



# Nathair's Curse, and the Mystery of the Second Wand.

A Harry Potter role playing adventure in multiple acts and using the D&D 5e rules.

By David Ng

# INTRODUCTION

Welcome to a Harry Potter themed campaign that is based upon the 5th edition D&D mechanics. This was essentially designed to be played with a group of 4 to 6 players (one of which will inhabit the Dungeon Master role), and to entice folks normally skeptical to D&D type activities, but are nevertheless big fans of Harry Potter. In other words, newcomers would find this relatively easy to follow, although an experienced DM is still a bonus (having a copy of the 5e Player's Handbook is not required but can be helpful for minutiae details).

This campaign is played in acts, whereby the players themselves become the main participants in the adventure. As such, there is some slight variation in the character generation process (players will be determining ability statistics for literally "themselves"). As well, there is the inclusion of what is essentially a new class, to reflect a wizard or witch archetype found in Hogwarts-like schools. This is similar to the "Wizard" but with some noticeable differences in the mechanics of spell casting to reflect descriptions and activities outlined in J.K. Rowling's books (see spell list details on page 19).

## ACT 1: A GATHERING OF FRIENDS

**ACT 1 Summary:** *Players are introduced to the game, will need to brew a cup of tea, find a wand, and get transported to Platform 9 and 3/4. Along the way, they'll also generate their characters sheets.*

The game begins with a group of your friends around a table, where a Harry Potter wand is presented. This could be a wand that someone happens to own (possibly bought from a toy store or from an amusement park gift shop). The more authentic it looks, the better. In our original play, we happened to have used Luna Lovegood's wand.



With the wand in the centre of the table, next present to the players two items. The first is a tea bag of some sort, and the second is a the letter from Lorcan and Lysander (the twin sons of Luna) - again, this can be changed but is in keeping with the fact that we have a Lovegood wand. Note that if you prefer, instead of showing off the letter, you can also read out the text as if an ambient voice coming from some other object. This letter is found on the next page, and the script reads as follows:



Dear good muggle people,

You are likely unaware of the tacit situation, but the basics are as follows. In essence, the wand you see in front of you is not to be trifled with, as it is indeed our mother's. As such, it is quite quite powerful, and needs to be treated with care. Unbeknownst to all but the most privy of folks, the wand you see before you was hidden (rather cleverly if we may say so ourselves) in an amusement park gift shop.

"Why would we do this?" you may ask? To hide it, of course! It's no secret in the wizarding world that this item of magic is highly desired for by the forces of darkness, so much so that our lovely mother thought it best that it disappear into the messy confines of the muggle world. Still, it appears that things are now afoot - the "Snakers" have recently found out that the wand resides here, and they are planning their next move.

This is why we are now revealing the truth around this wand. You must make it your burden to find it safe passage to Hogwarts. From there, a Mrs Weasley-Granger will hopefully let you in on the next step. This task is absolutely crucial, as the very fate of Hogwarts is on your shoulders.

To help you with this, I have enclosed a tea bag. Oh, but Before brewing, you will need to find a wand substitute (something wand like) in your vicinity - make sure you are holding this object before drinking. Once you have all taken a sip of the tea, the (real) wand will act as a Portkey. Be sure to all grasp the wand simultaneously.

Once arrived, try to board quickly, and be aware of "Snakers" in the vicinity. You will need to find the place where "only one item is allowed."

Make haste! There is not a moment to lose!

Sincerely,

Lorcan and Lysander

i) **Players brew the tea and go looking for wand-like object:** At this point, players will need to boil some water so that the tea could be made. As well, each player will need to go looking for a “wand like” object, and to do so within the household they happen to be playing in. This object will basically become a proto muggle wand, and can be anything really (players, for example, may choose a chopstick, a fork, or a pen, their phone, a frying pan, etc), but hopefully they will choose something relatively sturdy as breakage would be problematic during the various stages of the adventure.

In any event, they should be able to follow the instructions as dictated in the letter:

ii) **Everyone drinks the tea.** When this is done, tell them that the following happens.



*“As you drink the hot tea, your insides warm up, and you suddenly feel a sharp burning sensation in your head. You note that you feel as if you are suddenly enlightened with school like knowledge, which feels both amazing and strange (as well as a little frightening).”*

At this point, you can give the players the spell sheets (but not the very last page as that is reserved for “Snaker” types), and tell them that these are new things you “feel” that you are suddenly knowledgeable in. If players know their Harry Potter lore, then they should quickly clue into the idea that they are now officially capable of casting spells.

Then read the following: *“Furthermore, you look down at your (object they chose that is wand like). It too begins to give off heat, and you see that the (object) starts to glow. Initially, it’s bright and intense, but then it subsides leaving ringlet like marks around the (handle - or some place on the object).”*

Basically, what has happened is that the wand like object is now the player’s *real* wand. The ringlets (if the players count them) number 24, and will disappear one by one, each time an hour has passed by. In other words, the magic provided by the tea allows the players to become wizards and witches for a 24 hour period!

iii) **Players decide to touch the Portkey (wand).** As instructed, players need to touch the wand simultaneously for this to work. It simply won’t work until the players figure this out (it is clearly outlined in the letter). Note that whatever they happen to be wearing and/or carrying will essentially be the list of items to have in their possession for the remainder of the adventure.

iv) **Players next need to make their characters.** It is at this point that character generation needs to occur. However, note that there are a few differences to the normal rules as these “characters” are actually the players themselves.

Players can roll 4d6. From this, take the 3 highest rolls and add these numbers up. Do this for a total of 7 times, and get rid of the lowest number of the lot. This should result in 6 total numbers that vary from 3 to 18, and these will be used for abilities scores for the player. What is different, however, is that **it is the player’s friends who get to decide where the numbers go** (i.e. *their* opinion of how that player is perceived will be more important than how the player perceives themselves). For instance, if the player is known for being smart, then presumably, his/her friends will put one of the higher numbers under intelligence. If the player is an athlete, then they may place one of the higher numbers under strength (or dexterity or constitution).



Once the abilities are assigned, then the player can add the modifier stats (see the “ability modifiers” box in the character sheet) to the various appropriate places (under the ability boxes, saving throws, skills, passive wisdom/perception, spells and attacks).

Here (for example)



Players will automatically take on the class of Hogwarts Wizard/Witch, and will start off the game at level 1. This also means there are no proficiency bonuses at this stage of the game.

Players can also give themselves 8 hit points (+ constitution modifier) in the “current hit points” box.

Next, each player will have a base armour class (AC) of 10 (+ dexterity modifier). These numbers, they can add to the AC boxes.

In the area labeled “Other Proficiencies and Languages,” players can add any special skills they may happen to have (play piano, good at soccer - let them know that you never know what might come in handy later in the campaign!).

Don't forget that the “Items” box will contain any items they happened to have carried along when the Portkey was touched. Note that if the players were particularly sharp, they may have deliberately scoured the house for interesting items to bring along! As a DM, you may need to consider how these “modern” items might behave in this campaign (i.e. a phone would not have wifi, etc). Players can list their “wand” in one of the “magic items” boxes.

