

# **The Wizarding World of Hogwarts Spellbook**

## Notes:

Dark spells are denoted with triple asterisks; casting these will result in additional Death Eater points. Casting time, distance, required checks, and other additional requirements are listed for each spell. Spells are listed by wizarding level.

# Level 0 Spells

Level 0 Spells are referred to as cantrips. Cantrips may be cast as many times as you want per day.

## Aguamenti (Aguamenti Charm)

- **Pronunciation:** /,ɑ:gwə'menti/ ah-gwə-men-tee
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Description:** Produces a jet of pure water from the caster's wand.

## Alohomora

- **Cast Time:** Swift Action
- **Spell Type:** Telekinetic
- **Distance:** 6 Squares
- **Check:** UM vs Objects HD
- **Description:** Used to open and/or unlock doors, but doors can be bewitched so that this spell has no effect.

## (Colour-Change Charm)

- **Pronunciation:** Change
- **Cast Time:** Move Action
- **Distance:** 6 Squares
- **Check:** UM vs object's HD
- **Additional Requirement(s):** The object must be small or tiny
- **Description:** Changes an object's colour.

## Descendo

- **Pronunciation:** /dɛ'sendou/ de-sen-doh
- **Spell Type:** Telekinetic
- **Cast Time:** Move Action
- **Distance:** 6 Squares
- **Check:** UM vs object's HD x4 or Fort
  - 15: small
  - 20: Medium
  - 25: Large
  - 30: Huge
- **Description:** Makes objects sink or descend.

## Duro

- **Pronunciation:** /'dʒʊərəʊ/ dəwr-oh
- **Cast Time:** Move Action
- **Distance:** 6 Squares
- **Check:** UM vs HDx5
- **Additional Requirement(s):** Cannot be cast on living things
- **Description:** Makes the object harden in durability and texture.

## Flagrate

- **Pronunciation:** /flə'grɛti:/ flə-gray-tee
- **Cast Time:** standard Action
- **Distance:** Touch
- **Check:** UM (against humans; vs Fort)
- **Additional Requirement(s):** May not be used on humans without cost of a dark point unless in extreme and dire circumstances.
- **Description:** With this spell, the caster's wand can leave fiery marks.

## (Hot-Air Charm)

- **Cast Time:** Standard Action
- **Distance:** 6 squares from the end of the wand.
- **Check:** UM
  - 15: air will emit as a burst
  - 20: as above but until the end of your next turn
  - 25: as above but for two turns
  - 30: as above but for three turns
- **Additional Requirement(s):** Wordless; cannot be cast wandless
- **Special:** Spend a magic point to use directly on a living being to burn for 1d6 points of damage per turn it is on.
- **Description:** Causes wand to emit hot air. This air will not scald.

## (Hover Charm)

- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 12 squares
- **Check:** UM
  - 15: small or tiny object (6d6)
  - 20: medium object (7d6)
  - 25: large object (8d6)
  - 30: huge object (10d6)
- **Additional Requirement(s):** Wordless; may not be cast on living beings
- **Special:** Spend a magic point to fling an object at another person or object to cause damage.
- **Description:** An object is levitated off the ground and moved according to the caster.

## Impervius (Impervius Charm)

- **Pronunciation:** /ɪmˈpɜːvi.əs/ im-pur-vee-əs
- **Spell Type:** Telekinetic
- **Cast Time:** Interrupt
- **Distance:** 6 Squares
- **Check:** UM vs HDx4 of object or Ref, whichever is applicable.
- **Description:** This spell makes something repel (literally, become impervious to) substances and outside forces, including water.

## Locomotor

- **Pronunciation:** /ˌloʊkəˈmoʊtər/ loh-ko-moh-tor
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 12 squares
- **Check:** UM
  - 15: small or tiny object/animal (6d6)
  - 20: medium object/animal (7d6)
  - 25: large object/animal (8d6)
  - 30: huge object/animal (10d6)
- **Additional Requirement(s):** cannot be cast wordless; may not cause damage, but can be cast on animals
- **Description:** 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 in the air and move around at the will of the caster.

## Lumos

- **Pronunciation:** /ˈljuːmɒs/ lew-mos
- **Cast Time:** Swift Action
- **Distance:** at wand or focus
- **Check:** DC15 UM check
- **Description:** Creates a narrow beam of light that shines from the wand's tip, like a torch. can be dispelled or turned off with Nox.

## Nox

- **Pronunciation:** /ˈnɒks/ noks
- **Cast Time:** Swift Action
- **Distance:** at wand or focus
- **Check:** DC15 UM check
- **Description:** Counter charm to the Lumos spell.

## Orchideous

- **Pronunciation:** /ɔr'ki:di:əs/ or-ki-d-ee-əs
- **Cast Time:** Standard Action
- **Distance:** at caster's wand
- **Check:** UM vs DC20
- **Additional Requirement(s):** Cannot cast wandless
- **Description:** Makes a bouquet of flowers appear out of the caster's wand.

## Pack

- **Pronunciation:** /'pæk/ pak, as in English
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Number of pieces wished to be packed at a time
- **Description:** Packs a trunk, or perhaps any luggage.

## Reparo

- **Pronunciation:** /re'parou/ re-par-oh
- **Distance:** 6 squares
- **Cast Time:** Standard Action
- **Check:** UM vs DC15 unless object is considered intricate, then it is HDx4 of object.
- **Additional Requirement(s):** May only be used on small or tiny objects
- **Description:** Used to repair broken or damaged objects.

## Scourgify (Scouring Charm)

- **Pronunciation:** /'skɜrdʒɪfaɪ/ skur-ji-fy
- **Cast Time:** Standard Action
- **Distance:** Burst 6
- **Check:** UM vs DC15
- **Description:** Used to clean something.

## Waddiwasi

- **Pronunciation:** /,wɑ:di'wɑ:si/ wah-dee-wah-see
- **Spell Type:** Telekinetic
- **Cast Time:** Swift Action
- **Distance:** 6 Squares
- **Check:** UM vs Ref
- **Additional Requirement(s):** Objects thrown must be small and blunt.
- **Description:** Appears to launch small objects through the air; 1d4 □ STR Damage to target

## Wingardium Leviosa (Levitation Charm)

- **Pronunciation:** /wɪŋ'ɡɑːdɪəm ,levi'ɒʊsə/ wɪŋ-gar-dee-əm lev-ee-oh-sə
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Check:** UM
  - 15: small or tiny object (6d6)
  - 20: medium object (7d6)
  - 25: large object (8d6)
  - 30: huge object (10d6)
- **Special:** May spend a magic point to maintain the object floating as a swift action; may cast other things while object is still floating.
- **Description:** This spell just lifts things into the air (not side to side); Levitates objects

# Level 1 Spells

## Accio (Summoning Charm)

- **Spell Type:** Telekinetic
- **Cast Time:** Move action.
- **Distance:** 12 Squares
- **Check:** UM vs HD of object
- **Additional Requirement(s):** May not be used on living things; object must be tiny or small
- **Description:** This charm summons an object to the caster, potentially over a significant distance. Its opposite is the Banishing Charm.

