprigs, Aconite, Dittany

A potion which causes the drinker to babble nonsensically; a witch or wizard affected by this potion will find themselves unable to speak what they intend to, and unable to speak the verbal component to spells for 1 hour. This potion can also be applied to magically animated mouths to force them to babble instead of any intended speech. Assumes a cherry red colour when finished.

BANEBERRY POTION

Year 3

Difficulty: Moderate

Main Ingredients: Baneberries

A poisonous potion which heavily affects the victim; deals an initial 3d12 Poison damage, and whenever the victim makes an attack or saving throw within the next 8 hours they must roll a d4 and subtract the number rolled. Assumes a blood red colour when it's finished brewing, and has visible berries suspended in the liquid.

BEAUTIFICATION POTION

Year 3

Difficulty: Moderate

Main Ingredients: Fairy wings, Morning dew, Rose petals, Lady's Manite, Unicorn hair, Ginger root, Boomslang skin

A potion which enhances the attractiveness of the drinker's physical appearance, granting advantage on Charisma based skill checks. Assumes a rainbow colour and emits rainbow coloured bubbles.

BEFUDDLEMENT DRAUGHT

Year 5

Difficulty: Beginner

Main Ingredients: Scurvy grass, Lovage, Sneezewort

Also known as a Confusing Concoction; a potion which causes the drinker to become belligerent, reckless and confused (as with the Confusion 5e spell). Assumes a green fizzing colour when completed.

BEGUILING BUBBLES

Sold at Weasleys' Wizard Wheezes

Difficulty: Moderate

Main Ingredients: (Undisclosed)

A love potion sold at Weasleys' Wizard Wheezes in Diagon Alley. Charms the consumer toward the person which administered the potion.

BLACKFIRE POTION

Year 2

Difficulty: Beginner

Main Ingredients: Bursting mushrooms, Salamander blood, Wartcap powder

This potion allows the user to pass through magical and nonmagical flames unscathed for the duration, as an ice cold sensation floods the body. Grants the consumer immunity to Fire damage for 1 minute.

BLOOD-REPLENISHING POTION

Year 6

Difficulty: Advanced

Main Ingredients: (Undisclosed)

A medical potion which tops up the blood levels of the patient after significant blood loss from injury or other means. Restores 8d6+8 hit points to a creature, so long as those hit points were lost to piercing or slashing damage.

BULGEYE POTION

Year 2

Difficulty: Moderate

Main Ingredients: Beetle eyes, Eel eyes

This potion affects the drinker's eyes causing them to swell and bulge, and granting advantage on Investigation checks but disadvantage on Perception checks for the duration of 1 hour, or until the effect is dispelled.

BURN-HEALING PASTE

Year 2

Difficulty: Beginner

Main Ingredients: (Undisclosed)

A healing potion in the form of a thick, deep orange paste, which when applied topically can restore 2d4+2 hit points lost to Fire damage. Available in the Hospital wing.

CALMING DRAUGHT

Year 4

Difficulty: Beginner

Main Ingredients: (Undisclosed)

This draught is used to calm a person down after they have suffered a shock, trauma, or emotional outburst; the potion suppresses the Frightened condition in its consumer, and the consumer becomes indifferent to creatures around it rather than hostile. The duration of this potion is 1 hour. Assumes a dark blue colour when completed.

CUPID CRYSTALS

Sold at Weasleys' Wizard Wheezes

Difficulty: Moderate

Main Ingredients: (Undisclosed)

A love potion in the form of dissolvable crystals sold at Weasleys' Wizard Wheezes in Diagon Alley. Charms the consumer toward the person which administered the potion.

CURE FOR BOILS

Year 1

Difficulty: Beginner

Main Ingredients: Dried nettles, Snake fangs, Horned slugs, Porcupine quills

Brewing Time: 1 hour

This potion is an effective remedie against pustules, hives, boils and many other scrofulous and skin conditions. Also cures the effects of the Pimple Jinx. Assumes a blue colour with pink smoke when made successfully.

DEATH POTION

Year 7

Difficulty: Advanced

Main Ingredients: (Undisclosed)

This deadly potion is black in colour and incredibly corrosive; it destroys anything which it comes in contact with that is not resistant against acids. It's predominantly prepared in large quantities, for use in executions.

DEATHCAP DRAUGHT

Year 7

Difficulty: Advanced

Main Ingredients: Deathcap mushroom

A poison prepared using a mushroom which is the cause of the most mushroom-related poisonings worldwide. Assumes a deep red colour and effervescent drops on the surface when completed.

DEVELOPING SOLUTION

Year 1

Difficulty: Beginner

Main Ingredients: (Undisclosed)

A clear coloured potion which - when used in the developing of film - allows the photographs to move.

DOXYCIDE

Year 2

Difficulty: Beginner

Main Ingredients: Bmundimun ooze, Streeler shells, Dragon liver, Hemlock essence, Tormentil tincture, Cowbane essence

A foul smelling pest-exterminating solution which stuns, paralyzes and even kills Doxies, allowing the user to remove them without the fear of being bitten. Using this potion as an action creates a 10ft radius cloud of mist in front of the user, which hangs suspended in the air for 1 round; using an action on the next turn allows the cloud to persist for an additional round instead of dispersing. The cloud deals 1d4 Poison damage to creatures in its affected area, and applies extra effects to Doxies; on the first round it applies the Stunned condition, on the second round it Paralyzes them for 1 hour, and on the third round of application it kills them. Black in colour, and administered as a spray.

DR. UBBLY'S OBLIVIOUS UNCTION

Year 7

Difficulty: Advanced

Main Ingredients: (Undisclosed)

A medicinal potion used to heal wounds dealt by thoughts and mind effects; heals 8d4 points dealt by Psychic damage. Available at St. Mungo's Hospital.

DRAGON POISON

Year 7

Difficulty: Advanced

Main Ingredients: Poison extracted from a dragon

A solution distilled from the poisons produced by dragons such as the Peruvian Vipertooth or the Norwegian Ridgeback. Deals 2d10 Poison damage.

DRAGON DUNG FERTILIZER

Year 6

Difficulty: Moderate

Main Ingredients: Sloth brain, Dragon dung, Stewed mandrake, Rat spleens, Toasted dragonfly

A restorative solution which promotes the growth of difficult plants, namely the Venomous Tentacula. Plants affected by this mixture regain 2d10 hit points and 2d10 temporary hit points which lasts for 6 hours. Assumes an acrid greenish colour when finished.

DRAUGHT OF LIVING DEATH

Year 6

Difficulty: Advanced

Main Ingredients: Water, Powdered root of asphodel, Infusion of wormwood, Valerian root, Soporiferous Bean, Sloth brain

An extremely powerful sleeping draught which puts the drinker into an indefinite deathlike slumber, almost like suspended animation. This sleep effect lasts indefinitely, and is so deep that its victims appear to be dead. The Wiggeweld potion can lift the effects.

DRINK OF DROWSINESS

Year 1

Difficulty: Beginner

Main Ingredients: Undisclosed

A potion whose fumes could be used to induce drowsiness, tiredness and fatigue in those it affects. Creates a rising trail of fumes which affects an area single 5 ft away from the potion's vessel when exposed to the air. These fumes impose a level of Exhaustion to those in its affected area. The fumes can also be intentionally (or unintentionally) wafted and moved to other squares by wind effects, up to 15ft away.

ELIXIR OF LIFE

Year 7

Difficulty: Advanced

Main Ingredients: Philosopher's Stone

A sweet and aromatic potion created by the Philosopher's Stone which grants the user an indefinitely extended life, so long as they drink the potion regularly; once a regular user is The elixir doesn't make the user immortal, it only stops the imbiber from dying of old age.

ELIXIR TO INDUCE EUPHORIA

Year 7

Difficulty: Advanced

Main Ingredients: Shrivelfig, Porcupine quills, Peppermint sprigs, Soporiferous beans, Wormwood

A potion that induces a sense of inexplicable, irrational happiness upon the drinker, and can even alleviate the symptoms of depression. Side effects include a compulsion for excessive singing, and nose tweaking, but a particularly successful brew can mitigate these effects. Assumes a sunshine yellow colour when completed.

ERUMPENT POTION

Year 7

Difficulty: Advanced

Main Ingredients: Erumpent horn, Erumpent hair and Erumpent fluid

A potion made of the parts of an Erumpent which is highly explosive, that when impacted or suddenly disturbed by an outside source and deals 4d4 Fire damage in a 10ft radius sphere.

ESSENCE OF DITTANY

Year 1

Difficulty: Beginner

Main Ingredients: Erumpent horn, Erumpent hair and Erumpent fluid

A medicinal distillation of the Dittany plant which heals 2d4+2 hit points and cures bleed effects when applied. Can also be combined with silver to heal werewolf bites and stop the bleeding associated with them, though it doesn't cure the contracted lycanthropy. The vapours are flammable, though the liquid is not; not volatile. Available in the Hospital Wing.

FELIX FELICIS

Year 7

Difficulty: Advanced

Main Ingredients: Erumpent horn, Erumpent hair and Erumpent fluid

Also known as liquid luck; a magical potion that grants the taker successes in all their endeavours, but it's meant to be used sparingly as it can cause giddiness and recklessness if taken in excess. It's also highly toxic in large quantities. Felix Felicis is a banned substance in all organised competitions. A single dose gives 12 hours of unlimited Lucky points, and induces a level of Exhaustion for 1 hour once it wears off.

Additional doses per month grant disadvantage on all dice rolls for the duration instead of its intended effects, making this a dangerous substance to abuse.

FIREBREATHING POTION

Year 1

Difficulty: Beginner

Main Ingredients: Mint, Valerian sprigs, Fire seeds, Powdered dragon horn, Lavender

A dangerous potion which gives the drinker a fire Breath weapon; produces a 15ft cone that deals 1d6 Fire damage, but can damage the drinker if brewed improperly. The effects last for 1 minute.

FORGETFULNESS POTION

Year 1

Difficulty: Beginner

Main Ingredients: Mint, Valerian sprigs, Fire seeds, Powdered dragon horn, Lavender

A potion which causes an unknown degree of memory loss in the drinker depending on the skill of the potion-maker; a Potion-Making check of 10-13 produces a potion which affects the last 24 hours of memories, 14-17 makes specific events of the last week rather hazy, and a check of 18+ can affect specific memories when administered.

GARROTING GAS

Year 6

Difficulty: Advanced

Main Ingredients: (Undisclosed)

A colourless gas produced as the result of a pale green potion; anyone exposed to the gas finds themselves choking and may suffocate as a result. Exposing the potion to air creates a 20ft radius sphere of invisible gas. The gas catches people by the neck if they pass through it, preventing them from breathing.

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath or is choking, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 Hit Points and is dying, and it can't regain Hit Points or be stabilized until it can breathe again.

GIRDING POTION

Year 3

Difficulty: Moderate

Main Ingredients: Dragonfly thoraxes, Fairy wings, Flying seahorses, Doxy eggs

This potion gives the consumer extra endurance; it removes a level of exhaustion until the next long rest and grants 2d6 temporary hit points (but using more than two doses in 24hrs inflicts a level of exhaustion and deals 2d6 nonlethal damage)

GREGORY'S UNCTUOUS UNCTION

Year 3

Difficulty: Moderate

Main Ingredients: (Undisclosed)

A potion which causes the drinker to believe that whomever gave the potion to him or her is their best friend; charms the drinker toward the administer. The potion dimly glows and gives off a green smoke when completed.

HEARTBREAK TEARDROPS

Sold at Weasleys' Wizard Wheezes

Difficulty: Moderate

Main Ingredients: (Undisclosed)

A love potion sold at Weasleys' Wizard Wheezes in Diagon Alley. Charms the consumer toward the person which administered the potion.

HERBICIDE POTION

Year 6

Difficulty: Advanced

Main Ingredients: Flobberworm mucus, Horklump juice, Lionfish spines, Standard Ingredient

A poisonous potion which damages and even kills plants or plant-like creatures. It has a disgusting taste and is not fit for human consumption, since it may affect the drinker's health. Creatures affected by this potion must make a Constitution saving throw (DC 10) or take 1d12 Poison damage. Plants and plant-like creatures automatically fail this save, and take an additional 2d12 Poison damage.

INVIGORATION DRAUGHT

Year 5

Difficulty: Beginner

Main Ingredients: Alihotsy leaves, Dried billywig leaves, Infusion of Wormwood, Peppermint, Stewed Mandrake

A potion which boosts the drinker's energy; consuming this draught grants advantage on initiative checks for 1 hour, increases movement speed by 10ft, and temporarily negates the effects of exhaustion (drinking more than one dose in 3 hours has no effect)

INVISIBILITY POTION

Year 7

Difficulty: Advanced

Main Ingredients: (Undisclosed)

A potion which makes the drinker invisible for a short time and is an alternative to an Invisibility cloak or a Disillusionment Charm; makes a creature exposed to the full dose of potion Invisible for one minute. This potion is grey coloured and bubbly when completed.

KISSING CONCOCTION

Sold at Weasleys' Wizard Wheezes

Difficulty: Moderate

Main Ingredients: (Undisclosed)

A love potion sold at Weasleys' Wizard Wheezes in Diagon Alley. Charms the consumer toward the person which administered the potion.

LAXATIVE POTION

Year 7

Difficulty: Beginner

Main Ingredients: Standard ingredient, Agrimony

A magical concoction which irritates the bowels; creatures affected by this potion have the Poisoned condition for 6 hours, and must make a Constitution check every hour (DC 10). On a failed save, they experience two levels of Exhaustion for that hour, as they experience discomfort, frequent trips to the bathroom, and possible "accidents".

LOVE POTION

Year 5

Difficulty: Advanced

Main Ingredients: Ashwinder eggs, Rose thorns, Peppermint, Powdered moonstone, Pearl dust

Love potions are brews which cause the drinker to become infatuated or obsessed with the person who gave it to them. The strength of the potion depends on the skill of the potion-maker or the pricepoint; the DC to resist the love potion is equal to the Potion-Making check made to brew it.

LOVE POTION ANTIDOTE

Year 5

Difficulty: Moderate

Main Ingredients: Wiggentree twigs, Castor oil, Extract of Gurdyroot

An antidote which alleviates the symptoms of Love Potions in its consumer. Assumes a clear lavender colour when finished brewing.

MANDRAKE RESTORATIVE DRAUGHT

Year 7

Difficulty: Advanced

Main Ingredients: Stewed mandrake roots which have passed adolescence

A powerful potion used to restore those who have been transfigured, petrified, or cursed to their original state. Can remove the following conditions when administered, so long as they were inflicted magically: Blinded, Charmed, Deafened, Fatigued, Frightened, Paralyzed, Petrified, Stunned.