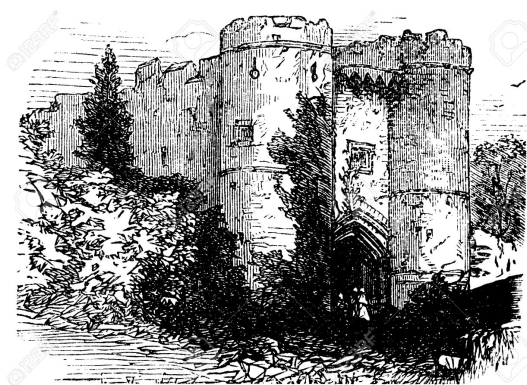
Players can also roll 3d6 to figure out their “MAGIC INTUITION” score. Essentially, they will need a minimum of 10, so if they roll below a 10, then assign 10 to the value anyway. Modifiers apply to this as well, and you can add any modifying score to the Magic Intuition Mod box.

Finally, players will need to roll for their Hogwarts house. Note that technically, this is not an official designation (as it does not involve the sorting hat, which will come later in the game), but is rather a temporary placement as defined by the magic within the tea bag step.

To determine which school, the player will need to roll a d6 and then consult the chart below:

- 1 - Gryffindor
- 2 - Hufflepuff
- 3 - Ravenclaw
- 4 - Slytherin
- 5, 6 - Player gets to choose.

Note: if preferred, the DM can also just let the players choose.



For now, do not worry about the areas marked alignment, hit dice or death saves, unless players are really familiar with D&D rules. However, note that in order to play in this game, there is the assumption that the alignment of the players is likely neutral good, or lawful good (it is a good versus evil kind of narrative after all).

Congratulations, player character sheets have now been generated and we are now ready for Act 2.

# Harry Potter Player Character Sheet

DUNGEONS & DRAGONS®

*Wizard/Witch*

CLASS & LEVEL

HOGWART'S HOUSE

PLAYER NAME

*Human*

RACE

ALIGNMENT

EXPERIENCE POINTS

PLAYER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

MAGIC INTUITION MOD

PROFICIENCY BONUS

- ☐ \_\_\_ Strength
- ☐ \_\_\_ Dexterity
- ☐ \_\_\_ Constitution
- ☐ \_\_\_ Intelligence
- ☐ \_\_\_ Wisdom
- ☐ \_\_\_ Charisma

SAVING THROWS

- ☐ \_\_\_ Acrobatics (Dex)
- ☐ \_\_\_ Animal Handling (Wis)
- ☐ \_\_\_ Arcana (Int)
- ☐ \_\_\_ Athletics (Str)
- ☐ \_\_\_ Deception (Cha)
- ☐ \_\_\_ History (Int)
- ☐ \_\_\_ Insight (Wis)
- ☐ \_\_\_ Intimidation (Cha)
- ☐ \_\_\_ Investigation (Int)
- ☐ \_\_\_ Medicine (Wis)
- ☐ \_\_\_ Nature (Int)
- ☐ \_\_\_ Perception (Wis)
- ☐ \_\_\_ Performance (Cha)
- ☐ \_\_\_ Persuasion (Cha)
- ☐ \_\_\_ Religion (Int)
- ☐ \_\_\_ Sleight of Hand (Dex)
- ☐ \_\_\_ Stealth (Dex)
- ☐ \_\_\_ Survival (Wis)

SKILLS

PASSIVE WISDOM (PERCEPTION)

OTHER PROFICIENCIES & LANGUAGES

ARMOR  
CLASS

BASE AC:

DEX MOD.

INITIATIVE  
(DEX)

Hit Point Maximum

CURRENT HIT POINTS

2-3 (-4)

4-5 (-3)

6-7 (-2)

8-9 (-1)

10-11 (+0)

12-13 (+1)

14-15 (+2)

16-17 (+3)

18-19 (+4)

ABILITY MODIFIERS

Total

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

ITEMS

MAGIC ITEM (with description)

MAGIC ITEM (with description)

MAGIC ITEM (with description)

MAGIC  
INTUITION

MELEE MODIFIER (+STR)

MISSILE WEAPON MODIFIER (+DEX)

SPELL CASTING MODIFIER  
(+INT or +MI whichever is best)

ATTACKS & SPELLCASTING

NOTES

ARMOR

SHIELD:

AC

EQUIPMENT



## ACT 2: HOGWARTS EXPRESS

**Act 2 Summary:** *Players need to get on the train, and find the teapot Portkey in the luggage compartment. Along the way, there will be two sets of “Snakers” to deal with (one on the station, and the other in the luggage car (C1)). The train itself has been charmed so that moving from car to car is not as easy as it looks.*

After all players have touched the Wand Portkey whereupon the following happens:

*“Upon touching the Portkey, all of you experience an intense jarring sensation, similar to being on a really fast roller coaster with bright swirling green streaks of light and dark all around you. The sensation is so strong, you feel as if you can’t bend your head or limbs properly, and that, if anything, there is a strange sensation of being stretched and twisted in many different directions. This lasts for a good 10 seconds or so, when suddenly, you find yourself on a concrete floor...”*

Players will now need to make a constitution check (DC10). A failed throw results in the player throwing up, as well as 1 to 2 points of damage (roll a d6: 1,2,3 equals 1 point; 4,5,6 equals 2 points). Throwing up also results in 2 ringlets disappearing from the player’s wand.

When players come to their senses, you can let them know that they are essentially on a train platform. Notable observations include a sign that reads “Platform 9 3/4,” as well as a large red and very impressive looking steam engine. This is, of course, the Hogwarts Express. Players appear near the front of the train in the area marked 1 on the map. Players who expressively say they want to count the number of train cars (not including the front steam engine) will note that there are a total of 7 cars in total (DMs note: these are two for new students, 1 carriage for each of the four houses, and then a staff/luggage car at the very back).

The station is mostly empty, except for two humans near the back of the train (as this is presumably set not at the beginning or end of school). These two adult humans are clothed in grey pin stripe suits which have long tails, and also appear a little worn for wear. They are also brandishing wands scurrying from car to car, apparently trying to gain entry. They are working their way (very quickly) from the back of the train to the front, and are marked by the number 2 on the map. Players who wish to make a perception check (as a DM, you can suggest this possible action to them, especially if they are new players) and succeed will note the uttering of “Alohomora” with each door they try. They will also notice that no doors appear to open. You can also inform the players that there does appear to be an open door in the train car (A1) in front of them.

**Platform 9 3/4 Map**

This map illustrates the layout of Platform 9 3/4, showing the train cars and the station buildings. The train consists of the following cars:

- CAR C1 (Black)
- CAR B4 (Green)
- CAR B3 (Blue)
- CAR B2 (Yellow)
- CAR B1 (Dark Red)
- CAR A2 (Red)
- CAR A1 (Red)

The train is oriented with the **Front Train** at the top. The **Station Buildings** are located to the right of the train. The map also shows the **Only Entrance** and the **Magic Portal from Kings's Cross Station** (indicated by a dashed yellow circle).

- 7



### At this point, the following things may occur:

- i) **Players take their time exploring:** players may want to look around the station a bit, but it should be made clear (and quickly) that the 3 other individuals do not look friendly. In fact, while they may not immediately know that the players have arrived, it won't take them long to notice them (more so, if the players are moving about and/or making noise).

At some point of the campaign, the players will need to interact with these two "Snakers." This will either occur in the station, or in the first train car if players elect to quickly get on board (see below). Note the interaction/battle could even involve both locales (i.e. starts at the station and then makes it way to the train car).