## (Anti-Cheating Spell)

- **Spell Type:** Mind Affecting
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Will of person wielding paper or pen
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Cast on parchment or quills to prevent the writer from cheating whilst writing answers.

## Aparecium

- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Will of person who wrote it
- **Description:** This spell makes invisible ink appear.

## (Banishing Charm)

- **Spell Type:** Telekinetic
- **Cast Time:** Interrupt (if cast at the same time as Accio) or Standard Action if not cast as an interrupt.
- **Additional Requirement(s):** Must be cast wordless; object must be small or tiny; cannot be cast on living things
- **Description:** Opposite to "Accio". Banishes the object the spell is performed on.

## Expelliarmus (Disarming Charm)

- **Pronunciation:** /eksˌpeliˈɑːrməs/ eks-pel-ee-ar-məs
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs targets reflex  $\Pi_{10}$ 
  - **Success:** reflex the wand is dropped
  - **Success greater than 5:** wand is flung a d6 of squares away
  - **Success greater than 10:** wand flies into your hand.
- **Description:** This spell is used to disarm another wizard, typically by causing the wand to fly out of reach.

## (Freezing Charm)

- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Fort
- **Additional Requirement(s):** Must be cast wordless
- **Special:** Spend a magic point to make the target stay immobile for a further one round.
- **Description:** Renders target immobile for one round

## (Gripping Charm)

- **Spell Type:** Mind Affecting
- **Cast Time:** Standard Action
- **Distance:** 12 squares
- **Check:** UM vs Will
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Lasts for a number of rounds equal to wisdom modifier; Used to help someone grip something with more effectiveness. This charm is placed upon Quaffles to help Chasers carry the Quaffle whilst simultaneously holding their brooms.

## Incendio

- **Pronunciation:** /ɪn'sendi.ou/ in-sen-dee-oh
- **Cast Time:** Standard Action
- **Distance:** 6 squares from end of wand or hand
- **Check:** UM vs Ref or HDx4 of object.
  - 15: 2d6 fire damage
  - 20: 3d6 fire damage
  - 25: 5d6 fire damage
  - 30: 8d6 fire damage
- **Description:** Produces fire

## (Placement Charm)

- **Cast Time:** Standard Action
- **Distance:** 12 squares
- **Check:** UM vs Weight of object
- **Additional Requirement(s):** Must be cast wordless
- **Description:** A charm which temporarily places an object upon a desired target.

## Point Me (Four-Point Spell)

- **Pronunciation:** /'pɔɪntmi:/ poynt-mee, as in English
- **Cast Time:** Move Action
- **Distance:** at wand
- **Check:** UM DC 20
- **Additional Requirement(s):** Cannot be cast wandless
- **Description:** Causes the caster's wand tip to point to the north cardinal point, acting like a compass.



## Rennervate

- **Pronunciation:** /'renərvet/ ren-ər-vayt
- **Cast Time:** Move and Standard Action
- **Distance:** Touch
- **Check:** UM vs Number or HP below zero
- **Description:** Brings someone out of unconsciousness. Revives target to 1 HP and to -1 on the condition track; this takes immediate effect upon casting so the target may be put back into initiative.

## Rictusempra (Tickling Charm)

- **Pronunciation:** /,rɪktə'semprə/ rik-tə-sem-prə
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort
  - Target is flat footed, can only cast wordless spells, and may not roll skills other than UM
    - 15: until the beginning of their turn
    - 20: for 1 round
    - 25: for 2 rounds
    - 30: for 4 rounds
- **Special:** May spend a magic point to also deny the target their Swift Action
- **Description:** The subject experiences the sensation of being tickled

## (Trip Jinx)

- **Cast Time:** Move Action
- **Distance:** 6 Squares
- **Check:** UM vs Acrobatics Check
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes the victim of the jinx to trip and fall. Target falls prone until they can successfully pass DC 20 Acrobatics check or until dispelled.

# Level 2 Spells

## Avis

- **Cast Time:** Standard Action
- **Distance:** 12 squares from the end of your wand
- **Check:** UM
  - 15: summons nine sparrows
  - 20: as above or doves
  - 25: as above or falcons or hawks
  - 30: summons nine of any bird of your choice.
  - **Special:** Spend a destiny point to summon a phoenix for the encounter.
- **Special:** Spend a magic point to have the birds be able to carry something up to 30lbs.
- **Description:** This charm creates a flock (9) of birds from the caster's wand. When coupled with Oppugno, it can be used offensively.

## Colloportus

- **Pronunciation:** /kɒlə'pɔrtəs/ kol-o-por-təs
- **Spell Type:** Telekinetic
- **Cast Time:** Swift Action
- **Distance:** 12 squares
- **Check:** UM vs HD of the Door.
- **Special:** Spend a Magic Point to maintain as a Standard Action
- **Description:** Magically locks a door, preventing it from being opened by Muggle means for one turn

## (Conjunctivus Curse)

- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Will
- **Additional Requirement(s):** Must be cast wordless
- **Special:** May spend a magic point to maintain as a Standard Action. Target will not take any more damage from this, but may take no Standard Actions while maintained. Caster will gain a dark point for every magic point spent this way.
- **Description:** A curse that causes great pain to the victim's eyes; target takes 4d8 mental damage and moves a step down the condition track.

## Diffindo (Severing Charm)

- **Pronunciation:** /di'fɪndoo/ di-fin-doh
- **Spell Type:** Telekinetic
- **Cast Time:** Swift Action
- **Distance:** up to six squares
- **Check:** UM vs object HDx4
- **Additional Requirement(s):** Cannot be used on living things
- **Description:** Cuts or rips objects.

## Episkey

- **Pronunciation:** /ɛˈpɪski:/ e-pis-kee
- **Cast Time:** Standard Action
- **Distance:** touch
- **Check:** UM vs Will
- **Description:** Used to heal relatively minor injuries. When this spell is cast, the person feels his/her injured body part go very hot and then very cold; target heals a number of points equal to 4x the Character level

## Ferula

- **Pronunciation:** /ˈfɛrʊlə/ ferr-yul-ə
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM
  - 15: Creates bandage
  - 20: as above but with splint
  - 25: as above but the wound will be cleaned
  - 30: as above but the bandage and splint will set themselves.
- **Description:** Creates a bandage and a splint.

## (Hair Loss Curse)

- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Fort
  - 15: lose hair on face
  - 20: as above, but also loses hair on head
  - 25: as above, but also hair on legs and arms
  - 30: target is completely hairless
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes one to lose one's hair.

## (Hair-Thickening Charm)

- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** Um vs Fort
  - 15: grow hair on face
  - 20: as above, but also grow hair on head
  - 25: as above, but also hair on legs and arms
  - 30: target grows hair all over
- **Description:** Thickens one's hair for a number of rounds equal to caster's charisma modifier.

