Casting Spells p1

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.

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 "1" (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

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:

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 +0

Curse, Explode flames on target.

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

Ref: Firebolt, D&D 5e, p242 | www.pojo.com/harrypotter/spelist.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.

Incendio +0

Spell, Starts a fire.

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

Ref: Produce Flame, D&D 5e, p269 | www.pojo.com/harrypotter/spelist.shtml

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

Lumos +0

Spell, Creates light at wand tip.

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.pojo.com/harrypotter/spelist.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.

Reparo +0

Spell, Repairs things.

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

icon from the noun project

Ref: Mending D&D 5e, p259 | www.pojo.com/harrypotter/spelist.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.

icon from the noun project

Ref: www.pojo.com/harrypotter/spelist.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

icon from the noun project

Ref: Cure Wounds, D&D 5e, p230 | www.pojo.com/harrypotter/spelist.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

icon from the noun project

Ref: Command ("Drop"), D&D 5e, p222 | www.pojo.com/harrypotter/spelist.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

icon from the noun project

Ref: Command ("Fall"), D&D 5e, p222 | www.pojo.com/harrypotter/spelist.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

icon from the noun project

Ref: Counterspell, D&D 5e, p269 | www.pojo.com/harrypotter/spelist.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 opponent's roll includes the spell level modifier.

Accio — -2

Charm, Summons an object

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

icon from the noun project

Ref: Locate Object, D&D 5e, p256 | www.pojo.com/harrypotter/spelist.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.

Alohomora — -2

Charm, Opens locked objects

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

icon from the noun project

Ref: Knock, D&D 5e, p254 | www.pojo.com/harrypotter/spelist.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.

Engorgio — -2

Charm, Enlarges an item.

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

icon from the noun project

Ref: Enlarge, D&D 5e, p237 | www.pojo.com/harrypotter/spelist.shtml

You cause an object you can see within range to grow larger or smaller (**Reducio**) 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.

Reducio:
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.

Petrificus Totalus — -2/-5

Spell, Body bind

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

icon from the noun project

Ref: Hold Person/Monster, D&D 5e, p251 | www.pojo.com/harrypotter/spelist.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.

Wingardium Leviosa — -2

Charm, Makes an object fly slowly.

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

icon from the noun project

Ref: Levitate D&D 5e, p255 | www.pojo.com/harrypotter/spelist.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.

Finite Incantatum — -3

Spell, Stops any current spells

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

icon from the noun project

Ref: Dispel Magic D&D 5e, p234 | www.pojo.com/harrypotter/spelist.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.

Level: 3
Casting time: 1 Action
Range: Self (15-foot ray)
Components: V, S, M (wand)
Duration: Instantaneous

icon from the noun project

Ref: Thunderwave D&D 5e, p282 | www.pojo.com/harrypotter/spelist.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.

Stupefy -3

Spell, Knocks out opponent.

Level: 3
Casting time: 1 Action
Range: 60 feet
Components: V, S, M (wand)
Duration: Instantaneous

icon from the noun project

Ref: Power Word Stun D&D 5e, p267 | www.pojo.com/harrypotter/spelist.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 further 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.

Confundus -4

Charm, Used to confuse opponent

Level: 4
Casting time: 1 Action
Range: 20 feet
Components: V, S, M (wand)
Duration: Concentration, up to 1 minute

icon from the noun project

*Ref: Confusion, D&D 5e, p224 | www.pojo.com/harrypotter/spelist.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.

Mobiliarbus -5

Charm, Moves objects with wand
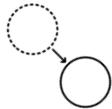
Level: 5
Casting time: 1 Action
Range: 60 feet
Components: V, S, M (wand)
Duration: Concentration, up to 10 minutes

icon from the noun project

Ref: Telekinesis, D&D 5e, p281 | www.pojo.com/harrypotter/spelist.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 check (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 tool, opening a door or a container, stowing or retrieving an item from an open container, or pouring the contents from a vial.

Obliviate -5

Charm, Erases memories

Level: 5
Casting time: 1 Action
Range: 30 feet
Components: V, S, M (wand)
Duration: Until dispelled.

icon from the noun project

Ref: Modify Memory, D&D 5e, p261 | www.pojo.com/harrypotter/spelist.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.

Expecto Patronum -7

Charm, Creates a Patronus

Level: 7
Casting time: 1 Action
Range: Self (10-foot radius around Patronus)
Components: V, S, M (wand)
Duration: Concentration, up to 5 minute

icon from the noun project

Ref: Globe of Invulnerability, D&D 5e, p245 | www.pojo.com/harrypotter/spelist.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.

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

icon from the noun project

Ref: Inflict Wounds D&D 5e, p253 | www.pojo.com/harrypotter/spelist.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)

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

icon from the noun project

Ref: Power Word Kill D&D 5e, p266 | www.pojo.com/harrypotter/spelist.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 (DC19).

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