MEMORY POTION

Year 5

Difficulty: Advanced

Main Ingredients: Jobberknoll feathers, Stewed mandrake, Powdered sage, Galanthus Nivalis

A type of potion which causes the drinker to have improved access to their memories, especially for extraction to use in a Pensieve.

MOONSEED POISON

Year 3

Difficulty: Moderate

Main Ingredients: Moonseeds

A solution which applies the Poisoned condition to creatures which consume it, which lasts for 24 hours, or until cured. Deals 1d10 Poison damage and 1d10 Acid damage when initially imbibed.

MURTLAP ESSENCE

Year 3

Difficulty: Beginner

Main Ingredients: Strained and pickled Murtlap tentacles

A solution/potion ingredient which soothes painful cuts/abrasions and helps them to heal; restores 2d4+2 damage, so long as it was nonlethal. Has a blueish inky colour.

OCULUS POTION

Year 6

Difficulty: Moderate

Main Ingredients: Wormwood, Stewed mandrake, Ground unicorn horn, Crystalized water

A healing and enhancing potion which has the power to restore the drinker's eyesight if damaged, and counteracts the Conjunctivitis Curse. This potin also allows the drinker to see normally without glasses for 6 hours. Assumes a deep orange colour when completed.

PEPPERUP POTION

Year 4

Difficulty: Beginner

Main Ingredients: Bicorn horn, Mandrake root

A potion which cures the common cold but has the side-effect of causing steam to erupt from the drinker's ears for 1d4 hours after imbibing. Available in the Hospital Wing.

POLYJUICE POTION

Year 7

Difficulty: Advanced

Main Ingredients: Lacewing flies stewed 21 days, Leeches, Powdered bicorn horn, Knotgrass, Fluxweed picked at full moon, Shredded Boomsland skin, a bit of the transformation target (i.e., hair)

A potion that allows the drinker to assume the form of someone else. It's a complicated and challenging potion that even adult witches and wizards struggle to brew correctly; the potion is incredibly advanced. When brewing is complete, the potion has to stew for a month before usage. This brew is thick and mud-like, with bubbles appearing after the final ingredient is added. The taste and colour depends on the transformation target.

While it can account for both age and gender, Polyjuice Potion cannot be used for a human to take an animal form, nor can it be used on non-humans.

The duration of the transformation is dependant on the amount of potion consumed; each dose is a small unit of potion which transforms its user for 10 minutes. Multiple doses can be taken at once to extend the duration, and the potion is generally brewed in bulk quantities.

RAT TONIC

Year 7

Difficulty: Beginner

Main Ingredients: (Undisclosed)

An invigorating potion used on pet rats for general well-being and anti-ageing, but causes abnormal growth if too much is drunk; administering five doses at once causes a rodent to swell up to one size category larger, for five days. Assumes a maroon colour when completed. Sold at the Magical Menagerie in Diagon Alley.

REGENERATION POTION

Year 7

Difficulty: Advanced

Main Ingredients: Bone of the father unknowingly taken, Flesh of the servant willingly sacrificed, Blood of a foe forcibly taken

A Dark potion and ritual which can restore a witch or wizard's body which has become maimed or disfigured to their true and whole bodily form. This potion assumes various colours at different stages in its brewing process.

RUDIMENTARY BODY POTION

Year 7

Difficulty: Advanced

Main Ingredients: Snake venom, Unicorn blood, Something so horrible as to be indescribable; possibly a fetus

A Dark potion which creates/grows a rudimentary bodily form for a disembodied soul; the potion must be consumed every few hours to maintain the little amount of health regained.

SHRINKING SOLUTION

Year 2

Difficulty: Advanced

Main Ingredients: Minced daisy roots, Peeled Shrivelfig, Sliced caterpillars, a rat spleen, A splash of cowbane, Wormwood

A potion which causes the drinker to shrink to a smaller and possibly younger form; the drinker's size becomes one smaller with one dose, the smallest possible size being Tiny. Bright acid green in colour when brewed right, but can become quite poisonous when brewed incorrectly.

SKELE-GRO

Year 3

Difficulty: Advanced

Main Ingredients: Chinese Chomping Cabbage, Pufferfish, Scarab beetles

A dreadful tasting potion which restores bones which have been severely broken or vanished; restoring bones is slow and painful and can take over a full day. Available in the Hospital Wing.

SLEEKEAZY'S HAIR POTION AND SCALP

TREATMENT

Year 4

Difficulty: Moderate

Main Ingredients: Gomas Barbadosis, Asian Dragon Hair, Petroleum Jelly

A haircare potion applied topically which is particularly effective at taming bushy and unruly hair to allow it to be styled sleekly; apparently unique results for redheads. Manufactured in China and available in Diagon Alley.

SLEEPING DRAUGHT

Year 4

Difficulty: Advanced

Main Ingredients: Springs of Lavender, Standard Ingredient, Flobberworm Mucus, Valerian sprigs

A medicinal potion which induces drowsiness and a dreamless sleep if done properly. Assumes a purple and shimmering colour. Drinkers of this potion must make a Constitution saving throw (DC 16). On a successful save they gain one level of exhaustion. On a failed save, they fall into a deep sleep for 1d4 hours. Available in the Hospital Wing.

STRENGTHENING SOLUTION

Year 2 & 5

Difficulty: Moderate to Advanced

Main Ingredients: Salamander blood, Powdered Griffin claw

A potion which gives the consumer increased strength; the drinker's Strength score becomes 21 (+5 modifier) or 25 (+7) modifier for one hour depending on the skill of the potion-maker. Assumes a turquoise colour when brewed properly.

SWELLING SOLUTION

Year 2 & 5

Difficulty: Moderate to Advanced

Main Ingredients: Salamander blood, Powdered Griffin claw

A potion which causes the consumer to swell and grow; the drinker's Size category becomes one larger for one minute. Everything it is wearing and carrying changes size with it. Any item dropped by an affected creature returns to normal size at once. The target's size doubles in all dimensions, and its weight is multiplied by eight.

Until the potion effect ends, the target also has advantage on Strength checks and Strength saving throws.

TWILIGHT MOONBEAM

Sold at Weasleys' Wizard Wheezes

Difficulty: Moderate

Main Ingredients: (Undisclosed)

A love potion sold at Weasleys' Wizard Wheezes in Diagon Alley. Charms the consumer toward the person which administered the potion.

VENOMOUS TENTACULA JUICE

Year 2

Difficulty: Beginner

Main Ingredients: Venomous Tentacula plant

A nonlethal poison which is water clear but makes the drinker's insides feel like they're burning and turns their skin a dark purple colour. Inflicts the Poisoned condition on the drinker.

VERITASERUM

Year 7

Difficulty: Beginner

Main Ingredients: (Undisclosed, though the brewing time is one lunar cycle; about 28 days)

A powerful truth serum which compels the consumer answer any questions truthfully for one hour, though there are methods of resistance; the drinker may make a DC 22 Charisma saving throw to resist the effects. The use of this potion is strictly controlled by the Ministry of Magic. It is clear and colourless, like water.

VOLUBILIS POTION

Year 7

Difficulty: Moderate

Main Ingredients: Honeywater, Mint sprigs, Stewed mandrake, Syrup of Hellebore

A potion which magically alter's the drinker's voice, and can restore a voice which has been lost or muted by such magical effects as a Silencing Charm. Assumes a yellow colour when finished.

WEEDOSOROS

Year 4

Difficulty: Moderate

Main Ingredients: A distillation of the "weed of sorrows"

A potent poison which causes convulsing and a formidable sense of despair in its victims. A creature which consumes this poison must make a Constitution saving throw (DC 22). The Incapaciated condition is inflicted on a failed save.

WIDEYE POTION

Year 3

Difficulty: Beginner

Main Ingredients: Snake fangs, Standard Ingredient, Dried Billywig Stings, Sprigs of Wolfsbane

A potion which prevents the drinker from falling asleep and also awakens them from a sleeping, drugged or concussed state. This potion acts as an antidote against Sleeping Draughts. Assumes a blue-green colour when finished.

WIGGENWELD POTION

Year 1

Difficulty: Beginner

Main Ingredients: Wiggentree bark, Moly, Dittany, a pint of Horklump juice, two drops of Flobberworm Mucus, Chizpurfle fangs, Billywig sting slime, a sprig of mint, Boom Berry juice, a stewed mandrake, drops of Honeywaer, Sloth brain mucus, Moondew drops, Salamander blood, Lionfish spines, Unicorn horn, Wolfsbane

A healing potion which can also clear sleep effects and is therefore a cure for the Draught of Living Death. Assumes a green colour when finished brewing. The brewing time is lengthy and involves a large number of ingredients, and so the potion tends to be made in bulk. Available in the Hospital Wing.

WIT-SHARPENING POTION

Year 4

Difficulty: Moderate

Main Ingredients: Ground scarab beetles, Cut ginger roots, Armadillo bite

A potion which enhances the clarity of thought of the drinker and is therefore counteracts the effects of the Confundus Charm. The drinker also gains advantage on Perception checks for 10 minutes after consuming. Assumes a purplish colour when brewed properly.

WOLFSBANE POTION

Year 4

Difficulty: Advanced

Main Ingredients: Wolfsbane, Silver (though the other ingredients are held in somewhat secrecy due to the disastrous effects of this potion if brewed incorrectly)

A complex potion which alleviates the symptoms of lycanthropy and allows werewolves to maintain their minds during the monthly transformation; it renders the normally dangerous beast into an ordinary, sleepy wolf. A goblet-full must be consumed each day for a week preceding the full moon. Difficult and expensive to brew regularly, meaning that most afflicted werewolves aren't able to brew it themselves. Produces a faint blue smoke when completed, and has an unpleasant taste.

DIVINATION

Divination is a branch of magic which involves foreseeing the future, and gather insights about the past, present and future events through various rituals and tools. As a subset of magic, however, it is considered inexact science, and some are more competent than others when it comes to the divining arts.

PRACTICING DIVINATION

Students at Hogwarts can practice divination during their downtime, once they've encountered the subject.

In order to utilize this discipline of magic, a player must acquire the necessary items and make a Wisdom (Divination) skill check. A successful skill check reveals information pertaining to the question asked while divining – however indirect, cryptic or riddle-like that information may be.

The complexity of the knowledge sought by the player increases the base DC of the check; for example, simple directions such as "left or right" are simple enough to divine, but answers to questions which are more complex are more difficult to interpret. Simple questions (e.g., Yes or No, Left or Right) increases the DC by +3, questions of moderate complexity (e.g., feelings or symbols) increases the DC by +5, and seeking specific information or vivid imagery (e.g., visions of the past, present or future, or detailed prophecies) increases the DC by +7.

There are a number of different methods which are available and taught at Hogwarts. These methods are listed below along with their associated year:

METHODS OF DIVINATION A-Z

ASTROLOGY

Fourth Year - DC 15

Astrology is the system of using the relative positions of celestial bodies to try to predict future events or gain insight into personality, relationships, and health.

One human astrological practise was to draw a circular chart, called a personal chart, showing the position of the planets at the time of a person's birth. Once completed, this chart could be used in combination with data on upcoming planetary movements to work out a personal forecast, called a horoscope.

Like humans, centaurs also practise astrology, but their approach to it is different; while centaurs use astrology only to foresee major, world-changing events, humans utilise it to predict mundane, day-to-day occurrences and to better understand themselves.

ARITHMANCY

Third Year - DC 15

Arithmancy is a magical discipline which studies the magical properties of numbers, including the prediction of the future with numbers and numerology. It focuses on calculating the probabilities, magnitude, strength and effectiveness of magical forces in the wizarding world.

This method of determining aspects of the past, present and future can require the study and consultation and/or composition of complex number charts.

CARTOMANCY

Third Year - 10

Cartomancy is the art of reading cards to gain insight into future events. Cartomancy requires a deck of cards of some kind. There are special kinds of cards designed especially for this purpose, known as a tarot cards, but standard playing cards can also be used.

A card reading involves a definitive question, drawing three cards and interpreting the combined meanings of the cards drawn.

CATOPTROMANCY

Third Year - DC 15

Catoptromancy is a method of divination which used mirrors to see future events and gain other insights.

The practise of catoptromancy includes the use of specialised rooms called psychomanteums (enclosed, dimly-lit spaces outfitted with a mirror positioned in such a way that reflects only darkness) and/or special scrying mirrors.

CHINESE FORTUNE STICKS

Third Year - DC 10

Chinese Fortune Sticks is a Western name for the ancient Chinese method of divination known as "kau cim" It requires a cylinder of 78-100 numbered wooden sticks, purified by incenses, which is shaken until a single stick is tipped out. The stick's number represents an answer to a question asked of the sticks, which can be interpreted from tomes of Chinese poetics and proverbs.

CRYSTAL-GAZING

Third Year - DC 15

Crystal-gazing, a difficult and subtle practise, is the art of looking into a crystal ball in order to try to gain insight into the future events.

Successfully gazing into the crystal involves relaxing the conscious mind and perceiving clearly with the subconscious. If a person is unable to do so, they would see nothing but swirling white fog in the crystal ball. This method requires, of course, a crystal ball - a costly focus.

DREAM INTERPRETATION

Fifth Year - DC 10

Dream interpretation is a method of divination that involves the analysis of dreams. It is thought that dreams contain important information, and/or predict the future but often in a hidden form, like the riddle form prophecies take.

Properly recalling the contents of dreams can become difficult as time passes, and so keeping a journal or record of dreams as they happen may be required. Textbooks also exist to help interpret the symbology in dreams.

FIRE-OMENS

Third Year - DC 15

Fire-omens are a concept in divination, wherein a diviner seeks and interprets signs in flames and smoke. Similar to but much less focused than crystal-gazing.

PALMISTRY

Third Year - DC 10

Palmistry is the art of learning a person's personalities, fortune and future through the study of their palm. It involves the studying and interpretation of the lines on a person's palms. Successfully eading a person's palm can immediately reveal their alignment, and exceeding the DC by 5 reveals details about their

PROPHECY

???

A prophecy is a prediction made by a Seer, by means of their Inner Eye. A Seer begins reciting a prophecy involuntarily, entering a trance-like state and often uttering in an altered voice.

Once a prophecy is made, they may be stored in spun-glass objects usually referred to as Prophecy Records.

OVOMANCY

Third Year - DC 15

Ovomancy is a type of divination that involves cracking open eggs and observing which way the yolks fall. This rather simple method is generally only used to divine very simple questions, but can spin a complex web of divination which can become impossible to navigate as more eggs are interpreted.