## Incarcerous

- **Pronunciation:** /ɪŋˈkɑrsərəs/ ɪŋg-kar-sər-əs
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Ref
- **Description:** Ties someone or something up with ropes; lasts until dispelled or undone by natural means

## Mobilibus

- **Pronunciation:** /ˌmɒʊbɪlɪˈɑrbəs/ mɒh-bil-ee-ar-bəs
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 12 squares
- **Check:** UM vs HDx4
- **Special:** Spend a Magic point to maintain the lift of the tree round after round.
- **Description:** Lifts a tree a few inches off the ground and levitates it to where the caster points his or her wand.

## Oppugno

- **Pronunciation:** /əˈpʌɡnoʊ/ ə-pug-noh
- **Cast Time:** Move Action
- **Distance:** 6 Squares
- **Check:** UM vs HDx4 of conjured object
- **Description:** Causes conjured objects to attack

## Peshipiksi Pesternomi

- **Pronunciation:** /ˌpɛʃkiˈpɪksi ˌpɛstərˈnoʊmi:/ pes-ki-pik-see pes-tər-no-mee
- **Cast Time:** Standard Action
- **Distance:** ?
- **Check:** UM vs ?
- **Description:** The one time it was uttered, it had absolutely no effect. Yet to be discovered or if it is even useful; most believe this spell actually no effect.

## Protego (Shield Charm)

- **Pronunciation:** /ˌproʊˈteɪɡoʊ/ proh-tay-goh
- **Cast Time:** Interrupt or Swift Action
- **Distance:** Burst 1 around caster
- **Check:** UM to determine how much damage you soak.
  - 15: 10 pts
  - 20: 15pts
  - 25: 20 pts
  - 30: 25 pts
- **Special:** Spend a point to maintain as a Cast Time: Standard Action
- **Description:** The Shield Charm can cause jinxes, curses, and hexes to rebound upon the attacker. It can also cause a shield to erupt from the caster's wand. All Dark Spells will pass through the shield.

## (Repelling Charm)

- **Spell Type:** Telekinetic
- **Cast Time:** Interrupt
- **Distance:** 6 Squares
- **Check:** UM
  - 15: small or tiny object (6d6)
  - 20: medium object (7d6)
  - 25: large object (8d6)
  - 30: huge object (10d6)
- **Description:** Pushes a moving object away from an invisible barrier.

## Sectumsempra\*\*\*

- **Pronunciation:** /,sektəm'semprə/ sek-təm-sem-prə
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Ref
  - 15: 3d8
  - 20: 4d8
  - 25: 5d8
  - 30: 6d8
- **Special:** Spend a magic point to do an extra 2d6 of damage and move the target down one step along the condition track. Using a magic point on this action will earn you a fewer dark points.
- **Description:** Violently wounds the target; described as being as though the subject had been slashed by a sword. The damage can be soaked by armor.

## (Slug-Vomiting Charm)

- **Pronunciation:** Eat Slugs
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort
  - **Success greater than 10:** target will continue to throw up slugs until medical attention is given.
- **Description:** A jet of green light strikes the victim, who then vomits slugs for an undefined period of time (greater than five hours). The sizes of the vomited slugs decrease with time.

## Tergeo

- **Pronunciation:** /'tɜrdʒi.oʊ/ tur-jee-oh
- **Cast Time:** Move Action
- **Distance:** Touch
- **Check:** UM vs Volume of substance x4
- **Description:** Siphons material from a surface

## (Transmogrifian Torture)\*\*\*

- **Cast Time:** Full Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort and Ref
  - **Success versus one save:** Target will lose 33% of their health every round until healed
  - **Success versus both saves:** target loses 50% of their health every round until healed.
- **Additional Requirement(s):** Must cast this wordless
- **Description:** Targets body is transmuted until it is unrecognizable.
- (Seen/mentioned: Gilderoy Lockhart suggested that it was this curse that "killed" Mrs. Norris after she was really found petrified on a torch bracket)

# Level 4 Spells

## Anapneo

- **Spell Type:** Mind Effecting
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs Will
- **Description:** Clears the target's airway, if blocked.

## (Bubble-Head Charm)

- **Spell Type:** Mind Effecting
- **Cast Time:** Move Action
- **Distance:** Touch
- **Check:** UM vs Will
- **Description:** Puts a large bubble of air around the head of the user. Used as a magical equivalent of a scuba set or self-contained breathing apparatus; Charm lasts for a number of minutes equal to target's Constitution Score.

## Confringo (Blasting Curse)

- **Pronunciation:** /kɒn'frɪŋɡoʊ/ kon-fring-goh
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Ref
  - 15: 3d6 points of damage and 1d6 ongoing till target spends Standard Action or is drenched in water to extinguish
  - 20: 4d6 starting and 2d6 ongoing
  - 25: 5d6 starting and 3d6 ongoing
  - 30: 6d6 starting and 4d6 ongoing.
- **Special:** does 2d6 extra points and 1d6 extra ongoing.
- **Description:** Causes anything that the spell meets to explode in flames.

## Densaugeo

- **Pronunciation:** /den'sɔ:dʒi:oo/ den-saw-jee-oh
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs Fort
- **Description:** Causes the teeth of the recipient to grow at an alarming rate; reduces targets next turn to Swift Action and Move Action only. Teeth will continue to grow until the spell is dispelled or teeth are broken.

## Furnunculus (Furnunculus Curse)

- **Pronunciation:** /fər'nanhjuləs/ fər-nung-kew-ləs
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Fort
  - 15: target takes 2d6 points of damage
  - 20: target takes 3d6 and reduces movement by 1
  - 25: target takes 3d6 and reduces movement by half
  - 30: target takes 4d6 and falls prone.
- **Special:** spend a magic point to cause the target to lose his Cast Time: Standard Action as well
- **Description:** Causes the target to become covered in boils.

## Glisseo

- **Pronunciation:** /'glisi:.oo/ glis-ee-oh or /gli'sei.oo/ gli-say-oh
- **Cast Time:** Standard Action
- **Distance:** 12 squares from end of wand
- **Check:** UM vs Ref
- **Description:** Causes the steps on a stairway to flatten and form a ramp or slide; All targets on stairs whose reflex was not high enough will slide the length of the stairs down and fall prone. They may roll an acrobatics to not be prone at the start of their next turn.

## (Horton-Keitch Braking Charm)

**Cast Time:** Interrupt

**Distance:** 12 squares

**Check:** UM vs Ref

**Additional Requirement(s):** Must be cast wordless

**Description:** This spell was first used on the Comet 140 to prevent players from overshooting the goal posts and from flying off-sides. This spell in mechanic will cause the target on a moving object to stop immediately.

## (Hurling Hex)

- **Cast Time:** Standard Action
- **Distance:** 12 squares
- **Check:** UM vs Ref
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes brooms to vibrate violently in the air and try to buck their rider off.

## (Imperturbable Charm)

- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs HDx4 of object
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Makes objects such as doors impenetrable (by everything, including sounds and objects).