Interaction with the "Snakers" can proceed as follows: Snakers will be initially very suspicious of the players, and will ask them a lot of questions about identity, why they are there, and what they are doing. In general, the tone is terse and uncomfortable, if not a little snide and nasty (they are not at all nice). In essence, the Snakers are minions of a powerful wizard named Nathair Baliga and are looking for Luna's wand (information that the Snakers will happily share, thinking that the name will scare the players). At some point, in the discussion, players will notice one of the Snakers casting a spell "Accio." When this occurs, the player who has possession of Luna's wand will immediately feel a tug from their clothing (wherever it is being held) as the wand attempts to "leap" into the hands of the Snaker. This movement of the clothing will be really obvious to the Snakers, and will essentially lead to them being very aggressive, culminating in initiation of battle.

Roll for initiative (with dexterity modifier) to see the order of attacks. Highest numbers go first.

The two Snakers are essentially 4th levels Potter-esque wizards (this is roughly equivalent to them having finished the customary 7 years of wizarding school. This also means that they gain a +3 proficiency bonus on all their spell casting rolls. Their other stats are as follows:

#### SNAKER

*Medium Humanoid, 4th level wizard. Minion of Nathair Baliga.*

Armour Class: 11

Hit Points: 22

Speed: 30ft

Wizard Level/Proficiency Bonus: +3

STR	DEX	CON	INT	WIS	CHA	MIN
13 (+1)	13 (+1)	12 (+1)	13 (+1)	11 (+0)	9 (-1)	13 (+1)

Each Snaker also carries a dagger (+1 to hit and damage), d4 damage. And can cast the same spells as the those given to the player sheet with the addition of the spells shown in Nathair's bonus spell list.

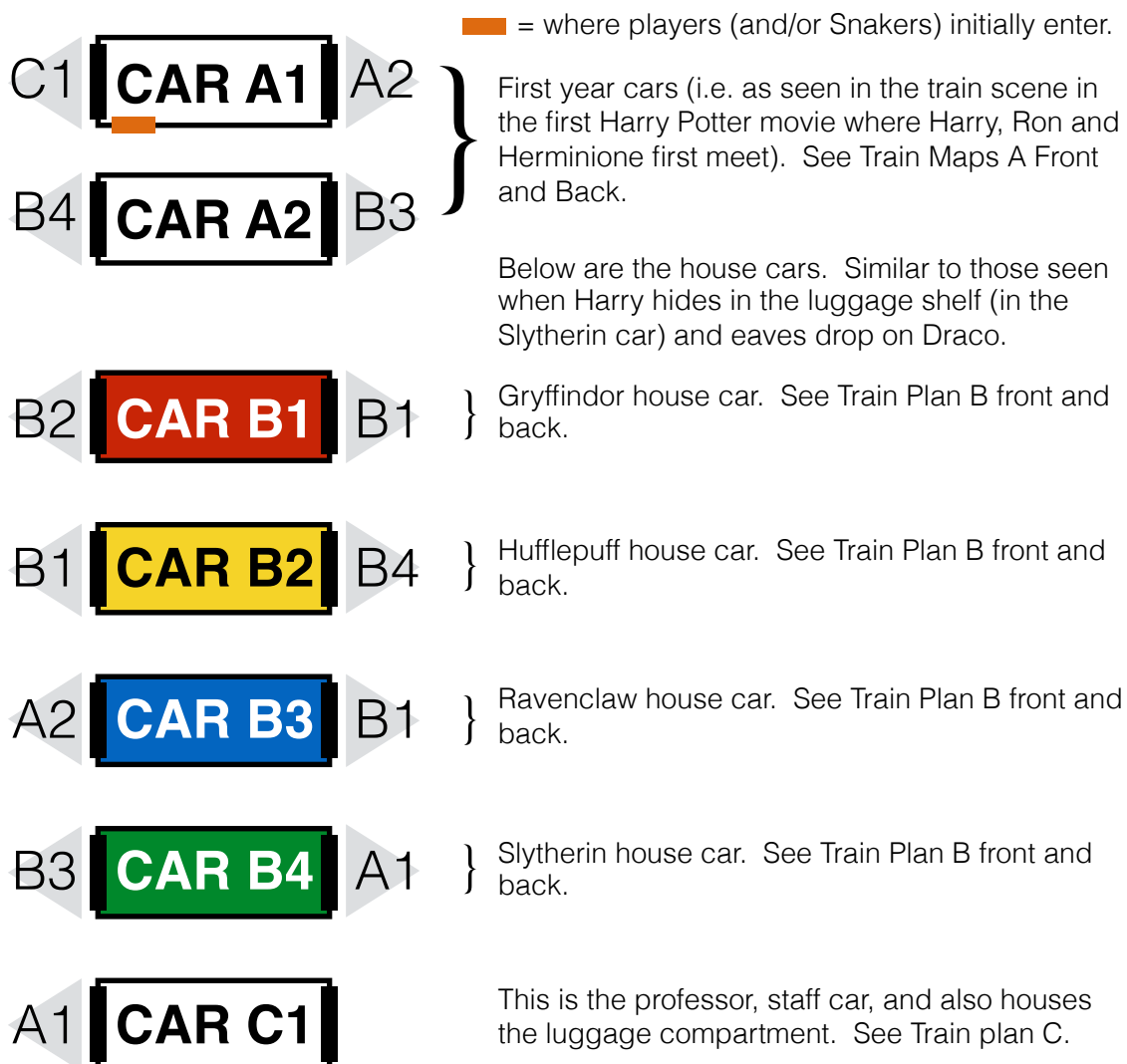
- ii) **Players board onto Car A1:** If this is their immediate course of action, then players will find it easy to board. As they board, they'll also note that the train whistle will just go off, signifying that the journey is about to start. You can show the players the layout of the train car (see Train plan A front and back). This is one of the cars for new students (i.e. no houses sorted yet, and as seen in the 1st movie where Harry and Ron are eating candy). The car (as is, indeed, the entire train) is empty.

Note if players do enter immediately without engaging the Snakers, the Snakers will soon board the same car (roughly as the train starts to move which is soon after the whistle blows). At that point, role play the Snakers in a manner similar to previously described on p8 (i.e. battle will eventually ensue in the train car).

It's easiest/best for the DM to play this scene so that the battle is completed before proper exploration of the train car can begin. In this initial combat experience, we suggest the DM play to ensure that the players win this round (although barely is o.k.)!

- iii) **Players explore the train:** Once players have dealt with the two Snakers, and have also boarded the train (in whatever order), then they may begin exploring the train. Basically, their primary task is to find the luggage compartment (i.e. find the place where “only one item is allowed”). This is in the back of the train (car C1), but the entire passenger section of the Hogwarts Express has been enchanted so that each front and back door of each car results in a unnoticed act of teleportation to another car (i.e. you can’t simply walk through the train cars from front to back).

Maps for each type of train car is provided in pages 13 to 18, but the teleportation layout is detailed below, as well as a full sheet version on page 12 (for better tracking of players should they get split up):





## Some additional notes regarding specific trains.

In general, all trains are empty, as well as relatively tidy looking. Each of the house cars have their insignias and colours throughout. There are also a few items of interest that can be found on different trains if perception checks are used.

**A1:** Some chocolate frog wrappers, and a small deck of wizard cards. (including Ignatia Wildsmith, Yardley Platt, Glenda Chittock, Celestina Warbeck, and Harry Potter cards).

**A2:** A set of 4 potion tubes - three are empty, but one contains a love potion.

**B1:** There is a broken Sneakoscope (which can be easily repaired with a Reparo spell). From the Harry Potter Wiki:

*"A Sneakoscope is a type of Dark Detector that looks like a glass spinning top. It lights up, spins, and whistles if someone is doing something untrustworthy nearby."*



**B3:** Under one of the seats, there is a small bag of Peruvian Instant Darkness Powder (good for three uses). From the Harry Potter Wiki:

*"This darkness powder creates darkness when used, allowing the user to escape among other things."*

**B4:** One of the seats makes a rustling noise when entering the car. This is because one of the cushions has a charm on it that releases 12 bats when touched. These bats are ethereal in nature, and will disappear if touched.