THERIOMANCY

Third Year - DC 10

Theriomancy is the practice of reading and interpreting omens from the actions of animals: Ichthyomancy the study of fish divination, Myomancy the study of rats and mice divination, and Ornithomancy the study of bird divination. Certain behaviours can be indicative of coming large-scale events or imminent danger.

Theriomancy also includes a Dark method of divination, which involves the studying of the entrails of animals, in order to discern minute details about the future. However, the scope of this method is limited, and tends not to reveal the full scope of the situation.

TESSOMANCY

Third Year - DC 10

Tessomancy is the art of reading tea leaves to predict events in the future; the spent leaves at the bottom of a cup of tea can display symbols and omens, which can be interpreted from such divination texts as *Unfogging the Future*.

XYLOMANCY

Third Year - DC 15

Tessomancy is the art of reading tea leaves to predict events in the future; the spent leaves at the bottom of a cup of tea can display symbols and omens, which can be interpreted from such divination texts as *Unfogging the Future*.

CHAPTER 6: SHOPPING, ITEMS & PETS

Throughout all the books, movies, and video games, Harry Potter and company used a vast assortment of items. From the mundane to the magical, each one proves its usefulness in some shape or form. This section will give archetypes to the items so that the DM may have an easier time selling and rewarding them to resourceful players.

CURRENCY

Wizards communities have their own different currencies, which may vary from country to country.

Money, in itself, is believed to be one of the five exceptions to Gamp's Law of Elemental Transfiguration, meaning it cannot be created from nothing. Aside from the Philosopher's Stone, which can convert other metals into gold, there seems to be no other method of transfiguring or conjuring money. Even attempting to duplicate money with the Geminio spell is also ineffective, as the conjured duplicates are obvious fakes.

Wizards Banks like Gringotts are all too happy to exchange different currencies, including muggle money; goblins have methods of returning muggle money to circulation, in the event that muggle-borns need to exchange for Galleons.

In ancient times, before modern forms of currency were invented, primitive wizards were known to trade in leaves of Niffler's Fancy — a plant whose leaves gleam like copper.

UNITED KINGDOM: GALLEONS, SICKLES, & KNUTS

Galleons, Sickles and Knuts are composed of gold, silver and bronze, respectively.

- One Galleon is 17 Sickles, or 493 Knuts
- One Sickle is 29 Knuts

1 Galleon equals £5 GBP (x 0.2), \$6.43 USD (x 0.16), or \$8.54 (x 0.12) CAD

Around the edge of each coin is a series of numerals which represent a serial number belonging to the goblin that cast the coin.

UNITED STATES: DRAGOTS

The Dragot is the wizarding currency used in the United States. The dragot was manufactured as octagonal and round coins in 1 Dragot, 1/2 Dragot and 1/4 Dragot denominations.

- 9.65 Dragots equals 1 Gold Galleon

1 Dragot equals £0.49 GBP, \$0.67 USD, or \$0.89 CAD

BERTIE BOTT'S EVERY FLAVOUR BEANS

Bertie Bott's Every Flavour Beans are a staple in the snacking habits of Hogwarts students, and in certain circles they even function as a currency. Every Flavour Beans can be exchanged for joke items, Wizard Cards, and more. One bean is approximately one Knut.

CHOCOLATE FROG FAMOUS WITCHES AND WIZARDS CARDS

Some students funnel the bulk of their spending money into Chocolate Frogs so that they can collect Famous Witches and Wizards Cards. Collecting all +100 cards could prove to be time consuming, but finding rare and valuable cards can be very rewarding as well; student NPCs that collect Wizard Cards may have holes in their collections and may be willing to part with items/currencies, or give favours and information in exchange for the cards they're looking for.

Players can find students that would be eager to trade Wizard Cards in their house common rooms, or in the halls of Hogwarts between classes.

SWEETS

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

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

BERTIE BOTT'S EVERY FLAVOUR BEANS

Whenever a PC wishes to grab a Bertie Bott's Every Flavour Bean, a d6 must be rolled to determine the flavour types they will grab from the bag. The creativity of flavours is up to the DM, though don't forget that literally no flavour is off the table. Every Flavour Beans can be used in a number of creative ways such as feeding an unsuspecting victim a disgusting flavour to make them sick.

EVERY FLAVOUR BEANS TASTE CHART

1d6	Flavour
1	Disgusting
2	Bitter
3	Salty
4	Sour
5	Savoury
6	Sweet

SWEETS REWARD CHART

1d20	Sweet
1	Cockroach Clusters
2	Acid Pops
3	Every Flavour Beans
4	Candy Floss
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
13	Chocolate / Licorice Wands
14	Jelly Slugs
15	Ice Mice
16	Peppermint Toads
17	Shock-o-Choc
18	Lick "0" Rish Spiders
19	Sugared Butterfly Wings
20	Chocolate Frogs

SWEETS DETAILS AND PRICING

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 Sickle
Bertie Bott's Every Flavour Beans	25 grams	A risk with every bite; when they say every flavour, they <i>mean</i> every flavour.	1 Sickle
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, resembles an overflowing cauldron.	7 Sickles
Cockroach Cluster	5 grams	Large chocolate insects bewitched to behave like real cockroaches. Biting into one reveals a yellow custard center.	1 Sickle
Drooble's Best Blowing Gum	1 gram	Magical blowing gum, it never seems to loses its flavour. Bubbles blown from this gum magically float, for days.	4 Sickles
Exploding Bon-Bons	10 grams	Chocolate bon-bons which explode with flavour in your mouth. (1d4-2 non-lethal damage per piece).	8 Sickles
Fizzing Whizzbees	1 gram	A magic sherbet candy, sucking on it causes you to float a few inches high.	4 Sickles
Pepper Imps	3 grams	Black peppermints shaped like imps, eating one causes steam to exude from the ears.	4 Sickles
Pumpkin Pasty	10 grams	A traditional pasty, with pumpkin instead of meat.	5 Sickles
Toothflossing Stringmints	1 gram	Mints that also floss your teeth.	10 Sickle

Sweet	Weight	Details	Value
Sugar Quills	3 grams	Quills spun entirely out of sugar, they work like real quills!	2 Galleons
Chocolate / Licorice Wands	45 grams	Wands made of chocolate/licorice. Not much for casting spells.	1 Galleon
Jelly Slugs	8 grams	Gummy candies shaped like slugs. A popular sweet.	7 Sickles
Ice Mice	3 grams	A form of candy that causes the consumer's teeth to chatter and squeak.	5 Sickles
Peppermint Toads	4 grams	A magic peppermint cream, hops around in the stomach when eaten.	6 Sickles
Shoc-o-Choc	170 grams	A package of dark chocolate, with a kick of chili. Also delivers a tingling shock. (1d4-3 non-lethal lightning damage per piece),	4 Galleons
Mr. Spindle's Lick "O" Rish Spiders	3 grams	A licorice flavoured sweet shaped like spiders, and bewitched similarly to chocolate frogs to act like spiders too.	4 Sickles
Sugared Butterfly Wings	150 grams	A large tin of organic butterfly wings, organic chocolate, milk, sugar and coconut. This sweet has a shelf life of nearly 800 years.	8 Galleons
Chocolate Frogs	1 gram	A very popular chocolate, made of 70% Croakoa, and bewitched to act like a frog. Also comes in a white chocolate variety. However, the real appeal are the collectible Wizarding Cards inside.	2 Galleons

WEASLEYS' WIZARD WHEEZES

Founded in 1996 by Fred and George Weasley, the shop has become emblematic for mischief-making students and rambunctious grown witches and wizards. With locations in both Diagon Alley and Hogsmeade, it is one of the most successful wizarding joke enterprises to date. They offer an assortment of zany joke items, self-defense items, and even muggle "magic" kits. Though all Weasley products have been banned at Hogwarts since its conception, most students do not bother paying attention to the castle caretaker's contraband list. A number of Common (and Very Rare) items can also be found and purchased at either of their storefronts.

Certain downtime activities offer various Weasley products as rewards. The list below can be used by DMs when distributing rewards.

WEASLEYS' WIZARD WHEEZES REWARDS

d12	Item	d12	Item
1	Demon Box	8	Magical Mustache Miracle Stubble Grow
2	Dung Bombs	9	Screaming Yo-yo
3	Comb-a-Chameleon	10	Self-propelling Custard Pie
4	Canary Cream	11	Trick Wand
5	Anti-Gravity Hat	12	Ton-Tongue Toffees
6	Fanged Flyer		
7	Headless Hat		

JOKE ITEMS

Item	Details	Value
Anti-Gravity Hat	A trick hat with a timed enchantment, it will randomly float off of the wearer's head.	3 Galleons
Canary Cream	A creamy marshmallow treat, it turns the consumer into a large canary for several minutes before they molt back.	7 Sickles
Comb-a-Chameleon	An ordinary looking comb, running it through one's hair changes it into a random bright colour until washed out.	13 Sickles
Demon Box	A small box containing a furry imp-like creature; do not feed it after midnight, lest it multiply and become unstable.	15 Galleons
Dungbombs & Stink Pellets	A foul, odorous joke item. Toss these at a solid object to cause it to burst and spread its disgusting stink over areas and targets.	5 Sickles per bomb, or 10 Sickles per ten pellets
Fanged Flyer	A semi-sentient frisbee-like object, it appears to be a flat reptile head surrounded by small fangs. They are able to fly around on their own.	2 Galleons
Headless Hat	An inconspicuous hat; when worn, it renders itself and its wearers head invisible.	6 Galleons
Magical Mustache Miracle Stubble Grow	Apply to the face to instantly grow an amount of stubble. Additional uses make the stubble grow. Each tin has enough for 10 uses.	7 Galleons
Screaming Yo-yo	A toy yo-yo which comes in a variety of colours. When spun, they emit a blood curdling shriek.	5 Galleons
Self-Propelling Custard Pie	A bewitched pie, aim it in your hand at the intended target and watch it fly off on its own.	2 Galleons
Ton-Tongue Toffees	Makes the eater's tongue temporarily grow to an alarmingly large size; gives disadvantage to verbal casting rolls.	5 Sickles per five.
Trick Wand	When used to attempt a spell, the wand itself will instead transform into a novelty object, such as a rubber chickens.	1 or 5 Galleons
BONUS: Skiving Snackboxes	A box of sweets used to skip class. One half causes illness, the other cures it. An illness also goes away on its own after 24 hours, or a long rest. A box includes 3 each of the following: Fainting Fancies, Fever Fudge, Nosebleed Nougat, & Puking Pastilles. (Roll 1d4 to determine a single sweet).	5 Sickles each, or 5 Galleons per box.

SHOPPING AT HOGWARTS

Hogwarts itself is home to two merchant characters: Gilbert Jackdaw the caretaker, and Madame Longbottom, the matron.

Jackdaw the caretaker is lenient in his caretaking duties; besides generally delegating cleaning tasks to the 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*. These items are often confiscated from students by prefects. He only runs the shop on the weekends from 5pm-8pm.

Madame Longbottom is the current matron of Hogwarts, and wife of the Herbology professor Neville Longbottom. She is a rather distracted but well-meaning woman who runs the Hospital wing, and 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 restore 2d4 + 2 hit points 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 six 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 who runs the shop is of a pale 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.

GHOULS

Ghouls in *Harry Potter* are roughly human sized (Medium) with slimy bald skin of various colors. They have large, pupiless, lantern-like eyes and are generally a nuisance (though some tales describe them as violent or murderous).

MAGIC ITEMS

A menagerie of enchanted, bewitched, and cursed magic items exist within the wizarding world. From two-way mirrors that make long distance correspondance easier, to magic penknives that can open up most any locked door. These types of magic items can be either incredibly rare, expensive, or nearly impossible to obtain. As such, it's recommended for DM's to use them as rewards for exceptional 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 their appearance is to occur. Unlike 5e, rarity isn't tied to a character's level, as many of these items offer no combat incentive. Instead, the items offer a means to achieve certain needs without the use of specific spells. Items in the Legendary category are items that have specifically been featured in *Harry Potter*, and were owned or used by one or more characters.

Items may have their prices established in-universe, by the following chart listed below (which is based on the chart from the *Dungeon Master's Guide*, with a few adjustments) or they may be determined by the DM. Attunement is also unchanged from the 5e ruleset, though only a few items need 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, these watches have twelve hands and twelve planets on their face that 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 its hands to point the owner towards the direction of a place the owner asks for.

DECOY DETONATORS

Common, Weasley's Wizard Wheezes

A strange looking creation of the Weasley twins; it looks like a 10-inch tall bicycle horn, which walks with the body of a stubby little windup toy, and topped with a set of cymbals. It is an all black, single-use 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 its cymbals and honking its horn, at which point it begins running around wildly. It has a movement speed of 10 feet and when it runs into a solid object it will simply turn 90° clockwise and begin running again. It will do this for a total of five minutes before shutting down and exhausting all of its energy. Once used up, the item cannot be recharged and simply becomes 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 has 5hp 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 or Legendary

Originally invented by Albus Dumbledore, the Deluminators that are produced today are a pale comparison to Dumbledore's 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 charges of light before needing to empty it. To empty a Deluminator of a charge of light, the user must simply perform two quick turns of the spark wheel. The light stored inside of a Deluminator last indefinitely, until emptied or returned.

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

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

The original Deluminator, owned by Ronald Weasley, has a seemingly endless number of charges that it may hold, and the range it can absorb light from is doubled. This item is of the Legendary quality.

DUNGBOMBS / STINK PELLETS

Common, Weasleys' Wizard Wheezes

Dungbombs and stink pellets are magical stink bombs that release a putrid odour when thrown. Both items can be thrown up to 30 feet away, and create the following effects:

Dungbombs: Filthy, round stink bombs that leave the hands soiled after use. Detonates when damaged, or 1 round after being thrown against a solid surface or object. Once detonated, they create a 20-foot-radius sphere of nauseating gas. This cloud spreads around corners, and lingers for up to one minute.

Stink Pellets: Pressurized palm-sized pellets. Detonates instantly when thrown against a solid surface or object. Creates a 10-foot-radius sphere of nauseating gas. This cloud spreads around corners, and lingers for up to 5 rounds (30 seconds).

The stinking clouds created by these jokes items nauseate targets inside their radius; each creature within the cloud at the start of its turn must make a Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

DRAGON-HIDE GLOVES

Common

Essential for Herbologists, Magizoologists, and those toying with their first fire-making spells. Dragon-hide gloves protect the wearer from incidents such as burning, due to the resistant nature of dragon-hide. They are required by fifth year students for their Care of Magical Creatures classes, and can be purchased in Diagon Alley for 62 Sickles.