## (Knee-Reversal Hex)

- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort
  - 15: last until beginning of next turn
  - 20: lasts for number of rounds equal to caster's Cha mod
  - 25: last for the encounter
  - 30: Last for however long the caster dictates.
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes the victim's knees to appear on the opposite side of his/her legs.

## Levicorpus

- **Pronunciation:** /levi'kɔrpəs/ lev-i-kor-pəs (usually nonverbal)
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 6 square
- **Check:** UM vs Ref
- **Description:** The victim is dangled upside-down by one of his/her ankles, sometimes accompanied by a flash of white light. This spell lasts until the end of turn.

## Liberacorpus

- **Pronunciation:** /li'bɛrə'kɔrpəs/ lib-er-ə-kor-pəs (nonverbal)
- **Cast Time:** Interrupt or Standard Action
- **Distance:** 6 squares
- **Check:** UM vs UM of caster
- **Description:** The counter spell to Levicorpus.

## Petrificus Totalus (Body-Bind Curse)

- **Pronunciation:** /pe'trifikəs tou'tæləs/ pe-trif-i-kəs toh-tal-əs
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort
- **Description:** Used to temporarily bind the victim's body in a position much like that of a soldier at attention; this spell does not restrict breathing or seeing, and the victim will usually fall to the ground; Target will stay petrified a number of rounds equal to CHA Mod.

## Riddikulus

- **Pronunciation:** /ri'dikələs/ ri-dik-ə-ləs
- **Cast Time:** Swift Action
- **Distance:** 6 Squares
- **Check:** UM vs your own Will
- **Description:** A spell used when fighting a Boggart. "Riddikulus" forces the Boggart to take the appearance of an object upon which the caster is concentrating. When used correctly, this will be a humorous form.

## Serpensortia

- **Pronunciation:** /,sɜrpən'sɔrti.ə/ sur-pən-sor-tee-ə
- **Cast Time:** Standard Action
- **Distance:** 6 Square
- **Check:** UM determines what effect if any
  - 15: snake will appear for one round; has a bite
  - 20: snake will appear for two rounds; has bite
  - 25: snake will appear for three rounds; has bite and whip
  - 30: snake will appear for four rounds; has bite, whip, and coil
- **Description:** Conjures a serpent from the spell caster's wand

The snake will act on your turn and has your attack bonuses

**Bite:** 3d6 Poison damage

**Whip:** 2d6

**Coil:** target is immobilized

## Sonorus

- **Pronunciation:** /sɒ'nɔərəs/ son-nohr-əs
- **Cast Time:** Standard Action
- **Distance:** Tough
- **Check:** UM vs DC 20
- **Description:** Magnifies the spell caster's voice, functioning as a magical megaphone

## Stupefy (Stunning Spell, Stupefying Charm, Stunner)

- **Pronunciation:** /'stju:pɪfaɪ/ stew-pi-fy
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort
- **Additional Requirement(s):** May only be cast on characters of lower CL than the caster.
- **Description:** Puts the victim in an unconscious state. Manifests as a jet of red light; Target is knocked five steps down the condition track. Can be revived by magical means or by natural rest or medication.

## Tarantallegra

- **Pronunciation:** /tə,ræntə'legrə/ tə-ran-tə-leg-rə
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Will
- **Special:** May use a magic point to make the spell last for 4 rounds instead of two.
- **Special:** May spend a magic point to make to make two people already effected by this spell dance together; denying them their DEX and move action additionally, they may only cast wordless.
- **Description:** Makes victim's legs dance uncontrollably, so the victim cannot control his or her movements (recalling the tarantella dance); Target will dance and will be denied DEX to saves, and their Swift and Move Actions will be slowed by half as they are dancing.

## (Tongue-Tying Curse)

- **Spell Type:** Mind Effecting
- **Cast Time:** Swift Action
- **Distance:** 6 Squares
- **Check:** UM vs Will
  - 15: tongue is tied for 1 minute
  - 20: tongue is tied for 5 minutes
  - 25: tongue is tied for the encounter
  - 30: tongue is tied until the end of the day
- **Special:** Spend a magic point to double the amount of time tongue is tied
- **Additional Requirement(s):** Must be cast wordless
- **Description:** A curse that prevents certain information from being revealed by the individual upon whom the spell is placed. The curse manifests itself by causing the tongue to temporarily curl backwards upon itself.

## (Unbreakable Charm)

- **Cast Time:** Full Action
- **Distance:** Touch
- **Check:** UM vs HDx4
- **Additional Requirement(s):** Must be cast wordless. Object is considered unbreakable until dispelled
- **Description:** Causes an object to become unbreakable.

# Level 6 Spells

## (Bat-Bogey Hex)

- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Targets Fort
- **Additional Requirement(s):** Must be cast Wordless
- **Description:** Grotesquely enlarges the target's bogeys (3), gives them wings, and sets them attacking the target; Produces summon minion 3. See Bogey Bats information on the right hand side for full information.

### Bogey Bats

HP: 1

Reflex: Caster's

Fly Speed: 6 Squares

Melee Attack: Caster's Attack (vs. Target's REF)

- **Bite:** Grapple of 1d4 plus Caster STR
- **Claws:** 1 d6 plus Caster STR

**Description:** They attack on the turn that they are summoned and their actions provoke as normal.

## Confundo (Confundus Charm)

- **Pronunciation:** /kɒn'fʌndoo/ kon-fun-doh
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Will
  - **15:** target will follow one word of a simple order as long as it doesn't endanger/harm the target or anyone else; the target is denied their reflex defence. (Move action only)
  - **20:** As above but will follow three word orders (Cast Time: Standard Action or move)
  - **25:** As above but will follow a full sentence of a single order with intricacies (Move or Standard Action)
  - **30:** As above, but you may dictate the target's next move and Cast Time: Standard Action
- **Special:** spend a magic point to make the target follow 2 orders.
- **Description:** Causes the victim to become confused, befuddled, overly forgetful and prone to follow simple orders without thinking about them. This spell lasts one round.

## Deprimo

- **Pronunciation:** /'deprimoo/ dep-rim-oh
- **Cast Time:** Standard Action
- **Distance:** 12 Squares
- **Check:** UM vs targets HD x 4 or for living beings Ref
  - **15:** Move all 1lb objects in a 12 sq. cone. 4d6 dmg
  - **20:** Move all 5lb object in a 12 sq cone 6d6 dmg
  - **25:** Hurl multiple or a single object weighing 10 lbs or less 8d6
  - **30:** Hurl multiple or a single object weighing 20 lbs or less 10d6
- **Special:** Half damage on a miss
- **Description:** A very powerful wind that can loosen and/or soften a variety of things; it can also be used to detach objects.

## Engorgio (Engorgement Charm)

- **Pronunciation:** /ɛŋ'gɔrdʒi.oo/ eng-gor-jee-oh
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs HDx4
  - 15: makes object of tiny or small size one size larger
  - 20: Makes object of small or medium size one size larger
  - 25: makes object of medium or large size one size bigger
  - 30: Makes an object of small medium or large size up to three sizes bigger.
- **Description:** Causes objects to swell in size.