**C1:** This is the car that also has the luggage compartment. As players enter in, 2 (or 3) new Snakers will apparate into the car (see map, marked "1"). These Snakers were recently at the home where the players started the game, and they will say things that make this clear. Like before, these Snakers are also here to find and take Luna's wand, and will essentially initiate combat when confronting the players. Their stats are similar to before, and are shown below.

### SNAKER

*Medium Humanoid, 4th level wizard. Minion of Nathair Baliga.*

Armour Class: 11

Hit Points: 22

Speed: 30ft

Wizard Level/Proficiency Bonus: +4

STR	DEX	CON	INT	WIS	CHA	MIN
13 (+1)	13 (+1)	12 (+1)	13 (+1)	11 (+0)	9 (-1)	13 (+1)

Each Snaker also carries a dagger (+1 to hit and damage), d4 damage. And can cast the same spells as the those given to the player sheet with the addition of the spells shown in Nathair's bonus spell list.

After the Snakers are dealt with, **the other primary task of car C1 is to find the next PortKey** (this is one that will transport the players to the Hogwarts Courtyard. This can be retrieved with an "Accio Portkey" spell. As well, the Portkey is basically teapot, that is wrapped up in gift wrap (so the package is very noticeable looking), so there's a chance that the players may just figure it out.

Like before, if they all touch it at the same time, the teapot will transport them to Hogwarts.

Once arrived, they will notice that they are in the courtyard (It is actually the courtyard of Hogwarts Castle). Like before, players will need to make a constitution check (DC10). A failed throw results in the player throwing up, as well as 1 to 2 points of damage (roll a d6: 1,2,3 equals 1 point; 4,5,6 equals 2 points). Throwing up also results in 2 ringlets disappearing from the player's wand.

They will also notice lots of Hogwarts students milling around, looking surprised (obviously at your arrival). However, before the players can make too much sense of what is going on, a group of 6 or so Snakers will also suddenly apparate into the courtyard (this is happening so fast such that the details you provide to the players are vague at best).

Before they can do anything, they hear the word STUPEFY coming from one of the individuals. Basically, everyone will get hit (it's actually Nathair, a 12th level Wizard who is casting the spell at +6 proficiency bonus), and subsequently made unconscious. For each round thereafter, players can do a constitution saving throw (DC10), to see if they wake up. For players who do wake up within the first two rounds, tell them that they are very groggy but they see one of the smaller Snakers retrieve Luna's wand, then pass to another one of the Snakers (who looks a little more stately than the others). This Snaker will appear to be holding Luna's wand, as if to examine it closely. Note that during this entire episode, the Hogwarts students are still around, looking and acting understandably shocked and frightened (some are screaming). Then, they will see this stately Snaker person twirl Luna's Wand around (as if casting an elaborate spell), and then suddenly, everyone (except the players) disappear. In fact, the entire place will now appear empty and eerily quiet, as if having been deserted for many years.

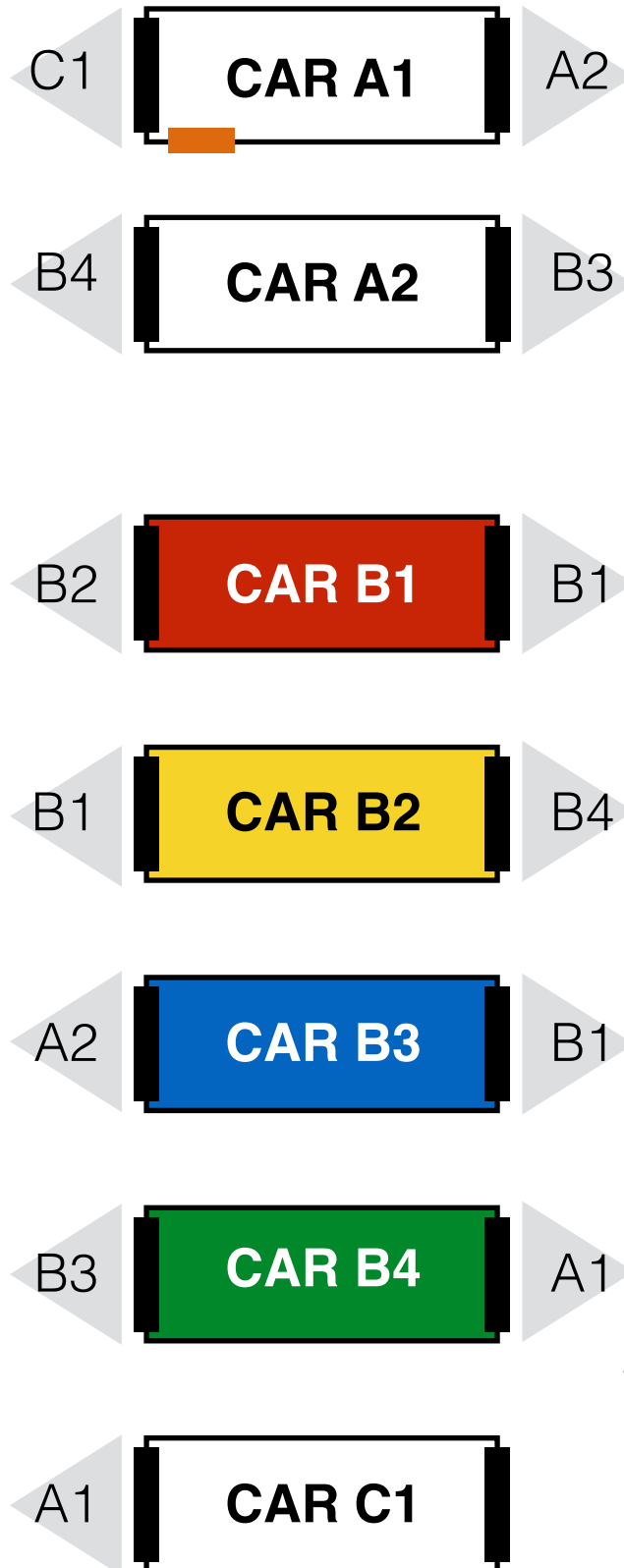
Basically, as the players get up, you can tell them the following:

1. You appear to be at Hogwarts.
2. You do not have Luna's wand anymore.
3. You appear to be alone.

## END OF ACT 2

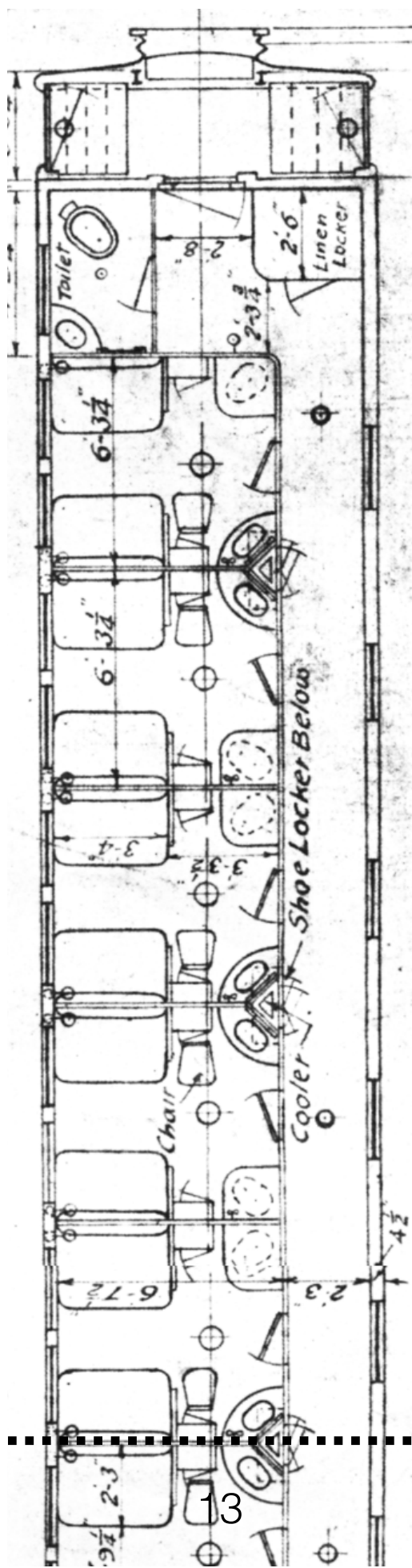


# Enchanted Train Car Portals



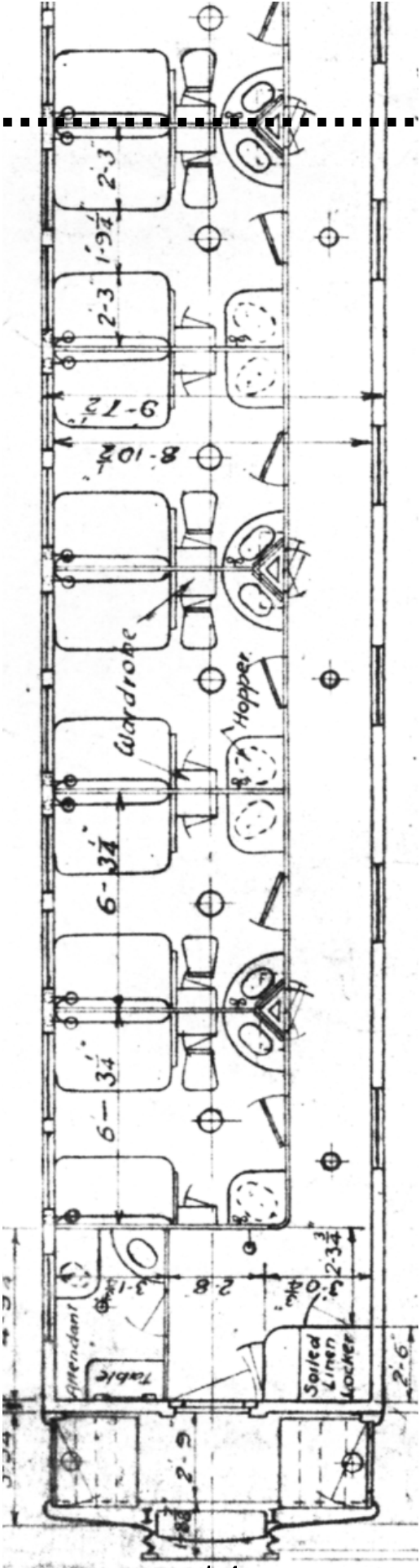
This page you can use with tokens to keep track of players (especially if they choose to split up)

# Train Plan A Front



[http://sarplans.steam4me.net/images/SAR\\_Rollingstock\\_31.gif](http://sarplans.steam4me.net/images/SAR_Rollingstock_31.gif)

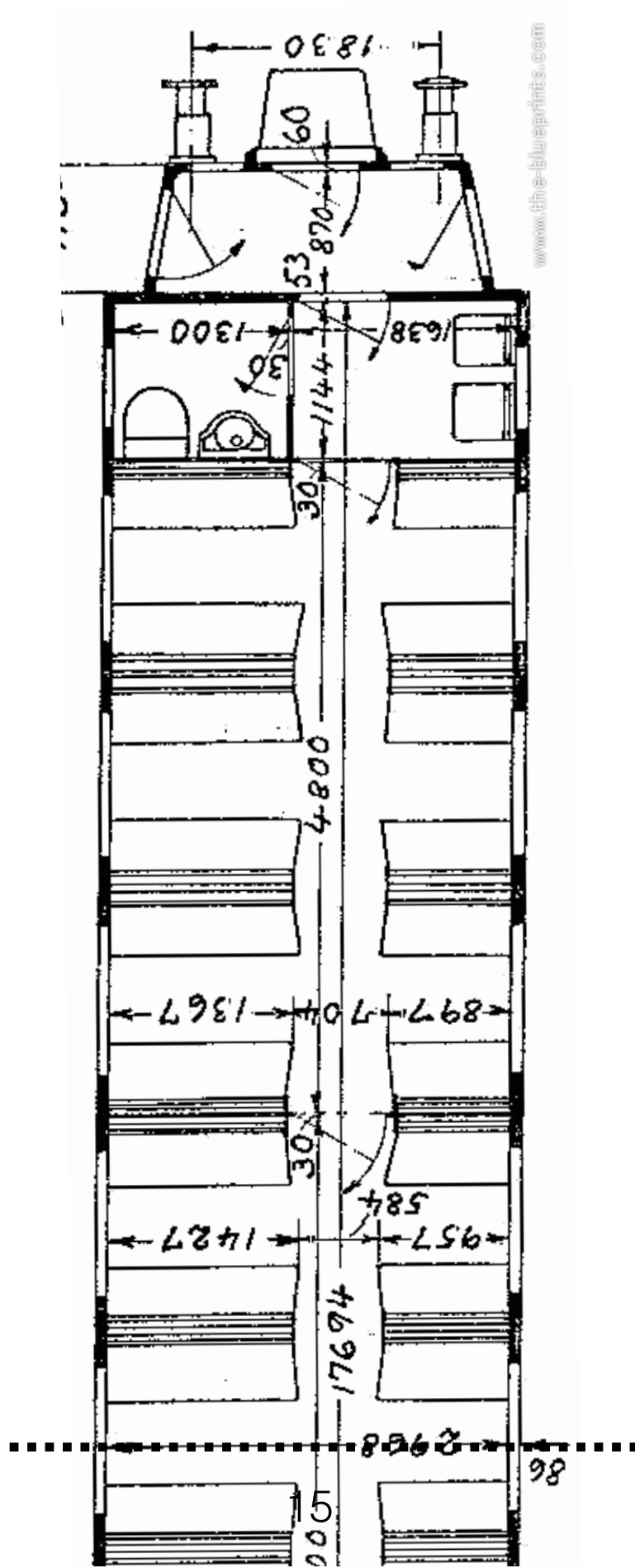
Train  
Plan A  
Back



[http://sarplans.steam4me.net/images/SAR\\_Rollingstock\\_31.gif](http://sarplans.steam4me.net/images/SAR_Rollingstock_31.gif)