Dragon-hide gloves grant resistance to fire damage, including backfired spells, to their wearer. Outside of combat, they allow the safe handling of incredibly hot objects or substances without taking damage.

However, wearing these gloves gives disadvantage to magic casting and attack rolls due to the bulkiness of the gloves.

EXTENDABLE EAR

Common, Weasleys' Wizard Wheezes

A 10-foot long flesh coloured cord. Applying one end to 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 user's ear, the other end sprouts an exact replica of their ear and the colour changes to the user's skin tone until removed. When the cord is fitted into the user's ear, they can control where the other end goes using their thoughts.

Stepping on the cord or knotting it does not impede the sound from travelling from one end to the other. However, the cord cannot move through objects and cannot be fit under or over objects that are flush with the ground or ceiling.

FLOO POWDER

Common

The Floo Network magically links most fireplaces in the wizarding world. Burning a pinch of Floo Powder - a greyish silvery substance - makes the fire become green and harmless. You may then enter the fire, speak your destination, and you will be transported to the fireplace you've named. Placing only your head in the flames allows you to place a Fire-Call to a fireplace you denote.

FLYING CARPET

Very Rare

Carpets or rugs enchanted with the ability to fly. Once an accepted form of travel for the British magical community, but they are banned due to being defined as a Muggle Artefact by the Ministry of Magic. It is therefore against British wizarding law to charm carpets or fly them, although they are still legal in other countries. Flying speeds and carrying capacities can vary from carpet to carpet.

FOE-GLASS

Rare

A Foe-glass is a mirror that detects and shows its owner's enemies in or out of focus, depending on how close they are. It's said that when you can see the whites of their eyes, you're in trouble. Like all Dark detectors, it can be fooled.

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 underwater.

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 also be blocked by means such as Peruvian Instant Darkness Powder.

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

HOWLER

Common

A Howler is a blood-red letter sent to signify extreme anger or to convey a message very loudly and publicly. When it is opened, the sender's voice, which has been magically magnified to a deafening volume, bellows a message at the recipient and then self-destructs. If it is not opened or there is a delay in opening it, the letter smolders, explodes violently, and shouts the message out even louder than normal.

Every creature within 300 feet can hear this outburst.

INVISIBILITY CLOAK

Very Rare or Legendary

A flowing silvery cloak six feet in length. When worn, it renders the user completely invisible.

The invisibility isn't perfect; for example, the cloaks can be seen through using certain spells. Also, it doesn't mask the user from items using a *Homonculous* charm such as the Marauder's Map.

By studying the designs and magics of the original invisibility cloak, makers have been able to make the enchantments stronger; the cloaks only begin losing effectiveness after a few decades. However, one cloak passed down a certain family line is one of the fabled Deathly Hallows; Harry Potter's invisibility cloak is especially durable, and never loses its enchantment. It is of the Legendary quality.

INVISIBLE INK

Uncommon

Invisible ink is a seemingly unassuming black ink that transfigures anything written in it to become invisible. The text written with this ink can be revealed in two ways; with a Revealer or the spell *Aparecium*.

(It's possible that the ink temporarily vanishes itself, instead of becoming invisible.)

"JINX OFF"

Uncommon, Weasleys' Wizard Wheezes

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

The enchantment is designed to repel all jinxes and hexes of a difficulty of year 3 or lower. Higher levels are unfortunately too strong for the enchantment to protect against. 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 stuck shut, doors enchanted to require answers or passwords to open, or doors where there is no discernible lock.

The knife itself does 1d4 slashing or piercing damage, if you have no alternative to injure a target.

MOKESKIN POUCH (SMALL)

Uncommon, Requires Attunement

A small circular pouch of silvery green leather; mokeskin pouches are unique, as they seize up when anyone but their owner tries to open it, shrinking until they're the size of a marble. Ownership is determined once attuned, and only the death of an owner can pass the item onto a new one.

The small pouch has a much larger area inside it than appearances would suggest. With a diameter of 2 feet at the mouth and a 4 feet 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.

THE MARAUDER'S MAP

Legendary

An enchanted map of the Hogwarts castle, this item was confiscated and then found by the Weasley twins during their first year at Hogwarts.

The map is imbued with a powerful Homonculus charm, tracking the movements of all within the map's range. It also tells you how to get into secret passages and areas normally accessible by the castle staff and faculty, such as the kitchens.

The map is not fooled by invisibility, animagi, or polyjuice potions. 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 need to get into locations in which the passwords regularly change, such as common rooms or the Headmaster's office.

NON-EXPLODABLE LUMINOUS BALLOONS

Common, Weasleys' Wizard Wheezes

Bright yellow balloons which faintly glow, and are virtually impossible to pop. Each balloon is a source of dim light for 5 feet, and has 5 hit points. When a non-explodable luminous balloon reaches 0 hit points, it deflates in a spectacular fashion, creating a blown raspberry sound and whizzing about. Can be used to created a distraction.

OMNIOULARS

Uncommon

Magical brass binoculars with several knobs and levers jutting out of 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 up to 10x closer than they actually are.

The images last indefinitely in the lens of the omnioculars, but they can only display a 30 second frame of time; starting 15 seconds before a captured image, and ending 15 seconds after. The image can be replayed until it is released by holding down the "record" lever. Flipping it up captures all movements seen from the lenses, from the moment the lever was flipped, within that 30 second timeframe.

They can also be used as regular binoculars when the "record" lever is flipped down.

PENSIEVE

Very Rare

A Pensieve is an object used to review memories. It has the appearance of a shallow stone or metal basin, into which runes and strange symbols are carved and precious stones are fitted. It is filled with a silvery substance that appears to be a cloud-like liquid/gas.

Memories can then be viewed from a non-participant, third-person point of view. Owing to the highly personal nature of extracted memories, and the potential for abuse, most Pensieves are entombed with their owners along with the memories they contain.

PERUVIAN INSTANT DARKNESS POWDER

Common, Weasleys' Wizard Wheezes

A single use item, it is a small condensed chunk of pitched black powder. Once tossed, the chunk explodes, diffusing the powder into the air and creating a dense black fog, with a radius of 30 feet. Neither friend nor foe can see through it, effectively blinding all those within the radius.

Even the *Lumos* charm is ineffective against the powdery cloud; however hands of glory can still penetrate the impeccable darkness and give safe passage through.

The cloud dissipates after 5 minutes, and can be blown away by spells or effects that would be capable of doing so, such as wind or incredible force.

PORTABLE SWAMPS

Common, Weasleys' Wizard Wheezes

Creates a large-scale flood in whatever area its placed in. This joke object was most notably used to obstruct Dolores Umbridge's office during her time as Hogwarts staff. Deploying this item takes an action, and covers a 30 foot radius in a difficult, swampy terrain.

PROBITY PROBE

Uncommon

A thin golden rod which functions as a detector, commonly employed by the Ministry of Magic and Gringotts Wizarding Bank. Probity probes detect concealment spells and hidden magical objects, particularly Dark magic, when waved over a container or person. They notify the user with a high humming sound when such a source of magic is within 5 feet, and the sound becomes louder when the distance is closed.

QUIDDITCH BALLS

Common

A set of Quidditch balls consists of:

Quaffle: A Quaffle (the only ball not bewitched to fly on its own) is a sizable, durable red ball made of leather. A Quaffle has 10 hit points, an AC of 10, and is immune to damage from falling.

Bludger: Bludgers are small, black, iron balls which purpose is to run extra interference in a Quidditch game, along side each team; they fly around the pitch, violently disturbing the game and attempting to knock flyers off their brooms. A Bludger has 5 hit points, an AC of 12, and a flight speed of 55 feet. When a Bludger is reduced to 0 hit points, it flies in the away from the direction it was hit at half speed, and becomes dormant for one minute.

A Bludger's attack has a +4 to hit, and deals 1d8 bludgeoning damage. Bludgers can be affected by the *Oppugno* jinx.

Golden Snitch: A tiny golden ball, the size of a walnut, with silvery wings. The purpose of the Snitch is to hover, dart and fly around the pitch at high speeds. A Snitch has 10 hit points, resistance to all damage, an AC of 18, and a flight speed of 60 feet. They also have advantage against checks made to grapple them.

The Golden Snitch also have flesh memories, and remember the touch of the first person which touches them, in case of a disputed capture — this permanently bonds the Snitch to that person, similarly to attunement. The capture of a Snitch ends the game.

QUILLS

Common, Weasleys' Wizarding Wheezes

Witches and wizards generally write on long sheets of parchment using quills — which tend to feature the feathers of various avian creatures — and ink bottles.

Not surprisingly, there are a number of unique enchanted quills. These enchantments tend to be fairly weak, and as such they can only last for approximately a week's time before needing to be replaced. Many enchanted quills will even function independently of their user and have their own supplies of magical ink, which only dries out once their enchantment wears off.

d10	Quill type
1 - 2	Anti-cheating
3 - 4	Self Writing
5 - 6	Quick Quotes
7 - 8	Spell Checking
9 - 10	Smart Answer

Anti-cheating Quill: A type of quill enchanted with an anti-cheating spell, and given to each student to use during such written tests as the O.W.L. and N.E.W.T. exams.

Quick Quotes Quill: A quill of acid green colouration, it instinctively writes in the fashion of the user after they suck on the nib for a moment. The quill will need to either be fed paper, or otherwise be picked back up to deactivate it; failing to do so leaves the quill to its own devices, and it will write across anything it can get to.

The quill writes whatever the person nearest to it is saying, making it a great quill for taking down notes in an interview, while also injecting the writing style of the witch or wizard it belongs to.

Self Writing Quill: These quills tend to be long, with a stripey or mottled colouration. It bears a similar function to the Quick Quotes quill, as this quill records any conversation it hears within 15 feet of it, until the nib is capped. Great for making dictated notes or meeting minutes.

Using this quill gives a +2 to checks made to study notes or textbooks during downtime, provided the student has a relatively private or quiet environment so that they may dictate to the quill; otherwise, it will also write down ambient conversation within 15 feet, garbling some of the notes it takes.

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 to a question, giving them the correct one a majority of the time.

Users of these quills gain a +5 bonus made during exams and quizzes. However, users must also make Stealth or Sleight of Hand checks after every other Intelligence check made to answer a question, to determine whether they are caught using this prohibited item. Getting caught results in an immediate detention, and a failure on that particular exam, test or quiz.

Spell Checking Quill: A tall, bright plumed quill. It will correct the spelling of any piece of parchment its nib touches by crossing out mistaken spelling, and rewriting the words in red ink.

Spell checking quills give a +1 to checks made to study notes or textbooks during Downtime.

REMEMBRALL

Common

A small glass orb entwined by a single golden band, and 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 remembrall cannot however tell you what you are forgetting.

THE RESURRECTION STONE

Legendary

One of the fabled Deathly Hallows. Its last known use was by Harry Potter before confronting Lord Voldemort in the Forbidden forest, during the Battle of Hogwarts. It's since been lost, but powerful artefacts never stay that way forever.

The stone can summon loved ones back into the world of the living in the form of shades, by turning the stone over three times in one's hand. The shades cannot interact with anyone not holding the stone, nor the world around them. Nevertheless, they do exude an aura similar to that of a Patronus charm, and Dark creatures are unable to come near the holder while at least a single shade is present.

REVEALER

Uncommon

A revealer is a small magical device with the appearance of a bright red eraser. This seemingly unassuming object can be used to render invisible ink visible again, and therefore legible.

SECRECY SENSOR

Uncommon

An Dark detector with the appearance of an extra-squiggly, golden television aerial. It vibrates when it detects concealment such as Polyjuice-affected creatures, and Dark magic (jinxes, hexes and curses). Like all detectors, it is not infallible.

SHIELD ROBES

Common, Weasleys' Wizard Wheezes

Basic black robes, enchanted with a basic *Protego* charm. The robe offers +3 to AC against spell attacks, but is ineffective versus physical attacks; useful for dueling fellow witches and wizards, but unlikely to help when combating a Hippogriff.

SNEAKOSCOPE

Common

Similar in appearance to that of a Remembrall, but with what appears to be a complex clockwork top integrated into it 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 its range, the spinning top springs to life and begins a whirring sound. They cannot be fooled by any known means, and can even sense those transfigured or transformed creatures.

The sneakoscope cannot warn a user of exactly who is plotting, or what they may be plotting. Generally it is hard to use in Hogwarts because of the amount of students planning pranks or poorly-willed acts, but it shows itself to be much more useful elsewhere in the wizarding world.

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

Size	Range	Price
Tiny (Diameter of 1 inch)	25 feet	5 Galleons
Small (Diameter of 5 inches)	50 feet	10 Galleons
Medium (Diameter of 10 inches)	150 feet	15 Galleons
Large (Diameter of 18 inches)	300 feet	30 Galleons

SORTING HAT

Legendary

The Sorting Hat is a sentient talking hat at Hogwarts which magically determines which of the four school houses each new student belongs to. The Sorting Hat originally belonged to Godric Gryffindor, and it now resides in the headmaster's office. Before each sorting, it recites a new song

Godric Gryffindor's Sword, one of the founder's only other known relics, can be magically pulled out of the hat by any Gryffindor considered worthy, no matter how secure the sword's location. It is unknown why this is possible, but is linked to loyalty of the highest regard in relation to Hogwarts.

SPELLOTAPE

Common

A slightly magical adhesive tape used in the wizarding world to mend objects that cannot be fixed by spells, or when magic isn't particularly appropriate for a specific fix. As long as the damage to an object is no larger than 1 foot in any dimension, spellotape may prove useful to mend it.

SWORD OF GODRIC GRYFFINDOR

Legendary

The Sword of Godric Gryffindor is a goblin-made sword adorned with large rubies on the pommel. It was once owned by Godric Gryffindor, one of the medieval founders of Hogwarts.

Being goblin-made, the sword is therefore enchanted and virtually indestructible. Goblin silver "only takes in that which makes it stronger". (For example, it can be used to block and even reflect deadly spells, and in the Chamber of Secrets it was used to kill Salazar Slytherin's basilisk and was imbued with its venom, giving it the power to destroy Horcruxes.)

The Sword of Gryffindor may present itself to any worthy witch or wizard from the Hogwarts house of the same name, in their time of need; the sword can be retrieved from another of Godric's artefacts (namely, the Sorting Hat), when doing so would be of the utmost importance.

It is a +3 silver longsword (1d8 slashing damage, or versatile: 1d10 slashing damage, two-handed) that deals +3d8 extra radiant damage to Dark creatures. Creatures that have immunity or Resistance to non-magical weapons are also susceptible to the silver blade.