## Geminio

- **Pronunciation:** /dʒe'mɪni.oo/ je-min-ee-oh
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs HDx4
  - 15: small or tiny
  - 20: medium
  - 25: large
  - 30: Huge
- **Additional Requirement(s):** May not be cast on humans
- **Description:** Creates a duplicate of any object upon which it is cast. Any copies created are worthless. The duplicate lasts several hours. Magical properties, at least of a Horcrux, are not copied.

## Homenum Revelio

- **Pronunciation:** /'hɒmɪnəm re'veli.oo/ hom-i-nəm re-vel-ee-oh
- **Spell Type:** Mind Effecting
- **Cast Time:** Move Action
- **Distance:** burst one around caster
- **Check:** UM vs Will
- **Description:** Reveals presence of humans near the caster.

## (Jelly-Brain Jinx)

- **Spell Type:** Mind Effecting
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Will
  - 15: Target allowed only Standard Actions; denied DEX to REF and WIS to Will; cannot roll INT skills; moves 1 step down condition track
  - 20: same as above, but 2 steps; cannot roll WIS Based skills
  - 25: same as above, but 3 steps; cannot roll CHA Based skills
  - 30: same as above, but 4 steps; cannot roll ANY skills
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Affects the target's mental processes. Affects last until the beginning of the target's next turn.

## Muffliato

- **Pronunciation:** /ˌmʌfliˈɑːtoʊ/ muf-lee-ah-toh
- **Cast Time:** Standard Action
- **Distance:** Burst 6 from caster
- **Check:** UM vs Perception
- **Description:** Keeps nearby people, or those to whom the wand is directed, from hearing nearby conversations.

## Obscuro

- **Pronunciation:** /ɒbˈskjʊərəʊ/ ob-skewr-oh
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs Perception
- **Description:** Causes a blindfold to appear over the victim's eyes, obstructing his/her view of his/her surroundings. If the person can get their hands free to remove the blindfold or dispell the spell, they will be able to see.

## (Permanent Sticking Charm)

- **Pronunciation:** Stick
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs DC25
- **Description:** Makes objects permanently stay in place.

## Piertotum Locomotor

- **Pronunciation:** /paɪ.ərˈtɒtəm loʊkəˈmoʊtər/ py-ər-toh-təm loh-ko-moh-tor
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs HDx4
- **Special:** Spend a magic point to maintain this spell as a Standard Action round to round.
- **Description:** Spell used to animate statues and suits of armour to do the caster's bidding. The first round it will attack with you and have a normal move of 6, after that you release control.

## Reducio

- **Pronunciation:** /reˈdjuːsi.oʊ/ re-dew-see-oh
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs DC of Engorgio
- **Description:** Makes an enlarged object smaller. Counter-charm to Engorgio.

## (Refilling Charm)

- **Pronunciation:** Refill
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs number of ozs refilled
- **Special:** In non-combat circumstances and without nefarious intent, this spell may be cast as a cantrip.
- **Description:** Refills whatever at which the caster points with the drink originally in the container.

## Relashio

- **Pronunciation:** /rɛˈlæʃi.oo/ re-lash-ee-oh
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs DC of original spell cast to bind or Fort.
- **Additional Requirement(s):** May only be cast on others
- **Special:** May spend a magic point to cast on things or people that bind yourself.
- **Description:** A charm used to force someone or something to release that which it holds or grapples by means of shooting fiery sparks out or, underwater, shooting hot bursts of water; 2d6 points of damage, and you are released or objects are released from you.

## Salvio Hexia

- **Pronunciation:** /ˈsælvɪ.oo ˈhɛksi.ə/ sal-vee-oh hek-see-ə
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs Hex cast against you for the encounter.
- **Description:** Provides some form of protection against hexes; a hex will only hit you if it beats your UM check when Salvio Hexia is cast.

## (Supersensory Charm)

- **Spell Type:** Mind Effecting
- **Cast Time:** Move Action
- **Distance:** Touch
- **Check:** UM
  - 15: Π1 use perception
  - 20: Π2 use perception
  - 25: Π5 use perception
  - 30: Π10 use perception
- **Additional Requirement(s):** Must give a verbal command for this to work though undefined, you may cast wordless
- **Special:** Spend a magic point to use this spell for your use magic check
- **Description:** Able to possess superior senses than before.

## (Un)breakable Vow

- **Cast Time:** Ritual
- **Additional Requirement(s):** Cannot be Dispelled; both Targets must be aware that the spell is being cast
- **Description:** Causes a vow taken by a witch or wizard to be inviolable; if he or she should break it, the consequence is death. It manifests itself as interlinking chains of fire binding the clasped hands of the people taking the Vow; the fire shoots out as a tongue of flame from the wand of the Binder (a witness to the Vow) every time the person who takes the vow makes a promise. The flames then form into the linking chains. According to Ron Weasley, the spell causes death to anyone who breaks the vow. **If the Vow is Broken**, the guilty Target loses 18x character level in HP and falls immediately to -5 down the condition track may not revived.



# Level 8 Spells

## (Anti-Disapparition Jinx)

- **Cast Time:** Interrupt or Swift Action
- **Distance:** 12 squares
- **Check:** UM Vs. Fort
- **Additional Requirement(s):** Must be cast wordless
- **Special:** May maintain as a Standard Action with the use of a Magic Point
- **Description:** Used to prevent Disapparition and/or Apparition in an area for a period. Presumably can be used to prevent an enemy from entering a defended area, or used to trap an enemy in an area for one round.

## Cave Inimicum

- **Pronunciation:** /'ka:vɪ i' nɪmɪkəm/ kah-vay i-nim-i-kəm
- **Cast Time:** Standard Action
- **Distance:** 12 Square Area
- **Check:** UM vs wall's HD
  - 15: Strengthens wall by 1HD
  - 20: Strengthens wall by 2 HD
  - 25: Strengthens wall by 5HD
  - 30: Strengthens wall by 10 HD
- **Special:** spend a magic point per round to maintain as a Standard Action.
- **Description:** Spell used to strengthen an enclosure from enemies. Lasts for one round.

## Defodio (Gouging Spell)

- **Pronunciation:** /dɛ' fɒdi.oo/ de-foh-dee-oh
- **Cast Time:** Standard Action
- **Distance:** 6 Square Cone
- **Check:** UM vs HD of object
  - 15: can carve out the nearest 5ft square
  - 20: can carve out 2 (5ft) squares
  - 25: can carve out 5 (5ft) squares
  - 30: can carve out 6 (5ft) Squares.
- **Additional Requirement(s):** Cannot be cast on living things
- **Description:** Can carve or dig out materials, such as stone and steel.