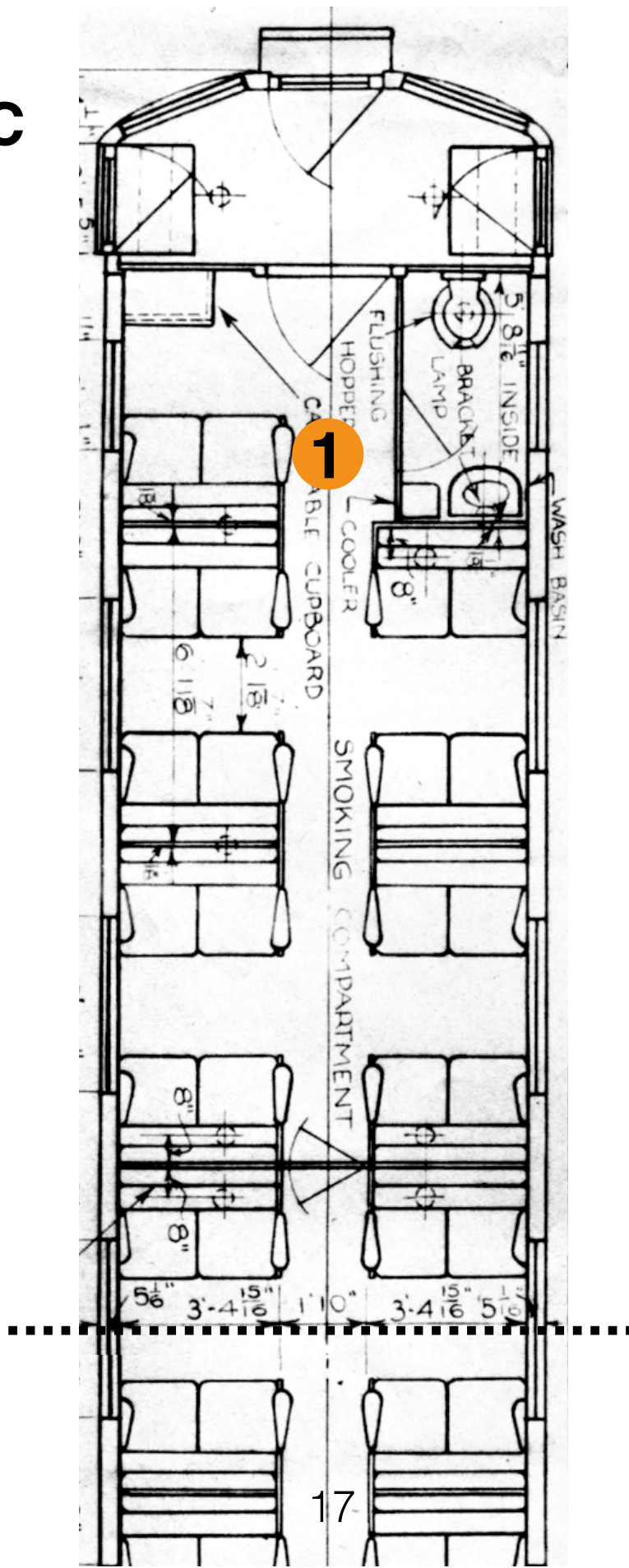
# Train Plan B Front



[illegible]

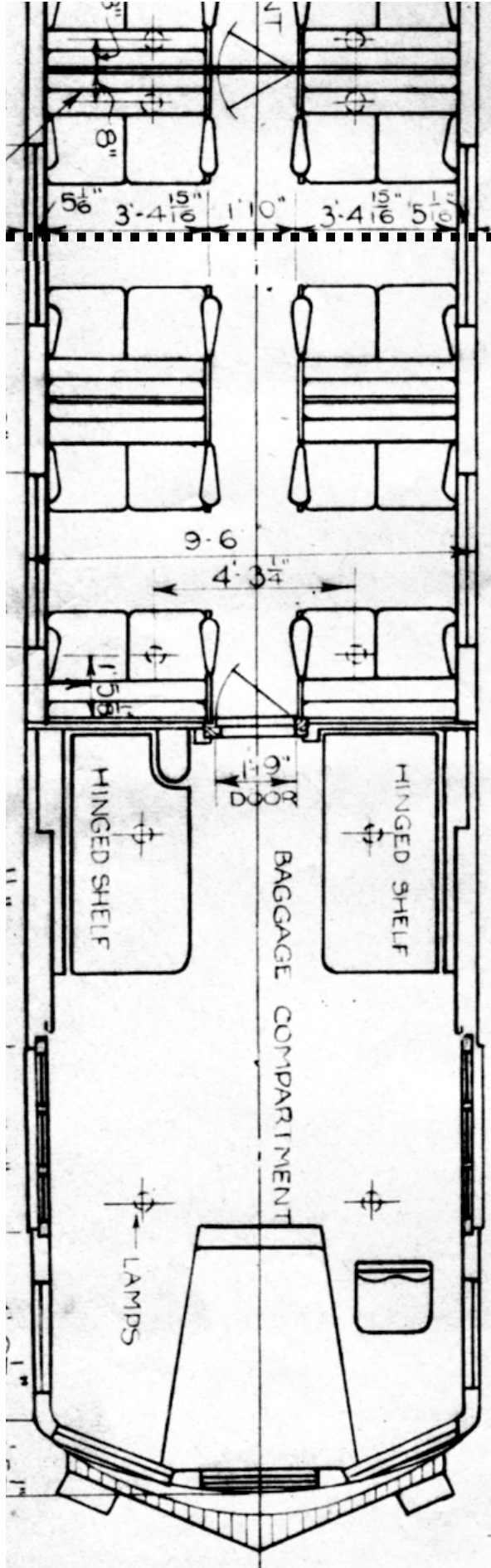
# Train Plan C Front

1. Snakers  
will apparate  
here when  
players move  
down to the  
dotted line.





# Train Plan C Back



[http://sarplans.steam4me.net/images/SAR\\_Rollingstock\\_18A.gif](http://sarplans.steam4me.net/images/SAR_Rollingstock_18A.gif)

## Casting Spells p1

To hit and  
DC Modifier

**In General:** Spells cast by a Harry Potter-esque Wizard/Witch are all treated like cantrips (i.e. no spell slots). However, success of the spells will depend on the spell's difficulty as well as the skill of the character.



Icon from the roun project

**Level:** The spell level dictates the dice modifier. Basically, the more advanced the spell, the harder to cast (or to hit), but also (if successful), the harder to save against (the modifier will be included in the card text DC value of the spell, unless otherwise stated).

**Casting time:** Most spells will be one action, as in similar to an attack in D&D rules. Note, initiative will therefore need to be considered.

**Range:** As described. If using a grid playing mat, each square is ~5 ft.

**Components:** V, S, M (wand) - consult the charts below for a to hit roll of "\*" (or fumble). A critical hit of 20 means a guarantee success (i.e. regardless of AC, and also automatic failed saving throw by opponent) Also for broken wands, a fumble check is required for rolls of 1, 2, 3.  
**Duration:** As described.

## Casting Spells p2

To hit and  
DC Modifier

With very few exceptions, almost all spells require a "to hit" roll. Here, if the target is not willing, you will roll against the opponents AC value (willing targets still require a to hit roll to check for fumbles). For your roll, include the following modifiers:



Icon from the roun project

**Intelligence OR Magic Intuition** - a zero or a +ve number  
**Spell level (difficulty)** - a zero or a -ve number  
**Proficiency bonus** - a zero or +ve number

If the successful spell also allows the opponent a saving throw, the saving throw DC value has been already adjusted in the card text to reflect the level of the spell.

### Fumble chart: Roll d20

**1** - large exploding charm. Player sustains 4d8 damage and wand becomes damaged (i.e. broken).  
**2,3** - small exploding charm. Player sustains d6 damage.  
**4,5** - wand flies off and lands d20 feet away  
**6,7** - spell reflects back on player  
**8,9** - different spell released (DMs discretion)  
**10-19** (just a normal miss - nothing special happens)  
**20** - REVERSE FUMBLE! Spell hits after all, and increases in potency d4 times!