The wielder can also take the Dodge action on their turn, and use the sword defensively (+2 AC until the start of their next turn); if they successfully block a spell, the wielder may deflect the spell and make an immediate reaction to attempt to hit a target with the spell by making an attack roll, at disadvantage.

TWO-WAY MIRROR SET

Rare

Enchanted rectangular hand mirrors. When one person holds their mirror and speaks into it, the other mirror in the pair acts as a speaker until someone picks it up, at which point the two may see and converse with one another, at any distance.

VANISHING CABINET

Very Rare

A pair of vanishing cabinets acts as a passage between two places; objects placed in one cabinet will appear in the other, and in the event of danger, a person could simply disappear to the other cabinet until the danger passes.

If one cabinet is broken, a transferred object or creature is trapped in a kind of limbo. Repairing it seems to be a very difficult task; the incantation used for the repair process is *Harmonia Nectere Passus*, and requires tremendous and repeated efforts over a long period of time.

Vanishing cabinets are sometimes confused with crushing cabinets; a potentially disastrous mistake to make.

MAGICAL GAME SETS

EXPLODING SNAP

Common

Exploding Snap is a wizarding card game in which matching cards must be tapped, lest they spontaneously explode. The cards feature the likenesses of creatures and wizards/witches.

GOBSTONES

Common

Gobstones is an ancient wizarding game that resembles marbles, the principal difference being that every time a point is conceded, the winning stone squirts a foul-smelling liquid into the loser's face. Players start the game with fifteen small, round Gobstones each (Gobstones are sold in sets of thirty) and the winner must capture all of his opponent's stones. Though most commonly (as the name implies) made of stone, sets of Gobstones may also be made of precious metals.

SELF-SHUFFLING CARDS

Common

A staple at any wizarding family's game night, this deck of fifty two cards shuffles itself.

WIZARD'S CHESS

Common

An enchanted set of the classic board game in which the pieces move of their own accord when commanded by the player. When a piece is taken, it is removed by the attacking piece, often in a barbaric manner where the losing piece is smashed violently by the winning piece.

DARK MAGIC ITEMS

Many a manner of witch or wizard employs the Dark Arts; magic meant to harm, exert control, and kill. Dark magic implements powerful curses, wicked magical inventions, poisonous potions and the breeding and/or association with Dark creatures. These practices tend to face discouragement and legal/ethical considerations, however shops like Borgin and Burkes in Knockturn Alley openly trade in Dark artefacts

Dark magic has a bad reputation overall, but not not necessarily "evil". While some examples are reprehensible and cannot easily be located, some Dark magic items or spells can prove to be useful.

DARK MAGIC ITEMS A-Z

BLACK QUILL

Uncommon

The Black Quill is a dark magical object of torture that is a type of quill that does not require ink, as it writes with the blood of the person using it. It was invented by Ministry of Magic employee Dolores Umbridge, in 1994. Writing a single phrase or sentence over and over proves to be incredibly painful using this quill; as the user writes, the letters appear, carved into their skin. Continuous use of it will eventually scar the back of the hand.

Using a Black Quill continuously for 1 minute deals 1 nonlethal Psychic damage, and prevents the user from gaining temporary hitpoints for 24 hours.

CRUSHING CABINET

Very Rare

A Large magical torture device, consisting of an iron cabinet in which a person is slowly crushed, as they find the walls, floor and ceiling closing in. The crushing walls are activated by closing the door shut.

A creature inside the cabinet may attempt to escape by making a Strength check with a DC of 18 to force the door open. A creature inside to takes 1d6 bludgeoning damage per round.

Crushing cabinets are sometimes confused with Vanishing cabinets; a potentially disastrous mistake to make.

DARK CURIO

Rare

An object with no apparent function, which is completely unassuming at first glance. However, it's been enchanted to draw the attention and curiosity of anyone who gazes upon it. Anyone unaware of its magical properties must make a Wisdom saving throw (DC 15). On a failed save, they are entranced by the object and gain the Stunned condition for 1 round. At the start of their turn, they can re-attempt the saving throw. Each failed save prolongs the Stunned condition for another round.

The effect can be removed if someone uses an action to get their attention verbally, uses an action to shake them to attention, or if the affected creature takes damage.

ENCHANTED MUSIC BOX

Rare

There are a number of Dark magical artefacts that had belonged to the Black family, one of which was an enchanted music box which played a faintly sinister tune when opened, and would lull those near it to sleep.

Creatures subjected to the eerie tune must make a DC 16 Wisdom saving throw, or fall asleep for 24 hours. Creatures that cannot hear are immune to this effect, and creatures that succeed on their saving throw are also immune to this sleep effect for 24 hours.

The spell ends if the sleeper takes damage, or if someone uses an action to shake or slap the sleeper awake.

HAND OF GLORY

Very Rare, Requires Attunement

A desiccated, shriveled hand of a murderer. Hands of glory are very rare but Dark magic items, created by Dark wizards to serve their nefarious purposes.

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

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

The true purpose of the hand is to create a source of impenetrable light, by placing a candle in its grasp; the candle gives off 5 feet of bright light, and then 5 feet of dim light. The light cannot be absorbed, put out, covered up or extinguished in any way unless the holder lets go of the hand, or the candle is taken from the hand of glory.

BROOMSTICKS

The earliest record of broomsticks is from 962 AD, in a German illustrated manuscript. Since this time, brooms have come a long way; many modern brooms promote Cushioning charms for comfort, Braking charms for better in-air control, and much more impressive speeds. Brooms range in flying speeds from 30 feet to 200 feet.

FLYING A BROOM

Using broomsticks to fly requires Dexterity (Acrobatics) checks to balance on the broom, to exceed its flyer's regular movement speed, and perform maneuvers in the air. The DC depends on the complexity of the maneuver, the weather conditions, and/or obstacles involved.

Casting and attack rolls while flying on a broom have disadvantage.

BROOMSTICKS A-Z

Air Wave Gold: *Uncommon.* A racing broom featured in Seeker Weekly, where it was compared to the Turbo XXX. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks made to fly.

Australian Flyabout 50: *Rare.* A world-class racing broom, rode by the Australian National Quidditch team. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 bonus to Acrobatics checks made to fly.

Bluebottle: *Uncommon.* A broomstick designed for family use, described as being safe and reliable. Comes with a built-in Anti-Burglar Buzzer. (35ft flying speed, can carry up to 400lbs., but its speed slows to 20 feet when carrying more than 300lbs.)

Cleansweep One: *Common.* The first broom designed for sporting use; every Quidditch team in Britain was mounted on them within a year of its release in 1926. (40ft flying speed, can carry up to 400lbs., but its speed slows to 20ft when carrying more than 200lbs.) Grants a -2 to Acrobatics checks when flying.

Cleansweep Two: *Common.* A follow-up to the successful Cleansweep One, released in 1934. (40ft. flying speed, can carry up to 400lbs., but its speed slows to 20ft. when carrying more than 200lbs.) Grants a -1 to Acrobatics checks when flying.

Cleansweep Three: *Common.* Another follow-up to the Cleansweeps One and Two, released in 1937. (40ft. flying speed, can carry up to 400lbs., but its speed slows to 20ft when carrying more than 200lbs.) Grants no bonus or reduction to Acrobatics checks made when flying.

Cleansweep Five: *Common.* A wide-spread, mass produced and popular model of broomstick, used everywhere from the Hogwarts Quidditch pitch to the world's stage. (50ft flying speed, can carry up to 400lbs., but its speed slows to 20ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks made when flying.

Cleansweep Six: *Common.* A model derived from the other Cleansweeps. In a 1995 edition of The Quibbler, a wizard claimed to have used one to fly to the Moon. (40ft flying speed, can carry up to 400lbs., but its speed slows to 20ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks made when flying.

Cleansweep Seven: *Uncommon.* A model of broom said to be close to the standard of a Nimbus 2000. (60ft flying speed, can carry up to 400lbs., but its speed slows to 35ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks made when flying.

Cleansweep Eleven: *Rare.* A Cleansweep broom made around 1995, with advanced features such as built-in vibration control feedback and an anti-jinx varnish (+3 against spells made to affect this broom). (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks made when flying.

Comet 140: *Common.* First released in 1929, and the first broom to feature a Braking Charm, meaning Quidditch players wouldn't drift astray or overshoot the goals. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a -3 to Acrobatics checks made when flying.

Comet 180: *Common.* A continuation of the Comet Trading Company's line of brooms. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a -2 to Acrobatics checks made when flying.

Comet 260: *Common.* A flashy, reddish broom, which is said to be the Comet Trading Company's finest travelling and racing broom; however, it shows to be a cost-effective, mass-produced beginner's broom. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a -1 to Acrobatics checks made when flying.

Comet 290: *Common.* A slight upgrade to the 260, released in early 1995, which could reach decent speeds in the right tailwind. (60ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a -1 to Acrobatics checks made when flying.

Firebolt: *Rare.* A state-of-the-art racing broom, released in 1993, which incorporated advanced features such as an unbreakable Braking Charm, goblin-made ironwork to provide stability and a non-slip foothold, and a mounting-height hover when not in use. (70ft flying speed, can carry up to 400lbs., but its speed slows to 40ft when carrying more than 200lbs.) Grants a +3 to Acrobatics checks made when flying.

Firebolt Supreme: *Rare.* An upgrade to the already popular Firebolt, created in 2014. (70ft flying speed, can carry up to 400lbs., but its speed slows to 45ft when carrying more than 200lbs.) Grants a +3 to Acrobatics checks made when flying.

The Moontrimmer: *Common.* Produced in 1901, an antique by modern standards. Flew higher than other brooms of the time. (40ft flying speed, can carry up to 300lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants no bonus to Acrobatics checks made while flying.

Nimbus 1000: *Common* The Nimbus Broom Racing Company's first ever product, released in 1967. It immediately became the broom of choice for professional Quidditch teams. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks when flying.

Nimbus 1001: *Rare* A continuation of the Nimbus Broom Racing Company's line of successful brooms, ensuring their place as the world's leader in broomstick manufacturing. (55ft flying speed, can carry up to 400lbs., but its speed slows to 40ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks when flying.

Nimbus 1500s & 1700s: *Rare* Another two slightly different additions to the roster of Nimbus brooms. (50ft flying speed, can carry up to 400lbs., but its speed slows to 40ft when carrying more than 200lbs.) Grants a +2 to Acrobatics checks when flying.

Nimbus 2000: *Rare* The fastest broom of its time; 1991. (60ft flying speed, can carry up to 400lbs., but its speed slows to 40ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks when flying.

Nimbus 2001: *Rare* Released in 1992, it became the fastest broom in existence, until the release of the Firebolt. The 2001 is still used by the majority of Quidditch teams across the globe. (65ft flying speed, can carry up to 400lbs., but its speed slows to 40ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks when flying.

Oakshaft 79: A prized vintage broom created in 1879, praised for its endurance flying. Used during the first ever Atlantic crossing by broom. (40ft flying speed, can carry up to 500lbs., but its speed slows to 20ft when carrying more than 300lbs.) Has disadvantage on Acrobatics checks while flying.

Shooting Star: *Common* Produced by Universal Brooms Ltd. in 1955. It was the cheapest broom available at the time of its release. However, the broom was found to lose height and speed as they aged. (40ft flying speed, can carry up to 500lbs., but its speed slows to 40ft when carrying more than 300lbs.) Has disadvantage on Acrobatics checks while flying.

Siberian Arrow: *Rare* The Siberian Arrow was a world-class racing broom, produced in Siberia. These highly-stylised brooms appeared to have shed antlers in the place of broom bristles. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 bonus to Acrobatics checks while flying.

Silver Arrow: *Uncommon* The true fore-runner of the racing broom. It was capable of speeds greater than the Oakshaft 79 or the Moontrimmer, but demand outstripped supply. It was eventually replaced by the Cleansweep series. (45ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants no bonus to Acrobatics checks made while flying.

Starsweeper XXI: *Rare* A world-class broomstick used by the American National Quidditch team in the 2014 Quidditch World Cup. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 bonus to Acrobatics checks while flying.

Swiftstick: *Uncommon* Produced by Ellerby and Spudmore in 1952. The new broom was faster than the company's previous effort, the Tinderblast, but it was found that the broom lost power during an ascent. (40ft flying speed, can carry up to 400lbs., but its speed slows to 20ft when carrying more than 200lbs.) Grants a -2 to Acrobatics checks made while flying.

Thunderbolt VII: *Rare* The Thunderbolt VII is a broomstick produced in Manchester, England in 2014, as a competitor to the Firebolt Supreme. Many experts feel that the Thunderbolt VII has sacrificed safety for speed. (70ft flying speed, can carry up to 400lbs., but its speed slows to 45ft when carrying more than 200lbs.) Grants disadvantage on Acrobatics while flying.

Tinderblast: *Common* The Tinderblast was a model of broomstick produced by Ellerby and Spudmore in 1940. Although not as fast as the Cleansweeps or the Comets, it was remarked that they were highly resilient. (35ft flying speed, can carry up to 300lbs., but its speed slows to 20ft when carrying more than 200lbs.) Grants a -3 to Acrobatics checks made while flying.

Transylvanian Barb: *Rare* The Transylvanian Barb was a world-class racing broom, produced in Transylvania. This striking broom has thorny bristles and a spiked appearance on the shaft. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 bonus to Acrobatics checks while flying.

Turbo XXX: *Rare* A racing broom featured in Seeker Weekly, where it was compared to the Air Wave Gold. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 to Acrobatics checks made to fly.

Twigger 90: *Rare* Designed in 1990 by Flyte and Barker, featuring several gimmicks including an inbuilt Warning Whistle and Self-Straightening Brush. This broom was intended to replace Nimbus brooms as the market leader; however, it was found to warp at high speeds. This broom gained a reputation as a broom flown by those with more money than sense. (50ft flying speed, can carry up to 300lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a -1 to Acrobatics checks when flying.

Varápidos: *Rare* A world-class broomstick used by the Brazilian National Quidditch Team in the 2014 Quidditch World Cup. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 bonus to Acrobatics checks when flying.

Yajirushi: *Rare* A world-class broomstick developed in Japan and unveiled for the first time during the 2014 Quidditch World Cup. (50ft flying speed, can carry up to 400lbs., but its speed slows to 30ft when carrying more than 200lbs.) Grants a +1 bonus to Acrobatics checks when flying.

PETS IN HOGWARTS

From owls and rats to toads and cats, pets can be found in many a form in the wizarding world. In this RPG guidebook, different viable pets are categorized by Rarity, seeing as some creatures may be harder for students to come by, or may be more expensive than others.

Hogwarts students are allowed one pet; namely an owl, a cat or a toad.. but that's never stopped the student body from purchasing, finding, collecting, taming, or otherwise acquiring all sorts of magical companions.