## Expulso

- **Pronunciation:** /ɛk' spɒlsoo/ ek-spuul-soh
- **Cast Time:** Standard Action
- **Distance:** an unmanned object within 12 squares
- **Check:** UM vs HDx4 of the object; Vs reflex for other affected targets to only take half.
- **Description:** A spell that causes an object to explode. The force of the explosion may depend on the intent of the caster; 10d6 to object and all adjacent objects and people.

## (Homorphus Charm)

- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Will or HDx4 of object
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes an Animagus or transfigured object to assume its normal shape.

## (Intruder Charm)

- **Cast Time:** Full Action
- **Distance:** Burst 12 from caster
- **Check:** UM vs Will of intruder
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Detects intruders and sounds an alarm; lasts until dispelled.

## (Jelly-Fingers Curse)

- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Fort
  - **Success:** target drops whatever they are carrying till the end of the targets next turn.
  - **Success greater than 5:** as above, but also may not pick up anything new
  - **Success greater than 10:** as above but the effect lasts till the end of the encounter
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes the target's fingers to become almost jelly-like to make it impossible for the victim to grasp objects. If the opponent touches a wall, he/she will be stuck to it for however long the spell dictates it to last

## (Jelly-Legs Jinx)

- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort
  - **15:** target drops prone and must perform endurance or acrobatics check to stand up (DC 20)
  - **20:** as above but DC is 25
  - **25:** as above but target must beat the check rolled by the caster
  - **30:** as above but target may not stand until dispelled
- **Additional Requirement(s):** Must be cast wordless
- **Description:** A jinx that renders its victim's legs temporarily useless, leaving him/her to wobble around helplessly until the effect wears off or the counter-jinx is performed.

## Langlock

- **Pronunciation:** /'læŋlɒk/ lang-lok
- **Cast Time:** Interrupt or Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Ref
  - 15: lasts till beginning of next turn
  - 20: lasts for number of rounds equal o caster's cha mod
  - 25: lasts until the end of the encounter
  - 30: lasts until caster dictates or is dispelled.
- **Description:** Glues the victim's tongue to the roof of his/her mouth.

## Quietus

- **Pronunciation:** /kwaɪ'etəs/ kwɪ-ay-təs
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Will of target
- **Description:** Makes a magically magnified voice return to normal.

## Repello Muggletum (Muggle-Repelling Charm)

- **Pronunciation:** /re'pelou 'mʊglətəm/ re-pel-oh mug-lə-təm
- **Spell Type:** Mind Effecting
- **Cast Time:** Swift Action or Interrupt
- **Distance:** 12 Squares
- **Check:** UM vs Perception
- **Description:** Keeps Muggles away from wizarding places by causing them to remember important meetings they missed and to cause the Muggles in question to forget what they were doing in the first place for a number of days equal to the Target's WIS.

## Silencio (Silencing Charm)

- **Pronunciation:** /sɪ'lensioʊ/ si-len-see-oh
- **Spell Type:** Mind Effecting
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs Will
  - 15: Target is silenced until the beginning of their next turn
  - 20: Target is silenced until the end of their next turn
  - 25: target is silenced for a number of round equal to Caster's WIS
  - 30: target is silenced for the rest of the encounter
- **Description:** Silences something immediately

## Specialis Revelio (Scarpin's Revelaspell)

- **Pronunciation:** /,spesi'ælis re'veli.oo/ spes-ee-al-is re-vel-ee-oh
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Conceal Spell DC
- **Description:** Causes an object to show its hidden secrets or magical properties.

## (Stinging Hex, Stinging Jinx)\*\*\*

- **NOTE:** You must either chose them as a jinx or hex.; if you want to take them both, you must take them separately.
- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** UM vs Fort
  - **Success:** Target moves 1 step down the Condition Track
  - **Success greater than 10:** Target moves 2 steps down the Condition Track
- **Additional Requirement(s):** Must be cast Wordless
- **Special:** Spend a magic point to maintain the sting as a Standard Action. Doing so will award you an extra Death Eater point.
- **Description:** Produces a stinging sensation in the victim, resulting in angry red welts and occasionally the severe inflammation of the affected area; this is an unusual spell as it causes the target to move steps along the condition track as opposed to taking direct damage.

## (Switching Spell)

- **Cast Time:** Swift or Standard Action
- **Distance:** Both objects have to be within 6 squares
- **Check:** UM vs Perception
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes two objects to be switched for one another.

# Level 10 Spells

## (Caterwauling Charm)

- **Pronunciation:** Caterwaul
- **Cast Time:** Full Action
- **Distance:** 12 Square Area
- **Check:** UM vs Target entering area Will
- **Description:** Anyone entering the perimeter of a Caterwauling Charm sets off a high-pitched shriek.

## (Cheering Charm)

- **Pronunciation:** Cheer
- **Spell Type:** Mind Effecting
- **Cast Time:** Interrupt or Swift Action
- **Distance:** 12 Squares
- **Check:** UM vs Will
- **Description:** Causes the person upon whom the spell was cast to become happy and contented, though heavy-handedness with the spell may cause the person to break into an uncontrollable laughing fit.

## (Disillusionment Charm)

- **Cast Time:** Swift Action
- **Distance:** 6 squares
- **Check:** UM vs Will of person trying to see it.
  - 15: small
  - 20: medium
  - 25: large
  - 30: huge
- **Additional Requirement(s):** Must be cast wordless
- **Special:** May maintain as a Cast Time: Standard Action with the use of a magic point.
- **Description:** Causes the target to become invisible, or close to it.

## (Fidelius Charm)

- **Spell Type:** Mind Effecting
- **Cast Time:** Standard Action
- **Distance:** a person within 6 squares
- **Check:** UM vs Will
- **Additional Requirement(s):** Must be cast wordless
- **Description:** A charm involving secret information hidden within the soul of a Secret-Keeper. This information is irretrievable until the Secret-Keeper chooses to reveal it; those who have the secret revealed to them cannot reveal it to others. Anything that can dispel may remove this charm.

## Mobilicorpus

- **Pronunciation:** /,mɒʊbɪlɪ'kɔrpəs/ moh-bil-ee-kor-pəs
- **Spell Type:** Telekinetic
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Will
- **Special:** Spend a magic point to maintain life as a Standard Action.
- **Description:** Lifts a body a few inches off the ground and levitates it where the caster points his or her wand

## Reducto (Reductor Curse)

- **Pronunciation:** /rɛ'dʌktɒʊ/ re-duk-toh
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs HDx4
- **Special:** spend a magic point to make the dust flutter away.
- **Description:** Enables the caster to explode solid objects.

## (Stealth Sensoring Spell)

- **Pronunciation:** Show Yourself
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs DC of Conceal spell
- **Description:** Detects those under magical disguise.

## (Undetectable Extension Charm)

- **Pronunciation:** Make it bigger
- **Cast Time:** Full Action
- **Distance:** 12 Squares
- **Check:** UM vs Size of Object x4
  - **15:** Target objects internal space increases 1 up in size
  - **20:** as above, but increases by 2 in size
  - **25:** as above, but increases by 3 in size
- **Description:** Causes a container's capacity to be increased, without changing the object's external appearance, or its weight noticeably. The container may be carried or used as normal.