## Confringo

Curse, Explode flames on target.

+0



Icon from the roun project

**Level:** Cantrip  
**Casting time:** 1 Action  
**Range:** 20 feet  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Firebolt, D&D 5e, p242 | [www.pojp.com/harrypotter/spellist.shtml](http://www.pojp.com/harrypotter/spellist.shtml)

You hurl a mote of fire at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 fire damage. A flammable object hit by this spell ignites if it isn't being worn or carried.

# Spell sheets

## Lumos

Spell, Creates light at wand tip.

+0



Icon from the roun project

**Level:** Cantrip  
**Casting time:** 1 Action  
**Range:** Wand tip.  
**Components:** V, S, M (wand)  
**Duration:** Until dispelled with Nox command.

Ref: Light, D&D 5e, p255 | [www.pojp.com/harrypotter/spellist.shtml](http://www.pojp.com/harrypotter/spellist.shtml)

You light the tip of your wand with this spell. Until the spell ends, the end of your wand sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the object with something opaque blocks the light. The spell ends if you cast the Nox command to dismiss it as an action.

## Incendio

Spell, Starts a fire.

+0



Icon from the roun project

**Level:** Cantrip  
**Casting time:** 1 Action  
**Range:** Self  
**Components:** V, S, M (wand)  
**Duration:** Until dispelled

Ref: Produce Flame, D&D 5e, p289 | [www.pojp.com/harrypotter/spellist.shtml](http://www.pojp.com/harrypotter/spellist.shtml)

A flickering flame appears at a desired spot as if ignited by your wand.

The flame remains there for the duration and can ignite flammable material, as well as give off heat and light. The flame sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The spell ends if you dismiss it as an action or if you cast it again.

You can also attack with the flame, although doing so ends the spell. When you cast this spell, or as an action on a later turn, you can hurl the flame at a creature within 20 feet of you. Make a ranged spell attack. On a hit, the target takes 1d6 fire damage.

## Reparo +0

Spell, Repairs things.



**Level:** Cantrip  
**Casting time:** 1 Action  
**Range:** Touch  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Mending D&D 5e, p259 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

This spell repairs a single break or tear in an object you touch, such as broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.

## Sonorous +0

Spell, Amplifies voice.



**Level:** Cantrip  
**Casting time:** 1 Action  
**Range:** Touch  
**Components:** V, S, M (wand)  
**Duration:** until dispelled with **Quietus** spell.

Ref: [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

This spell increases the volume of a person's voice, such that everyone within a 200ft radius can hear clearly.

The counter spell for this is **Quietus**.

## Episkey -1

Spell, Heals minor injuries.



**Level:** 1  
**Casting time:** 1 Action  
**Range:** Touch  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Cure Wounds, D&D 5e, p230 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

A creature you touch regains a number of hit points equal to 1d6 + your spellcasting ability modifier.

## Expelliarmus -1

Charm, Disarms your opponent.



**Level:** 1  
**Casting time:** 1 Action  
**Range:** 60 feet  
**Components:** V, S, M (wand)  
**Duration:** 1 action

Ref: Charm (Drop?), D&D 5e, p232 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

You speak the command to a creature you can see within range. Make a ranged spell attack against the target.

On a hit, the target must succeed on a Wisdom saving (DC11) throw or drop whatever they are holding. If the target happens to roll a 5 or less, then the target will also fall as if tackled and sustain d4 points of damage.

## Flipendo -1

Jinx, Flips person over.



**Level:** 1  
**Casting time:** 1 Action  
**Range:** 60 feet  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Charm (Fall?), D&D 5e, p232 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

You speak the command to a creature you can see within range. Make a ranged spell attack against the target.

On a hit, the target must succeed on a Wisdom saving (DC11) throw or flip backwards and sustain 1 to 4 (d4) points of damage. They will also require the next action to get back on their feet.

## Protego -\*

Charm, Causes spells to reflect back to sender



**Level:** \*  
**Casting time:** 1 Action  
**Range:** 60 feet  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Counterspell, D&D 5e, p269 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

1 reaction, which you take when you see a creature within 60 feet of you casting a spell.

To attempt to reflect a spell, you must first roll a dexterity saving throw (DC15) - i.e. are you fast enough?

If successful, you may cast this spell by rolling an intelligence or magic intuition saving throw (DC10) where the opponents roll includes the spell level modifier.



## Accio -2

Charm, Summons an object



icon from the main project

**Level:** 2  
**Casting time:** 1 Action  
**Range:** Self  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Locate Object, D&D 5e, p256 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

Describe or name an object that is familiar to you. You sense the direction to the object's location, as long as that object is within 1000 feet of you. If the object is in motion, you know the direction of its movement.

The spell can locate a specific object known to you, as long as you have seen it up close – within 30 feet – at least once. Alternatively, the spell can locate the nearest object of a particular kind, such as a certain kind of apparel, jewelry, furniture, tool, or weapon.

## Petrificus Totalus -2/5

Spell, Body bind



icon from the main project

**Level:** 2 (5 for monster)  
**Casting time:** 1 Action  
**Range:** 60 feet  
**Components:** V, S, M (wand)  
**Duration:** Concentration, up to 1 minute

Ref: Hold Person/Monster, D&D 5e, p257 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

Choose a humanoid or creature that you can see within range. Make a ranged spell attack against the target. On a hit, the target must succeed on a Wisdom saving throw (DC12 or 15) or be paralyzed for the duration. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the spell ends on the target.

Note that casting this on a non-human is a 5th level spell.

## Alohomora -2

Charm, Opens locked objects



icon from the main project

**Level:** 2  
**Casting time:** 1 Action  
**Range:** 60 feet  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Knock, D&D 5e, p254 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

Choose an object that you can see within range. The object can be a door, a box, a chest, a set of manacles, a padlock, or another object that contains a mundane or magical means that prevents access.

A target that is held shut by a mundane lock or that is stuck or barred becomes unlocked, unstuck, or unbarred. If the object has multiple locks, only one of them is unlocked.

If you choose a target that is held shut with arcane lock, that spell is suppressed for 10 minutes, during which time the target can be opened and shut normally.

When you cast the spell, a loud knock, audible from as far away as 300 feet, emanates from the target object.

## Wingardium Leviosa -2

Charm, Makes an object fly slowly



icon from the main project

**Level:** 2  
**Casting time:** 1 Action  
**Range:** 60 feet  
**Components:** V, S, M (wand)  
**Duration:** Concentration, up to 10 minutes

Ref: Levitate D&D 5e, p255 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

One creature or object of your choice that you can see within range rises vertically, up to 20 feet, and remains suspended there for the duration. The spell can levitate a target that weighs up to 500 pounds. An unwilling creature requires a ranged spell attack. On a hit, the target can make a Constitution saving throw (DC10) to see if it is affected.

The target can move sideways only by slow gentle (almost breeze like) motions. You can change the target's altitude by up to 20 feet in either direction on your turn. You can also cast this on yourself, but otherwise, you can use your action to move the target, which must remain within the spell's range.

When the spell ends, the target floats gently to the ground if it is still aloft.

## Engorgio -2

Charm, Enlarges an item.



icon from the main project

**Level:** 2  
**Casting time:** 1 Action  
**Range:** 30 feet  
**Components:** V, S, M (wand)  
**Duration:** Concentration, up to 1 minute

Ref: Enlarge, D&D 5e, p237 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

You cause an object you can see within range to grow larger or smaller (**Reduce**) for the duration. For an unwilling target, you will need to make a ranged spell attack.