Some pets can perform a combination of different tricks to carry out minor tasks, and deliver or retrieve items. Instructing a pet to perform any sort of feat requires a Care of Magical Creatures skill check. A pet's ability to perform tricks may depend on DM discretion.

PET TRICKS:

Attack: Commanding a pet to commence an attack on a target. Some species may lack the ability or even the temperament to attack.

Come & Stay: Issuing a command for a pet to return to your side by calling it, and commanding it to remain where it may be (includes the "sit" command).

Deliver: Many pets (owls, most notably) have the ability to deliver items such as mail, size-appropriate packages etc. to distant locations.

Fetch: Some animals have the capacity to retrieve objects that they recognize, but the complexity of the task may depend on their mental capacity.

Hunt: Many pets can be self-sufficient and strive out on their own in search of food, but particularly trick-oriented pets may return with enough food for themselves *and you!*

Perform: The most wide-ranged trick category; asking an animal to carry out tricks that wouldn't occur to them naturally (such as "shake a paw" or "play dead") may require some one-on-one practice, but these unique tasks can be some of the most rewarding.

POOR PETS

Some wizarding families cannot spare the funds for lavish or costly pets, meaning that friendship must sometimes be found in unlikely or unluxurious places. These pets – however beloved – tend to be run-of-the-mill, may be hand-me-downs, or even be older than most other pets.

SPIDERS

Like snakes, spiders tend to be owned by those with a knack for Dark magic, but there are a number of exceptions. Their supposed quirky appeal makes them an uncommon pet. Species include: the Tarantula.

Spiders seem to lack the intelligence to follow commands, but can be magically compelled to attack, or influenced by other, more sinister creatures.

TOADS

These amphibians have as long an association with witchcraft as owls and cats. Species include: the Briar Toad, Common Toad, Crested Toad, Horned Toad, a Harlequin Toad, Natterjack Toad, and Western Green Toad.

Toads cannot do many tricks, and won't attack, though they can be trained to perform in the Hogwarts "Frog Choir".

RATS AND MICE

Some rodents can make rewarding companions, despite the attitudes and stigmas surrounding them. Species include: Albino Rat, Black Rat, and Brown/Norway Rat – Albino Mouse, House Mouse, and Harvest Mouse.

These rodents only perform simple tasks, and can attack once before scuttling to safety.

COMMON PETS

Common pets are the bread and butter of animals at Hogwarts; the majority of students' pets come from this list.

BIRDS

While many students historically attend Hogwarts with owls, some arrive with other avian friends. Species include: Crows, Parrots, Pigeons, and Ravens.

These birds, while not quite as magically inclined as owls, are capable of delivering mail and following some commands.

CATS

Fickle feline friends, frequently believed to belong to witches as familiars throughout history. Species include: the Black Cat, Ginger Cat, Siamese Cat, Tabby Cat, and White Cat.

Cats can perform a good number of tricks except, of course, they can be incredibly willful and temperamental.

DOGS

Loyal, and faithful guardians. Mundane species of dogs are sometimes kept by wizardfolk for a number of different purposes. Varieties include: Herding dogs, Hounds, Terriers, and Working dogs.

Herding dogs (e.g., Sheepdogs, Collies, Corgis) excel at controlling livestock, Hounds (e.g., Beagles, Dachshunds, Bloodhounds) excel at tracking, Terriers (e.g., Jack Russel, West Highland) excel at hunting Tiny pests, and Working dogs (e.g., Great Danes, Rottweilers, Boxers) excel as service or guard dogs.

FERRETS

These long, mischievous domesticated mammals are known to be kept by wizards. Species include: the Albino Ferret, Champagne Ferret, Chocolate Ferret, and Sable Ferret.

Ferrets tend to have short attention spans, sometimes never showing any indication of even learning their own names, but can perform tricks with the right reinforcement.

OWLS

The quintessential pet, which is an integral part of the wizarding world's mail system. Species include: the Barn Owl, Barred Owl, Brown Owl, Eagle Owl, Screech Owl, Snowy Owl, and Tawny Owl.

Owls are impressively intelligent birds, and are exceptionally competent at delivering and hunting.

RABBITS

A surprisingly uncommon pet under the Common rarity, as rabbits have long been associated with magicians, and not necessarily wizards. Species include: Albino Rabbit, Brown Rabbit, and Lop Rabbit.

Rabbits can be trained to a surprising extent, including a recognition of their names, but they tend to be timid.

SNAKES

These reptiles tend to be sought out by certain Darks groups of witch and wizard, but the animals themselves aren't nearly as choosy. Species include: Ball Python, Corn Snake, and Rat Snake.

Snakes don't generally understand commands, though their behaviour can be trained. However, Parseltongues can communicate with — and therefore command — snakes with ease.

RARE PETS

Some pets are either harder to come by, or are exclusive to the magical world, and may have magical properties. These animals can be sometimes be symbols of status, or simply an example of wizardkind's achievements.

AUGERYS

Also known as an Irish phoenix; a shy, thin and mournful looking bird, with greenish black feathers and a sharp beak. Augerys are tied closely to divination; it was long believed that the mournful cry of their foretold death, and wizards would go to great lengths to avoid augurey nests. This myth has been dispelled; the instead of the augery instead predicts imminent rainfall.

Augerys make for decent pets and weather forecasters, and can perform a number of tasks when the weather is clear.

BATS

This flying mammal is native to many parts of the world, and is sold at the Magical Menagerie in Diagon Alley. Species include: the Albino Bat, Fruit Bat, and Vampire Bat.

Bats in the muggle world aren't suited for domestication, though the bats bred and sold in Diagon Alley are capable of delivering mail and other tasks. They require a lot of free range, namely the freedom to fly about the Hogwarts grounds.

CRUPS

A Crup is a small wizard-bred dog, which strongly resembles a Jack Russell Terrier, but with a tail that is forked into two prongs. Crups are bred to be faithful and loyal to wizardkind, and ferocious towards muggles, making them popular among Pureblood families.

Crups take very well to commands, so long as the issuer is a witch or wizard.

DOUBLE-ENDED NEWTS

These are magical amphibians kept as pets by witches and wizards, which appear to be two newts sharing the same body.

Double-ended Newts can't seem to do any tricks, and require an amphibious habitat to house, but are charismatic pets nonetheless.

JARVEYS

A jarvey resembles an overgrown ferret. Jarveys are capable of human speech, but a meaningful conversation with a Jarvey is impossible; they use short, usually rude, statements and phrases in an almost constant stream. Jarveys live below ground, and their diet consists of moles, voles, rats, and Gnomes.

Jarveys cannot really be domesticated, they're too crass and capricious for that. However, they are sometimes employed to de-gnome gardens, although their methods are particularly brutal.

KNARLS

Knarls are nearly indistinguishable from common hedgehogs, save for one behaviour; when food is left out for a hedgehog it will appreciate and enjoy the gift, but a knarl will see it as an attempt to lure it into a trap. If offended, knarls can savage garden plants and ornaments.

Knarls can be domesticated, often for the purpose of collecting the quills they shed; their magical quills are commonly used and experimented with as potions ingredients. They are intelligent enough to follow simple tasks, but won't attack unless threatened or offended. Badly offending your knarl may result in their departure.

KNEAZLES AND HALF-KNEAZLES

A Kneazle is a magical feline creature which makes an excellent pet, if they like their witch/wizard. They have spotted, speckled or flecked fur, large ears and a plume-ended tail. Kneazles are very intelligent and capable of aggression; so much so that they require a license to own. However, they can also be crossbred with cats to produce half-kneazle cats.

Kneazles are able to respond to most any command and are fierce combatants, but will only associate with their worthy owners.

Half-kneazles are nearly as intelligent as their full-blooded family, and more intelligent than cats. They are capable of more tricks than cats, but have the same temperment.

NIFFLERS

These magical marsupials are generally harmless, but are magpie-like in nature, as they have a taste for shiny treasures and will actively seek them out. The pouch on their bellies hold effects similar to that of an Undetectable Extension Charm, and can fit plenty of wealth inside.

Nifflers are more often kept as pets and employed by goblins than witches or wizards. They are willful and timid, but can be instructed to carry out tasks for those they trust.

PEACOCKS

Peacocks tend to be a status symbol rather than an honest pet endeavour. Species include: the Albino Peacock, Indian Peafowl, and Green Peafowl.

Peacocks are prideful and can fly but their ability is limited; they won't deliver mail over very far distances, and will keep to the Hogwarts grounds.

PUFFSKEINS

A small magical beast, spherical in shape and covered in soft fur, with long pink tongues which they use to scavenge anything from leftovers to spiders. They're a popular wizarding pet worldwide. Species include: the Standard Puffskein, Pygmy Puffs (brightly coloured miniatures, bred by *Weasleys' Wizard Wheezes*), and Fanged Puffskeins (illegal).

Puffskeins don't do much, though they can accomplish a thing or two for their beloved owner. They do emit a low, pleasant humming sound when content.

TRANSFORMING RABBIT

A fluffy white rabbit which is enchanted to be able to transform into a smart looking silk top hat at will. These rabbits are for sale at the Magical Menagerie in Diagon Alley.

Like regular rabbits, they can be trained to a minor extent, though this magical breed can be trained to transform back and forth on command.

VERY RARE PETS

These creatures are magical, willful and potentially dangerous, if treated without due respect. Companionship with these animals may require a powerful bond or respect.

BOWTRUCKLES

These tiny magical stick creatures flock to trees with wand-quality wood, and are incredibly difficult to spot in their natural habitats.

These creatures are as choosy when it comes to trusting non-Bowtruckles as when discerning the wand-worthy trees they call home. However, a witch or wizard who earns their trust may find themselves a lifelong friend, one with incredibly dextrous skills.

DRAGONS

Giant, dangerous, and impossible to domesticate, though some people are trained to work with them.

Some dragon breeds, upon hatching, may temporarily imprint on a witch or wizard, but will slowly become too dangerous to keep as they grow.

GOLDEN SNIDGET

A small golden bird with fully rotational wings, best known for early use in the game of Quidditch, eventually being replaced by the Golden Snitch. In modern times however, it is a protected species, as they were in danger of being hunted to extinction by wizards. Snidgets are also rather fragile, and can be crushed by the human grip.

Snidgets are difficult to acquire, and incredibly flighty, but can be loyal to a witch or wizard which protects it.

HOO-HOO

A species of firebird native to Japan, similar to a phoenix but with majestic, multicoloured plumage. A hoo-hoo's body is said to symbolize the celestial bodies, and is closely tied to astrology and divination: the head is the sky, the eyes are the sun, the back is the moon, the wings are the wind, the feet are the earth, and the tail is the planets.

It is also a symbol of high virtue, grace, and world peace; hoo-hoo sightings have been associated with the rise of a new emperor. When Japan defeated the American national Quidditch team in for third place in the 2014 World Cup, Japan presented them with a hoo-hoo chick. Sightings of a hoo-hoo associating with dragons however can be a negative omen, sometimes foretelling the death of a leader.

Hoo-hoos have similar capabilities and magics to phoenixes.

PHOENIXES

Sizeable scarlet coloured birds which glow faintly, as if their feathers are hot to the touch. Phoenixes are essentially immortal, and are powerfully magical; they regenerate in a burst of flames upon death, can travel in a similar burst of flames as if by Apparition, have potent healing tears and birdsongs, and are capable of carrying great weight.

Few have ever domesticated them, but they prove to be extremely loyal. Once their owners pass on, they depart onto their own paths rather than finding new masters.

RUNESPOORS

A three-headed snake native to the African country of Burkina Faso. Runespoors are commonly six to seven feet long, with orange and black stripes.

According to writings from Parselmouths, each of the Runespoor's heads serves a different function: the left head is the planner (which decides where the runespoor goes and what it will do next), the middle head is the dreamer (which can sometimes get lost in glorious visions and imaginations), and the right head is the critic. The right head's fangs are highly venomous.

Runespoors, like snakes, are difficult to command, but their relative intelligence and power attracts the likes of Parselmouths and Dark wizards.

CHAPTER 7: LIVING, BASICS AND COURSES AT HOGWARTS

Hogwarts School of Witchcraft and Wizardry is the main setting of the game. Students begin attending at age eleven, and graduate at age seventeen or eighteen. As such, much of the story will take place during this time. A single campaign arc can be fit into a school year, depending what the DM has in store.

Underage wizards aren't supposed to use magic outside of school, and so there is little room for adventuring during the two month break from school. However, there *is* room for character growth during that period, and during life threatening situations students are permitted to use magic to defend themselves. In areas not populated by muggles (i.e., Diagon Alley and Hogsmeade), they can use most magic freely.

This chapter will cover the basics of living within Hogwarts, along with sections about classes and workloads, and how they may function.

THE DIFFICULTY OF INTERPRETING COURSES

Courses in *Harry Potter* are a literary device, generally for the characters to interact with one another and garner information for the plot. Early on, they may also be used to demonstrate game mechanics. However, some obstacles in storytelling may arise with classes:

Firstly, actual school schedules are difficult to interpret from the books; while there is a general outline of when classes occur (morning, evening, midnight), there is no exact timetable for each school year.

Secondly, all the courses in the books are viewed from the perspective of Gryffindor students. This leaves a lot up to interpretation, in a game that should 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 interpret and tweak the content in these books, and come forward with any feedback or suggestions!

NEEDS

As in D&D 5e, a character's needs play a factor into how effective they are to the party unit. Overtired students cannot study effectively; hungry Aurors cannot focus on tasks at hand.

One pound of food a day is required to survive. While at Hogwarts, meals are provided at several times throughout the day. Breakfast occurs from 7:00am-9:00am, Lunch from 12:00pm-2:00pm, and Dinner from 6:00pm-8:00pm. The meals at Hogwarts have a large selection of English meals, served buffet style in the Great Hall.

When outside of school, many pubs and restaurants exist within both the muggle and wizarding worlds. In the event you are miles away from civilization, hopefully you've accounted for rations and such!

Sleep is also a requirement for a successful life. Students have their own beds in their house dormitories, and between the hours of 8:00am-8:00pm they have the opportunity to get in a long rest. Naps count as a short rest, though napping in class is unadvised as you may risk losing house points or even 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 nation's respective schools.

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 on platform 9 3/4 to take them to school. In December comes their first vacation and the end of the first trimester; Christmas. Following the holiday break, they proceed until Easter, which marks spring break and 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 the end of their third and final trimester.