# Level 12 Spells

## Avada Kedavra (Killing Curse)\*\*\*

- **IMPORTANT NOTE:** CASTING THIS CURSE WILL ADD ONE POINT TO YOUR DARK WIZARD SCORE. A SUCCESSFUL HIT FROM THIS CURSE WILL GIVE YOU A FURTHER DARK POINT.
- **Cast Time:** Full Action
- **Distance:** 6 Squares
- **Check:** UM vs Ref, Fort, and Will
  - **MUST SUCCESSFULLY BEAT ALL 3 CHECKS IN ORDER TO HIT**
  - **Miss:** Target is reduced to 1/3 HP, operating at 4 steps down the condition track, is immune to your spells for the rest of encounter, and is immune to your use of unforgivables for the rest of their natural life.
- **Description:** Causes instant, painless death to whomever the curse hits. Phoenixes are immune

## Crucio (Cruciatys Curse)\*\*\*

- **IMPORTANT NOTE:** CASTING THIS CURSE WILL ADD ONE POINT TO YOUR DARK WIZARD SCORE. A SUCCESSFUL HIT FROM THIS CURSE WILL GIVE YOU A FURTHER DARK POINT
- **Pronunciation:** /'kru:si.ou/ krew-see-oh
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Ref and Will
- **Special:** Spend a magic point to reduce the targets next turn to move action. You may do this on each turn while the target is under the cruciatys curse. For each turn you do this, you will gain a dark point.
- **Description:** Inflicts unbearable pain on the recipient of the curse. One of the three Unforgivable Curses; target takes 8d6 points of damage and moves 1 step down the condition track. At the beginning of target's next turn, they take 6d6 points of damage and move another step down the condition track. At the beginning of the following turn, the target takes 4d6 and moves another step. At the fourth turn, target takes 2d6 and falls another step down the condition track. There is no save.

## Expecto Patronum (Patronus Charm)

- **Pronunciation:** /eks'pektou pə'trounəm/ eks-pek-toh pə-troh-nəm
- **Cast Time:** Swift Action
- **Distance:** 6 squares from origin of the wand
- **Check:** UM
  - **15:** lasts for 1 round, or until knocked out
  - **20:** lasts for 2 rounds, or until knocked out
  - **25:** lasts for 3 rounds, or until knocked out
  - **30:** lasts for 4 rounds, or until knocked out
- **Description:** Conjures an incarnation of the caster's innermost positive feelings, such as joy or hope, known as a Patronus. A Patronus is conjured as a protector, and is a weapon. Patronuses shield their conjurers from Dementors or Lethifolds, and can even drive them away. They are also used amongst the Order of the Phoenix to send messages. According to Fantastic Beasts and Where to Find Them, the Charm is the only known defensive spell against Lethifolds; as long as the patronus exists, the enemy will not attack you but the patronus. The Patronus has the same stats and one half of your Hp.

## Finite Incantatem

- **Pronunciation:** /fiˈni:tətɪ ,ɪŋkənˈtætəm/ fi-nee-tay in-kən-taht-əm
- **Cast Time:** Standard Action
- **Distance:** Target within 6 squares
- **Check:** UM vs the check of the previous spell
- **Description:** Negates many spells or the effects of many spells.

## (Flying Charm)

- **Cast Time:** Standard Action
- **Distance:** Touch
- **Check:** Um vs objects HDx4
  - 15: small
  - 20: medium
  - 25: large
  - 30: huge
- **Additional Requirement(s):** Must be cast wordless and on an object of suitable weight carrying and of flight proportion.
- **Description:** Cast on broomsticks, and (presumably) magic carpets to make them fly.

## Impedimenta (Impediment Jinx, Impediment Curse)

- **Pronunciation:** /ɪmˌpɛdɪˈmɛntə/ im-ped-i-men-tə
- **Cast Time:** Interrupt or Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Ref
  - 15: Target is knocked prone
  - 20: Target's hands are bound
  - 25: Target is slowed
  - 30: Target has gained one trait of the above plus the choice of frozen.
- **Special:** spend a magic point to attach a second movement impairing trait.
- **Description:** This powerful spell is capable of tripping, freezing, binding, knocking back and generally impeding the target's progress towards the caster. The extent to which the spell's specific action can be controlled by the caster is not made clear. If this spell does bind, it does eventually wear off after a number of rounds equal to 7 minus the characters strength modifier.



## Imperio (Imperius Curse)\*\*\*

- **IMPORTANT NOTE:** CASTING THIS CURSE WILL ADD ONE POINT TO YOUR DARK WIZARD SCORE. A SUCCESSFUL HIT FROM THIS CURSE WILL GIVE YOU A FURTHER DARK POINT.
- **Pronunciation:** /ɪmˈpɪəri.oo/ im-peer-ee-oh
- **Spell Type:** Mind Effecting
- **Cast Time:** Full Action
- **Distance:** 6 Squares
- **Check:** UM vs Will and Str (Oppose Grapple)
- **Special:** Spend a magic point per round to maintain the imperio as a Standard Action. For every magic point spent on this spell you will gain an extra dark point.
- **Description:** Causes the victim of the curse to obey the spoken/unspoken commands of the caster. The experience of being controlled by this curse is described as a complete, wonderful release from any sense of responsibility or worry over one's actions, at the price of one's free will. Resisting the effect of the curse is possible; Target is under this curse for one round to do whatever the puppeteer wishes even if the target would not naturally commit such an action

## Morsmordre (Dark Mark)\*\*\*

- **NOTE:** Casting this spell will give you a Death Eater point and every damaging spell you cast from here on out on human beings will give you a dark point.
- **Pronunciation:** /mɔːzˈmɔːdrə/ mɔz-mɔr-drə
- **Cast Time:** Ritual
- **Distance:** Touch
- **Check:** UM vs own will
- **Description:** Conjures the Dark Mark for 24 Hours or until dispelled

## Protego Horribilis

- **Pronunciation:** /proʊˈteɪɡoʊ hɒˈrɪbɪlɪs/ proh-tay-goh hor-rib-il-is
- **Cast Time:** Interrupt
- **Distance:** Burst 3 around Caster
- **Check:** UM defines protection/ damage soak if any
  - 15: 15 pts
  - 20: 20pts
  - 25: 25 pts
  - 30: 30Pts
- **Special:** spend a magic point to maintain as a Standard Action. Once the shield soaks the damage, it breaks.
- **Description:** Provides some form of protection against Dark Magic.

# Level 14 Spells

## Deletriys

- **Pronunciation:** /də'li:tri.əs/ də-lee-tree-əs
- **Cast Time:** Standard Action
- **Distance:** 6 Squares for person, touch for object
- **Check:** UM vs HD of object or Ref of person
- **Description:** This spell is considered a hex and acts as a Dispel; removes or dismisses the effect of Prior Incantato.