**Engorgio:**  
The object's size doubles in all dimensions, and its weight is multiplied by eight. This growth increases its size by one category – from Medium to Large, for example. If there isn't enough room for the target to double its size, the object attains the maximum possible size in the space available.

**Reduce:**  
The object's size is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category – from Medium to Small, for example.

## Finite Incantatum -3

Spell, Stops any current spells



icon from the main project

**Level:** 3  
**Casting time:** 1 Action  
**Range:** 120 feet  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Dispel Magic D&D 5e, p234 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

Choose any creature, object, or magical effect within range. For unwilling targets, a ranged spell attack is required. On a hit, any spell of 3rd level or lower on the target ends. For each spell of 4th level or higher on the target, make an ability check using your spellcasting ability (intelligence or magic intuition modifier). The DC equals 10 + the spell's level. On a successful check, the spell ends.

## Reducto -3

Spell, Blast solid objects aside.



Icon from the noun project

**Level:** 3

**Casting time:** 1 Action

**Range:** Self (15-foot ray)

**Components:** V, S, M (wand)

**Duration:** Instantaneous

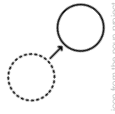
Ref: Thunderwave D&D 5e, p282 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

A wave of thunderous force sweeps out from you. Make a ranged spell attack if aimed at a specific target(s). On a hit, each creature in a 15-foot ray originating from you must make a Constitution saving throw (DC13). On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.

## Mobiliarbus -5

Charm, Moves objects with wand



Icon from the noun project

**Level:** 5

**Casting time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (wand)

**Duration:** Concentration, up to 10 minutes

Ref: Telekinesis, D&D 5e, p281 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

**Creature:** You can try to move a creature. Unwilling targets require a ranged spell attack. On a hit, the target can make a Strength saving throw (DC15). If failed, you move the creature up to 30 feet in any direction, including upward but not beyond the range of this spell. Until the end of your next turn, the creature is restrained in your telekinetic grip. A creature lifted upward is suspended in mid-air. On subsequent rounds, you can use your action to attempt to maintain your telekinetic grip on the creature by repeating the contest.

**Object:** You can try to move an object that weighs up to 1,000 pounds. If the object isn't being worn or carried, you automatically move it up to 30 feet in any direction, but not beyond the range of this spell. If the object is worn or carried by an unwilling creature, treat as if casting this spell on a creature. You can exert fine control on objects with your telekinetic grip, such as manipulating a simple box, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

## Stupefy -3

Spell, Knocks out opponent.



Icon from the noun project

**Level:** 3

**Casting time:** 1 Action

**Range:** 60 feet

**Components:** V, S, M (wand)

**Duration:** Instantaneous

Ref: Power Word Stun D&D 5e, p267 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

Casting spell can overwhelm the mind of one creature you can see within range, leaving it unconscious.

A roll to hit is required, where the "to hit" roll is modified by the difference in the Wizard/Witch level of the spell caster. i.e. if a 1st level wizard attacks a 3rd level witch, there is an additional -2 in the "to hit" roll (level 1 - level 3 = -2 adjustment). Note that this also works in reverse direction (+ve bonuses can be achieved)

The stunned target must make a Constitution saving throw at the end of each of its rounds (DC10). On a successful save, this stunning effect ends.

## Obliviate -5

Charm, Erases memories



Icon from the noun project

**Level:** 5

**Casting time:** 1 Action

**Range:** 30 feet

**Components:** V, S, M (wand)

**Duration:** Until dispelled.

Ref: Modify Memory, D&D 5e, p261 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

You attempt to reshape another creature's memories. One creature that you can see must make a Wisdom saving throw (DC15). If failed, you can affect the target's memory of any events/objects/individuals that it experienced within its lifetime. You can permanently eliminate all memory of these events/objects/individuals, and change its memory of the details, or create different memories.

A modified memory doesn't necessarily affect how a creature behaves, particularly if the memory contradicts the creature's natural inclinations, alignment, or beliefs. An illogical modified memory, such as implanting a memory of how much the creature enjoyed dousing itself in acid, is dismissed, perhaps as a bad dream. The DM might deem a modified memory too nonsensical to affect a creature in a significant manner.

A remove curse or greater restoration spell cast on the target restores the creature's true memory.

## Confundus -4

Charm, Used to confuse opponent



Icon from the noun project

**Level:** 4

**Casting time:** 1 Action

**Range:** 20 feet

**Components:** V, S, M (wand)

**Duration:** Concentration, up to 1 minute

Ref: Confusion, D&D 5e, p284 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

This spell assaults and twists creatures' minds, spawning delusions and provoking uncontrolled actions. Each creature in a 10-foot-radius sphere centered on a point you choose within range must succeed on a Wisdom saving throw (DC14) when you cast this spell or be affected by it. An affected target can't take reactions and must roll a d10 at the start of each of its turns to determine its behavior for that turn.

### d10 Behavior

**1.** The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn.

**2-6.** The creature doesn't move or take actions this turn.

**7-8.** The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.

**9-10.** The creature can act and move normally.

At the end of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.

## Expecto Patronum -7

Charm, Creates a Patronus



Icon from the noun project

**Level:** 7

**Casting time:** 1 Action

**Range:** Self (10-foot radius around Patronus)

**Components:** V, S, M (wand)

**Duration:** Concentration, up to 5 minute

Ref: Galleos of Invisibility, D&D 5e, p245 | [www.pogo.com/harrypotter/spellist.shtml](http://www.pogo.com/harrypotter/spellist.shtml)

Successful casting of this spell requires the player to make a wisdom saving throw (DC17). If successful, a mobile, shimmering creature springs into existence and is controlled by the spellcaster. This creature (a Patronus) tends to be a woodland animal, and remains specific for the spell caster.

Any spell of 5th level or lower cast from outside the barrier can't affect creatures or objects within a 10-foot radius around the Patronus, even if the spell is cast using a higher level spell slot. Such a spell can target creatures and objects within the barrier, but the spell has no effect on them. Similarly, the area within the barrier is excluded from the areas affected by such spells.

This spell is especially effective against Dementors.

## Sectumsempra -1

Spell, Causes wounds as if slashed.



Icon from the roun project

**Level:** 1 (Shaker spell)  
**Casting time:** 1 Action  
**Range:** 30 feet  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Inflict Wounds D&D 5e, p253 | [www.pogo.com/harrypotter/spells.shtml](http://www.pogo.com/harrypotter/spells.shtml)

Make a ranged spell attack against a creature you can reach. On a hit, the target takes 1d10 slashing damage.

## Avada Kedavra -9

Curse, Murders opponent (unforgivable)



Icon from the roun project

**Level:** 9 (Shaker spell)  
**Casting time:** 1 Action  
**Range:** 60 feet  
**Components:** V, S, M (wand)  
**Duration:** Instantaneous

Ref: Power Word Kill D&D 5e, p266 | [www.pogo.com/harrypotter/spells.shtml](http://www.pogo.com/harrypotter/spells.shtml)

A ranged spell attack is required. On a hit, your spell can compel one creature you can see within range to die instantly. If the creature you chose has 100 hit points or fewer, it dies. Creatures above 100 hit points can make a Magic Intuition saving throw (DC 19).

Note that this spell is an unforgivable, meaning that casting will change the player's alignment to evil.