Hogwarts has been home to a number of special events, such as the Triwizard Tournament, and hosts their own, such as the holiday feasts. Holidays tend to be a time of joy and mirth within Hogwarts, even if there are only small pockets of students left in the castle during those times. Halloween is the first major feast students enjoy. Christmas break follows, which is a time that the majority of students return home for a week (though this is arguably the best time to go snooping around or adventuring since there aren't any classes). Following this holiday, the year continues until the Easter break and feast.

Third Year students and older may also visit the village of Hogsmeade once a trimester, on a weekend. However, as Hogsmeade is a hub village with plenty of shops and opportunities for quests or mischief, the DM may want to allocate one weekend per month for Hogsmeade trips.

COURSES, SCHEDULES, & LEARNING IN THE CLASSROOM

Classes are an important part of any *Harry Potter* based roleplaying game. They are where a character meets their teachers, classmates, and interacts with other players; their peers. More importantly, it's where you learn spells. Unlike found, bought or earned spellbooks, spells taught in class do not require downtime activities to learn, rather they require passing the challenges set in class. These may be a series of ability and skill checks, or successfully completed practical students (such as defeating creatures, or solving mazes/puzzles).

Only spells relevant to your current year at Hogwarts will be taught in your classes. However, spells from a higher year can still be found, bought, or earned based on the discretion of the DM. Some spells may not be taught in class in their specific year, in which case they are still obtained by other means. Generally, classes are also used to convey information to the characters. Likewise, within the story classes present an opportunity for the players to interact with their teachers and fellow students.

LEARNING

Courses follow several patterns of learning: exams, note taking, and practical lessons. Though not strictly required, they add a layer of interactivity to a character's education.

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

Note Taking: Generally notes are taken during class lectures with successful Intelligence checks, and studying better notes can result in advantage on exams.

Practical Lessons: Likely the most common form of classes the players will want to encounter, this is where they learn and apply spells, and combat creatures. Various ability and skill checks may apply.

COURSES

In the books, classes are attended by different mixes of Hogwarts houses, depending on the subject; some compulsory subjects are attended by only one house at a time, while some subjects are taught in split house classes, and the most scarcely attended classes are shared amongst all houses at once. In-game, classes may have all houses mixed together at the DM's discretion because of the party's composition.

The seven compulsory, core classes taught at Hogwarts 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-Thursday 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, sometimes either tracking them down on the grounds or by encountering them in a classroom setting.

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 make use of potions in their daily lives. From brewing simple home remedies 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 classes consist of potion theory (how reagents can possibly interact with each other) and actual potion-making.

Potions ingredients may be provided for in-class potion-making, though some rarer ingredients for personal use may need to be retrieved or purchased. Some potions equipment is also available here, though cauldrons, vials and other such things must be purchased before school starts in September.

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, but you may also study the theory of Transfiguration.

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 study and interact with various magical beasts.

Divination: A course focusing on predicting the future through various methods such as tea leaves and gazing into crystal balls. The most dubiously held subject at Hogwarts, though students can make use of the Divination equipment belonging to the school here.

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 study to learn how to read and interpret ancient runes found scattered throughout the wizarding world.

CHAPTER 8: LIST OF SPELLS BY DIFFICULTY

YEAR 1

CHARMS

Aberto
Alohomora
Aparecium
Baubillious
Colloportus
Colovaria
Diffindo
Incendio
Incendio Frigus
Locomotor
Lumos
Lumos Maxima
Lumos Solem
Meteolojinx
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
Reparifarge

JINXES & HEXES

Alarte Ascendare
Flipendo
Flipendo Duo
Illegibilus
Slugulus Eructo
Tarantallegra

CURSES

Everte Statum
Mimblewimble

YEAR 3

CHARMS

Bublet
Carpe Retractum
Finestra
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
Ventus

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

CURSES

Flagrante

YEAR 7

CHARMS

Expecto Patronum
Fianto Duri
Legilimens
Partis Temporus
Portus

TRANSFIGURATION

Apparition
Diminuendo
Inanimatus Conjurus
Homorphus Charm
Piertotum Locomotor
Serpensortia

CURSES

Avada Kedavra
Confringo
Crucio
Fiendfyre
Imperio
Incarcerous
Sectumsempra

COUNTERS

Surgito

COUNTERS

Protego Diabolica
Protego Maxima

HEALING SPELLS

Brackium Emendo
Vulnera Sanentur

CHAPTER 9: CHARMS

Charm spells are numerous, due to the fact that they are much easier than Transfiguration, but are equally as useful. Charms add properties to a target or affects them physically, focusing on altering what an object or creature *does*, unlike Transfiguration, which alters what a target *is*. 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. Semi-sentient or sentient items may choose not to be summoned, instead.

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.

AVENSEGUIM (TRACKING CHARM)

Fifth Year

Pronunciation: ah-ven-SEH-gwim

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: 24 hours

This spell bewitches an discarded or unattended object, turning it into a tracking device. The object immediately rises up to fly, walk or hop in the direction of its origin, oftentimes being its owner.

A Tiny object gains a a speed of 30 feet, while a Small object gains a speed of 15 feet. Any object larger than Medium sized gains no movement speed, but turns in the direction of its origin instead. Objects affected by this spell can be impeded without much effort, pausing their progress towards their goal.

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.

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 infinitely 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; on a successful attack roll, a target within range takes 1d4 slashing damage. Once cast, players may choose to maintain the spell with concentration. If used as a concentration spell in combat, the target takes 1d4 slicing damage at the beginning of the casters next turn, no attack roll needed. A moving target can't be targeted in this way.

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, concentration

Range: 15 feet

Component: V, S

Duration: One minute, indefinitely

This charm transforms the target into solid stone. Living targets must make a Strength saving throw (DC 15). On a failed save, it is Restrained as its flesh begins to harden. On a successful save, the creature isn't affected. A creature Restrained by this spell makes Constitution saving throws at the end of each of its turns. If it successfully saves against this spell three times, the spell ends.

If it fails saves three times, it is turned to stone and subjected to the Petrified condition. The successes and failures don't need to be consecutive. If you maintain your Concentration on this spell for the entire possible Duration, the creature is turned to stone until the effect is removed. The condition lasts until countered or the statue is shattered.

Inanimate objects are transformed instantly and will noticeably appear to be made of rock. The physical qualities of rock are applied.

ENGORGIO (ENGORGEMENT CHARM)

Second Year

Pronunciation: en-GOR-jee-oh

Casting Time: Concentration

Range: 5 feet

Component: V, S

Duration: Indefinitely

Causes a target object or creature 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 conjures a spirit-like incarnation of 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 they have 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 concentration to maintain their full form.

The caster must make an Intelligence to determine the success of the spell; for a patronus to take it's 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 within 15ft.; 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 it's knowledge with it's 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 DURII (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.

FINESTRA (GLASS SHATTERING CHARM)

Third Year

Pronunciation: fi-NESS-tra

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Instantaneous

A spell which shatters glass in a discreet and quiet manner. Simply produces a sound similar to gently falling sand.

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 and inferior 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 gentle 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

Produces a much stronger and more forceful cone of ice. Can be used to fill gaps in objects with solid ice, which is strong enough be walked on. Targets hit with the spell take 1d8 cold damage and their movement speed is 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). On a failed save, they frozen solid until the end of your next turn, giving them the petrified condition. Targets which succeed 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 target creature's 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 10ft.

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 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.

HOMORPHUS (HUMAN TRANSFORMATION CHARM)

Seventh Year

Pronunciation: ho-MORE-fus

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Instant, or 1 minute

A charm which changes a transformed human target back into their original form, such as werewolves and Animagi. Not a permanent change, as werewolves will re-transform after one minute, and Animagi may re-transform at will. However, this charm is useful for disabling and apprehending such targets.

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 to repel. This charm does not repel anything solid; the substance has to be a liquid, gas, or ooze-like.

INCENDIO (TINDER CHARM)

First Year

Pronunciation: in-SEN-dee-oh

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Instantaneous

Produces a small magical charge, enough to create a small amount of fire. Targets take 1d6 Fire damage.

The spell is strong enough to ignite flammable substances or create small fires on its own. The fire created offers 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

This spell creates a more powerful charge of fire. Targets take 1d10 Fire damage.

This spell creates flames strong enough to set fire to objects without accelerant. Offering substantial heat, and a 20ft. radius of light. If left unchecked, the fire can spread on its own.

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; difficult to control, and incredibly dangerous. Use only with caution and great need. Does 2d12 of Fire damage within a 30ft radius.

On impact, the flames remains 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.

LEGILIMENS (LEGILIMENCY SPELL)

Not taught at Hogwarts, equivalent to a Seventh Year charm.

Pronunciation: leh-JILL-ih-mens

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Concentration

This spell allows the caster practice Legilimency, in other words, to delve into the mind of the victim, permitting the caster to see memories, emotions and thoughts.

You can use an action to focus your mind on any one creature that you can see within 30 feet of you. If the creature you choose has an Intelligence of 3 or lower or doesn't speak any language, the creature is unaffected.

You initially learn the surface thoughts of the creature—what is most on its mind in that moment. As another action while concentrating, you can either shift your attention to another creature's thoughts or attempt to probe deeper into the same creature's mind.

If you probe deeper, the target must make an Intelligence saving throw. If it fails, you gain insight into its reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). If it succeeds, the spell ends. Either way, the target knows that you are probing into its mind. The creature can use its action on its turn to make an Intelligence check contested by your Intelligence check; if it succeeds, the spell ends.

Questions verbally directed at the target creature naturally shape the course of its thoughts, so this spell is particularly effective as part of an interrogation.

You can also use this spell to detect the presence of thinking creatures you can't see. When you cast the spell or as your action during the duration, you can search for thoughts within 30 feet of you. The spell can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks you. You can't detect a creature with an Intelligence of 3 or lower or one that doesn't speak any language. Once you detect the presence of a creature in this way, you can read its thoughts for the rest of the duration as described above, even if you can't see it, but it must still be within range.

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 owners 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 owners 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.

METEOLJINX (WEATHER MODIFICATION CHARM)

First Year

Pronunciation: mee-tee-OH-loh-jeenks

Casting Time: Instant

Range: 60 feet

Component: V, S

Duration: 1d4 hours

Not technically a jinx, but actually a charm with a capability for mischief which is most often attributed to jinxes. This weather-modifying charm can create a number of different effects; the caster may create one of the following effects within the range of this spell: a snowstorm, a thunderstorm, or hailstorm.

These effects take the shape of a Cylinder that is 10 feet tall with a 30-foot radius or smaller, centered on a point you can see up to 60 feet above. This area becomes difficult terrain, for the duration.

This spell can also cause Atmospheric Charms to malfunction.

MOBILIARBUS (MOBILITY CHARM)

Third Year

Pronunciation: MO-bil-ee-AR-bus

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Concentration

A telekinetic spell that doesn't require the caster's 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 target's 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 lasts 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: 1 round, 10 minutes

A spell that shoots a weak red flare out the tip of the caster's 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.

"POINT ME" (FOUR-POINT CHARM)

First Year

Casting Time: Instant

Range: touch

Component: V, S

Duration: 1 minute

Holding your wand flat in your palm and uttering the spell causes it to float up about an inch above the hand, and points 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 (10-foot radius)

Component: V, S

Duration: Concentration

Reveals hidden objects and illusions (such as false walls) within 10ft. Radius of the caster; however it will not reveal objects hidden by invisibility cloaks or natural camouflage.

Revelio may also be used to reveal the true appearance of an object or creature which has changed their appearance with a spell or potion. The caster must know what general form the subject normally takes, such as the species or object, otherwise the spell may have unintended effects, or none at all.

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: Indefinite

This spell 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 20ft square area for a brief period, turning it into a soft, noticeably 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 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.

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 concentration spell which moves an object according to the whims of the caster. 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 as a school of magic has some of the most complex and difficult spell to master. A skilled witch or wizard can use transfiguration to conjure the elements, or transform mundane objects into ferocious (or cuddly) creatures. Transfiguration is complimented by charms, jinxes, hexes, and curses; many useful combinations present cooperative interaction between spells (such as the Avis and Oppugno jinx).

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

*APPARITION (TRANSPORTATION MAGIC)

Seventh Year

Pronunciation: AH-par-IH-shun

Casting Time: Instant

Range: Global

Component: Concentration

Duration: Instantaneous, Concentration

Not technically Transfiguration, but is comparable to Vanishing oneself and reappearing elsewhere. Apparition is a method of magical transportation, wherein the user intensely focuses on a destination in mind, and they then disappear from their current location and instantly reappear at the desired location. A License to Apparate is required to practice Apparition legally in Britain. An exam to acquire a license is held at Hogwarts for students which at at least 17 years of age, for a fee.

In order to Apparate in combat, the user must make an Intelligence check, where the DC depends on the distance of travel (0-100 miles away is DC 5, 101-1000 miles away is DC 10, +1001 miles away is DC 15). A failure on this roll results in Splinching, an Apparition injury where a part of the body is mistransported. Roll a d4 to determine which part of the body has become Splinched and injured.

d4	Splinching Result
1	Superficial injury (e.g., eyebrow); 1d4 slashing damage
2	Minor appendage (e.g., ear); 1d6 slashing damage
3	Flesh wound (e.g., shoulder); 1d8 slashing damage + 1d6 bleeding damage every hour until treated
4	Major appendage (e.g., a limb); 1d12 slashing damage + 1d8 bleeding damage every hour until treated

Side-Along Apparition is used to transport two or more individuals. In combat, creatures travelling with the Apparating witch or wizard must grab hold of their arm tightly, with a DC 5 Strength check. On a failure, they must roll a d100; 1-50 they fail to accompany the Apparating witch or wizard, and 51-100 they Apparate but become Splinched.

Many important places (i.e., Hogwarts and Gringotts) have protections in place so that no one can Apparate to those locations.

Some non-human creatures such as house-elves and goblins can also Apparate, and their non-human magic is sometimes overlooked when defenses are put in place, meaning they can Apparate where humans cannot.

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 gentle jet of water from the casters wand tip. This spell is a favorite of Herbologist 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 when used against a fire-based enemy, it inflicts 1d6 damage.

AQUA ERUCTO (AQUA ERUCTO TRANSFIGURATION)

Sixth Year

Pronunciation: A-kwa ee-RUCK-toh

Casting Time: Instant

Range: 15 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 heavy 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 10). Targets who fail are forced back 15ft. and knocked prone. Doesn't effect Large or larger targets. When used against a fire-based enemy, it inflicts an extra 1d12 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 a target object into a bird based on the target's size. Will not work on anything larger than a Small object. The bird flutters around for a half hour before turning back into the object it was. The bird is subject to its own free will and movement during this time, though it doesn't travel far from its creator. If hit by any spells or "killed", the object breaks (unless it was specifically equipped to handle the damage). Cannot be used on living objects.