## Evanesco (Vanishing Spell)

- **Pronunciation:** /evə'neskou/ ev-ə-nes-koh
- **Cast Time:** Swift Action
- **Distance:** 6 Squares
- **Check:** UM vs HDx4
  - 15: medium
  - 20: small
  - 25: Tiny
  - 30: Huge or Large
- **Additional Requirement(s):** May not cast on living beings
- **Description:** Makes the target vanish.

## (Flame-Freezing Charm)

- **Cast Time:** Interrupt or Swift Action
- **Distance:** 12 squares
- **Check:** UM
  - 15: tames fire until end of first target in the fire's first turn
  - 20: fire will be tame until end of casters next turn.
  - 25: fire will be tame for a number of rounds equal to your wisdom modifier.
  - 30: fire will be tame for the rest of the encounter.
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes fire to become harmless to those caught in it, creating only a gentle, tickling sensation instead of burns.

## (Gemino Curse)

- **Cast Time:** Full Action
- **Distance:** Touch
- **Check:** UM vs number of copies wish to be made.
- **Additional Requirement(s):** Must be cast wordless; can only be cast on objects
- **Description:** Whenever an object affected by this curse is touched, it duplicates itself into many useless copies to hide the original. To add confusion and eventually fill the surrounding area with copies, the copies also duplicate. This is a cursed object. All copies are worthless and are permanent.

## Prior Incantato

- **Pronunciation:** /'praɪ.ər ɪŋkæn'tɑ:təʊ/ pry-or ing-kan-tah-toh
- **Cast Time:** Standard Action
- **Distance:** must be holding wand or focus
- **Check:** UM vs DC of last spell cast.
- **Description:** Causes the echo (a shadow or image) of the last spell cast by a wand to emanate from it.

## (Protean Charm)

- **Cast Time:** Full Action
- **Distance:** 6 squares from copy
- **Check:** UM vs the DC to create the object.
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Causes copies of an object to be remotely affected by changes made to the original at that time.

# Level 16 Spells

## (Babbling Curse)

- **Cast Time:** Interrupt or Swift Action
- **Distance:** 6 squares
- **Check:** UM vs Fort
- **Additional Requirement(s):** Must be cast Wordless
- **Description:** The Babbling Curse is presumed to cause a person to babble whenever they try to speak.

## (Fiendfyre Curse)

- **Cast Time:** Standard Action
- **Distance:** 12 squares from caster
- **Check:** UM
  - 15: summon a serpent
  - 20: summon a chimera
  - 25: summon a flame phoenix
  - 30: summon a Dragon
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Dangerous, hard to control and extremely powerful cursed fire which can take the form of beasts such as serpents, Chimeras, and dragons.

## Locomotor Mortis (Leg-Locker Curse)

- **Pronunciation:** /,loo'kə'məʊtər 'mɔrtɪs/ loh-ko-moh-tor mor-tis
- **Cast Time:** Standard Action
- **Distance:** 6 squares
- **Check:** UM vs Ref
- **Description:** Locks the legs together, preventing the victim from moving the legs in any fashion. The target can hop when affected by this curse, but walking is impossible without the countercurse.

## Meteoljinx Recanto

- **Pronunciation:** /,mi:ti:'ɒlədʒɪŋks rɛ'hæntəʊ/ mee-tee-ol-ə-jingks re-kan-toh
- **Cast Time:** Full Action
- **Distance:** Must be outside and weather must be visible.
- **Check:** UM vs DC of the spell to change the weather.
- **Description:** Causes weather effects caused by incantations to cease.

## Portus

- **Pronunciation:** /'pɔrtəs/ port-əs
- **Cast Time:** Full Action
- **Distance:** Touch
- **Check:** UM vs number of people meant to use the key times 10
- **Description:** Turns an object into a portkey. The object glows an odd blue colour to show it has been transformed into a portkey, then goes solid again once the port key has used all of its charges.

## Protego Totalum

- **Pronunciation:** /proʊˈteɪɡoʊ toʊˈtæləm/ proh-tay-goh toh-tal-əm
- **Cast Time:** Standard Action
- **Distance:** Nlast 12
- **Check:** UM vs any spell cast upon it.
- **Description:** Provides protection of some form for an area or dwelling.

# Level 18 Spells

## (Bedazzling Hex)

- **Cast Time:** Full action
- **Distance:** 12 Squares
- **Check:** UM vs objects HD
- **Special:** Unlike the charm this Hex is permanent until dispelled.
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Similar to a Disillusionment Charm, it can be used to conceal a person or an object. Is also used to make invisibility cloaks.

## Legilimens\*\*\*

- **Pronunciation:** /le'dzilimenz/ le-jil-i-menz
- **Cast Time:** Full Action
- **Distance:** 6 Squares
- **Check:** UM vs Will and Will again.
  - 15: 1 round
  - 20: 2 rounds
  - 25: 3 rounds
  - 30: 4 rounds
- **Death Eater Notes:** A successful hit will gain a dark point
- **Additional Requirement(s):** May not be cast wordless
- **Description:** Allows the caster to delve into the mind of the victim, allowing the caster to see the memories, thoughts, and emotions of the victim.

## Obliviate (Memory Charm)

- **Pronunciation:** /oo'blivi.ət/ oh-bliv-ee-ayt
- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Will
- **Additional Requirement(s):** May not be cast wordless
- **Description:** Used to hide a memory of a particular event.

## (Taboo)

- **Cast Time:** Full Action
- **Distance:** N/A
- **Check:** UM vs 2x the characters Charisma Score
- **Description:** A jinx which may be placed upon a word or a name, so that whenever that word is spoken, a magical disturbance is created that alerts the caster of the Taboo to the location of the speaker. Any protective enchantments in effect around the speaker are broken when the Tabooed word is spoken aloud.

# Level 20 Spells

## (Entrail-Expelling Curse)\*\*\*

- **Cast Time:** Standard Action
- **Distance:** 6 Squares
- **Check:** UM vs Fort
  - 15: target takes 2d8 points of damage and next turn is reduced to a Cast Time: Standard Action
  - 20: same as above but 3d8 and next turn is reduced to move or Cast Time: Standard Action
  - 25: same as above but 4d8 and turn is reduced to move
  - 30: same as above but 5d8 and turn is reduced to a Cast Time: Swift Action.
- **Additional Requirement(s):** Must be cast wordless
- **Description:** Presumably causes the entrails (i.e. intestines) to be ejected from the body.

## Erecto

- **Pronunciation:** /ɛ'rektoʊ/ e-rek-toh
- **Cast Time:** Full Action
- **Distance:** Within 12 squares
- **Check:** UM vs HD x4 of object to be created
  - 15: large
  - 20: Huge
  - 25: Colossal
  - 30: Gargantuan
- **Description:** Used to erect something.

## (Obliteration Charm)

- **Pronunciation:** Obliterate
- **Cast Time:** Full Action
- **Distance:** Touch
- **Check:** UM vs HDx4
- **Additional Requirement(s):** May not be used on living beings
- **Description:** Removes things not wished to be seen again. Not many things or spells will be able to bring the object in question back.