The bird can be subject to the control of the *Oppugno* jinx. When being controlled by the jinx, the duration of the *Avifors* spell is paused. The bird has 1HP, and a movement speed of 10ft, with a fly movement of 60ft. It can deal 1d6 slicing damage with its talons and 1d6 piercing damage with its beak. The caster can also direct the bird to ram itself into the target, dealing 1d12 bludgeoning damage. This will break the bird causing it to revert to its normal form and shatter (unless the object is particularly durable, 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 cracking sound. Caster rolls 1d12 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 conductor's 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, creating cover.

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 target's hair to the color called out after the incantation. The color change lasts 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 10ft. square 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 a 10ft. cone. Concentration must be maintained or the effected targets will grow back to size in 15 minutes. Targets affected must remain within 60 feet of the caster.

For the duration of the spell, the target's size is considered Tiny. Their movement speed is reduced 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.

DRACONIFORS (DRACONIFORS 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 its color, which is determined by the color of the original object. Multicolored objects will take on element of the most prominent colour, otherwise the caster decides. The breath attack does a 1d12 of damage based on the *draconifors* element, in a 15ft. cone. This breath attack has a recharge of 5-6. The dragons' claws will do 1d8 slashing damage, and their fangs do 1d4 elemental damage and 1d4 piercing damage.

DRACONIFORS 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 or revealing charm is used on the specific location, 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.

INANIMATUS CONJURUS (OBJECT CONJURING SPELL)

Seventh Year

Pronunciation: in-an-i-MAH-tus con-JUR-us

Casting Time: Instant

Range: 5 feet

Component: V, S

Duration: Instant

A difficult spell which causes a number of objects, of which the caster determines, to appear. The theory of this spell is covered in Fifth Year, but object conjuring isn't typically taught until Seventh Year.

The caster can conjure a number of mundane objects according to their size: one Large object, two Medium objects, four Small objects, or eight Tiny objects.

The objects conjured by this spell are of a similar quality to ones created by the Gemino charm, in that they are effectively worthless and somewhat poorer quality than traditionally crafted ones, but they are durable enough and can last as long as the real deal.

Conjuration is subject to *Gamp's Law of Elemental Transfiguration*.

https://harrypotter.fandom.com/wiki/Gamp%27s_Law_of_Ele

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 carrying objects or opening 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 wreathes, flower crowns, bouquets, and even elaborate flower arrangements.

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 it's limbs. Creatures with weapons inflict the damage native to the weapon, with proficiency.

REPARIFARGE (UNTRANSFIGURATION SPELL)

Second Year

Pronunciation: reh-PAH-ree-fahj

Casting Time: Instant

Range: 10 feet

Component: V, S

Duration: Instant

Reparifarge is the incantation of an untransfiguration spell, used to counter the effects of a Transformation spell which is poorly performed and has only partially Transfigured the object in question. The products of incomplete Transfigurations can be dangerous.

SERPENSORTIA (SNAKE SUMMONS TRANSFIGURATION)

Not generally taught at Hogwarts. The spell is a favorite of dark witches and wizards. It's 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 targets legs, knocking them prone. Because it's a serpent, it can also be controlled by a parselmouth, wether 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 serve a witch or wizard well enough when threatened. Jinxes and Hexes do have their root in dark magics, nevertheless you'd be hard pressed to find an Auror or Teacher who doesn't use them.

In this section we will alphabetically list the Jinx and Hex spells in the wizarding world. Unlike Charms and Transfiguration however, most are learned through word-of-mouth, and not necessarily in a classroom setting. Still, they will be classified by the year which their difficulty would be equivalent 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, this 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: 1 hours

A hex which turns a victim's hair into elk antlers. The 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), and on a failed save the victim is knocked prone. The victim's speed is reduced to half.

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 reveal damage the user's hair once it returns to its normal state.

BOMBARDA (COMBUSTION HEX)

Third Year

Pronunciation: bom-BAR-dah

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

Shoots a tiny charge straight forward, and provokes a small explosion at the targeted area. The charge only detonates against a solid object or surface; it cannot be used mid-air or on gaseous forms (such as mist or non-corporeal creatures). The 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 occur on the glass and not the object on the other side. One must always be careful to not to be too near the explosion.

The explosion does 4d6 fire damage in a 10ft. radius. It will ignite flammable objects, and blow apart easily breakable objects in its radius.

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 minute, or until a song is completed

Victim must make a Wisdom saving throw (DC 10). On failed saves the victim bursts uncontrollably into song, and they are unable to cast verbal spells during this time.

The song is simply one the victim knows and might sing; it may have no particular origin. The spell last for the duration of one song or a minute 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 10) at the beginning of their turn. On failed saves victims are unable to move for their turn. A successful save breaks them free, and breaks 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 victim's next turn, 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 have no movement left.

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 which produces water within that range.

A victim encased inside the sphere or water becomes Restrained. Every turn after the initial cast, the victim makes a Strength 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 target is a willing one, they can remain an insect for ten minutes, and are granted advantage on Stealth checks.

Victims must make a Wisdom saving throw (DC 10) to cancel the transformation. During their transformed period, their size is reduced to Tiny and their movement is 5. Due to their tiny form, they cannot cast spells, but avoid all spells cast at them by creatures of Medium sized or larger.

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. A significant impact also unsticks the objects.

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 minor magical blast, and pushes them 5 feet away. Living targets must make a Strength saving throw (DC 5). On a failed save, the target is knocked prone. This spell can be used on allies as well as enemies; allies may choose to automatically be hit by the spell, and even fail the saving throw.

The spell will push the target, but it is not forceful enough to push a target over a gap larger than 5ft. wide.

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, which pushes a target 15 feet away from the caster. Living targets must make a Strength saving throw (DC 10). On a failed save, the target is knocked prone. Allies may choose to automatically be hit by the spell, and even fail the saving throw.

Spell is powerful enough to push targets across a 10ft. wide gap.

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: Instant

Sends out a fast traveling yellow bolt where the caster is pointing. This jinx stops the momentum of anything wishing to harm the caster in it's tracks, suddenly and without warning. 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 (INFLATION 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 category larger than they currently are. They also become spherical in shape. The process causes no pain or illness, just discomfort. Targets will float as high as 200ft. before they stop rising.

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: 3 rounds, concentration

Glues the subject's tongue to the roof of their mouth for a moment, 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 they land on a cushioned surface.

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 the victim experiences nasal congestion and an extremely runny nose, temporarily applying the poisoned condition.

Will ruin the victims clothes if left untreated.

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, the flow transforms into flying bat-like boogers that fly around and mercilessly try to splat on the victim. A common sight to see in the Hogwarts corridors is the unfortunate recipient of this hex fleeing from greenish bats.

Caster rolls 1d8 upon casting the spell, 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 nonlethal acid damage. After a bat-bogie attacks, it pops and falls to the ground in a splat of mucous, creating a 5ft. space of difficult terrain.

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. As an action, they can guide the creatures. They can even choose to take over their senses; 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 prone with laughter. 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, they may use movement to stand.

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. Thos spell 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 sucesful, 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 begining 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: 5 rounds

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 must make Constitution saving throws on their turn. On a failed save, the victim sneezes, losing a bonus action and having disadvantage on attack rolls that turn.

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.

VENTUS (SPIRALLING WIND JINX)

Fourth Year

Pronunciation: VEN-tuss

Casting Time: Instant

Range: Self (15 foot cone, 30 foot line), 30 feet

Component: V, S

Duration: 1 round, Concentration

A jinx which shoots a stream of spiralling wind from the tip of the wand. This cyclone is able to blow away objects, or even damage physical beings. The wind can also entrap people, preventing them from leaving due to the violent wind speed.

The wind from this spell can take the form of a 15 foot cone, a 10ft by 10ft sphere, or a tunnel of wind 5 foot wide and up to 30 feet long. The jet of air can cause unsecured objects and creatures to be blown away up to the range of the spell; each creature within the cone or line has a speed reduced by half, and must make a Strength saving throw (DC 10) or be knocked prone and immediately move to the end of the spell's range. Gases or vapors are also dispersed, and unprotected flames are extinguished within the effects of this spell.

The sphere of air that can be created by this spell can be as gentle or biting as the caster chooses; the wind created by the 10ft by 10ft sphere may deal 2d10 slashing damage if a creature attempts to enter or exit its area, if the caster declares it when casting the spell. A creature attempting to leave the sphere must also make a Strength saving throw (DC 10). On a failed save, they cannot escape.

Ventus may also be used like a blowdryer; this creates a warm, harmless blast of wind that can dry oneself or another person.

CHAPTER 12: CURSES

Curses; the name gives no doubt as to these spells' purpose. Dark magic and intentions are the catalyst for most curse spells. 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 exterminate 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. Seems to only effect 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 user's 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 do 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 small, only affecting squares adjacent to the point of detonation. 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

This curse sends 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 affected by 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 are cleared. 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 inside for a small amount of air to fill it.

Victims within 10ft. of the explosion take 1d8 slashing, 1d8 bludgeoning, and 1d8 piercing damage.

FIENDFYRE (CURSED FLAME)

Not taught at Hogwarts. Only studied by advanced Seventh Year students.

Pronunciation: None.

Casting Time: Instant

Range: Self

Component: V, S

Duration: Concentration

Fiendfyre is a cursed fire with a supernatural power and heat, able to incinerate most things with a single touch. The flames are capable of seeking out living targets and flammable materials on their own, despite technically being non-sentient. This curse is advanced dark magic; it is also very difficult to control the roaring, billowing flames once they are unleashed.

Casting this curse involves using an action to hold a wand aloft, as a stream of Fiendfyre erupts from it. In order to keep control the flames, the caster must roll a Concentration check (DC 10, or half of any damage taken, whichever is higher). The caster can spread Fiendfyre to 20ft of new space per round by using an action on their turn. If left burning uncontrolled, the flames assume the form of gigantic Fiendfyre beasts.

Fiendfyre deals 4d6 Fire damage to creatures within any areas its ignited.

FLAGRANTE (SEARING METAL CURSE)

Fifth Year

Pronunciation: flah-GRAN-tay

Casting Time: 1 minute

Range: 5 feet

Component: V, S

Duration: Indefinite

A curse which, when placed on an object, causes it to emit a searing heat when touched. The caster chooses an object no larger than 5 feet in any dimension to curse. The spell leaves no immediately recognizable trace, but when a creature touches the object, they take 2d8 Fire damage. The searing heat can also burn through material such as fabric and ignite flammable substances when activated.

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*, which knocks targets 25 feet away from the caster. Living targets must make a strength saving throw (DC 13). On failed rolls they are knocked prone and take 1d10 Force damage. The strength of the gust is enough to push a target across a 15ft. wide gap.

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 13). 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. Allies may choose to fail this saving throw.

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 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 caster must think of the specific information they wish to be prevented from being spoken when casting the spell. 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 thrown straight back up into the air.

PETRIFICUS TOTALUS (FULL BODY-BIND CURSE)

Third 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 freeze-up the victim's body, in an upright posture much like that of a soldier at attention; the victim then falls 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 broken.

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 loud boom when making contact. On critical rolls it will completely disintegrate its target. It can only be used on non-organic or petrified targets. The 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 also does not work on magically fortified objects.

SECTUMSEMPRA (SLASHING-BLADE CURSE)

Not 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: 1 round, increases exponentially per spell

Stuns the 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 *Renervate* healing spell.

The initial *Stupefy* spell does no damage but gives the target the Stunned condition. *Stupefy* can be cast immediately afterwards by a party member as a reaction (so long as they are immediately engaged with the target) to double the current duration of the initial stun and inflict 1d12 nonlethal 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 of magic at them. *Finite Incantatem* can even break weak *Protego* charms, and can break the control of an Imperious curse.

Affects spells of all years.

METEOLOJINX RECANTO (WEATHER MODIFICATION COUNTER)

Seventh Year

Pronunciation: mee-tee-OH-loh-jeenks ree-KAN-toh

Casting Time: Instant

Range: 30 feet

Component: V, S

Duration: Instantaneous

A spell which causes magical weather effects, especially unintended ones, to cease; this counters such spells as *Meteoljinx*, and resets malfunctioning enchantments such as the air-conditioning Atmospheric Charm.

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.

The caster can also use an action on their turn to control tendrils of the black fire, and extend it toward a target 15ft away from the edge of the circle.

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 against curses (if used as a reaction this includes the triggering attack). As a reaction, it lasts 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 its HP unless 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 which no creature 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 300 hit points, and lasts 24 hours, until the caster drops the spell, or a spell damages the shield to 0 HP. There is no means to heal the shield, unless it is summoned again.

Damaging spells cast against the shield visibly ripple against the surface, potentially revealing the position of the attacker.

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 along. This shield has 250 hit points. It will not let anything pass through the shield once it is set up, until its HP is dropped to zero. The shield has no AC score, so it can be attacked 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 non-human apparation.

SURGITO (ENCHANTMENT REMOVING CHARM)

Sixth Year

Pronunciation: SIR-gee-toe

Casting Time: Instant

Range: 15 feet

Component: V, S

Duration: Indefinite

Surgito is a counter-charm, meant to counteract enchantments and effects of the mind. This spell can remove the Charmed condition from targets, applied by spells such as *Imperio* and the effects of love potions.

ILLEGAL CURSES

PROTEGO DIABOLICA (BLACK FIRE SHIELD CURSE)

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

Pronunciation: pro-TAY-goh dia-BOHL-i-cuh

Casting Time: Instant

Range: Self (15 foot radius ring around the caster)

Component: V, S

Duration: Concentration, up to 10 minutes

This Dark magic spell conjures a protective circle of black fire in a wide circle around the caster. This fire can completely incinerate the enemies of the caster, while leaving their allies unharmed.

MORSMORDRE (DARK MARK CURSE)

Secretive, not taught at Hogwarts. Equal to a Second Year curse.

Pronunciation: morz-MOR-druh

Casting Time: Instant

Range: Self

Component: V, S

Duration: Instantaneous

This Dark spell conjures an enormous, eerie image of the Dark Mark, the skull-and-serpent sign used by Lord Voldemort and his Death Eaters as a calling card at the location of terrible crimes against wizardkind. It appears high in the sky, almost directly above the caster.

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 Imperioed 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.

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 broken noses, toes and split lips. Roll 1d8 to determine the amount healed.

Can only be used if the target is missing only 8 or fewer hit points.

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, stunned or unconscious person. The conditions removed by this spell must be of magical means (such as the use of the *Stupefy* curse) or the spell will fail to work. Ineffective against Dark magic, such as petrification or curses.

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, and any lost 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.