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<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 1 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 1 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 1 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 1 HP	
 STUPEFY 	<div>0</div> <div>5</div>	 STUPEFY 	<div>0</div> <div>5</div>	EXPELLIARMUS 	<div>0</div> <div>5</div>	EXPELLIARMUS 	<div>0</div> <div>5</div>
<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 1 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 1 HP		<u>Target:</u> Enemy <u>Effect:</u> [lasts 1 battle round] Disarms Target's wand, so they may not spellcast. <i>-Targeted Player may choose to <u>take no action</u> during the Battle Round in which he/she s disarmed.</i>		<u>Target:</u> Enemy <u>Effect:</u> [lasts 1 battle round] Disarms Target's wand, so they may not spellcast. <i>-Targeted Player may choose to <u>take no action</u> during the Battle Round in which he/she s disarmed.</i>	
CONFUNDUS (Minor) 	<div>0</div> <div>5</div>	CONFUNDUS (Minor) 	<div>0</div> <div>5</div>	CONFUNDUS (Minor) 	<div>0</div> <div>5</div>	 STUPEFY Level 2 	<div>50</div> <div>10</div>
<u>Target:</u> Enemy <u>Effect:</u> [lasts 2 battle rounds] Confuses opponent, making it difficult for them to cast spells or attack successfully. →When Confunded Player rolls to cast/attack: 1-3: fails 4-6: succeeds <i>-Ineffective against: <u>Troll Form</u> (already confounded)</i>		<u>Target:</u> Enemy <u>Effect:</u> [lasts 2 battle rounds] Confuses opponent, making it difficult for them to cast spells or attack successfully. →When Confunded Player rolls to cast/attack: 1-3: fails 4-6: succeeds <i>-Ineffective against: <u>Troll Form</u> (already confounded)</i>		<u>Target:</u> Enemy <u>Effect:</u> [lasts 2 battle rounds] Confuses opponent, making it difficult for them to cast spells or attack successfully. →When Confunded Player rolls to cast/attack: 1-3: fails 4-6: succeeds <i>-Ineffective against: <u>Troll Form</u> (already confounded)</i>		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 2 HP	

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 STUPEFY  Level 2	50	 STUPEFY  Level 2	50	 MINOR  HEALING	50	 MINOR  HEALING	50
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<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 2 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 2 HP		<u>Target:</u> Self or Ally <u>Effect:</u> Restores Health by 1-3 HP →If cast successfully, roll 1 Die: 1-2: gain 1 HP 3-4: gain 2 HP 5-6: gain 3 HP		<u>Target:</u> Self or Ally <u>Effect:</u> Restores Health by 1-3 HP →If cast successfully, roll 1 Die: 1-2: gain 1 HP 3-4: gain 2 HP 5-6: gain 3 HP	
SNARE 	50	APPARATE 	50	 INCENDIO 	100	 INCENDIO 	100
	10		10		15		15
<u>Target:</u> Enemy <u>Effect:</u> [lasts 2 battle rounds] Trap opponent with Devil's Snare, making them unable to run away or do melee attacks <i>-Ineffective against: <u>Raven Form</u>, <u>Dementors</u>, <u>Basilisk</u>, <u>Apparate</u> (spell)</i>		<u>Target:</u> Self <u>Effect:</u> [one-time-use] When cast successfully, player runs away successfully, transporting to any square on the board they choose. Player also gains 10SP for successfully Apparating.		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 3 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 3 HP	
 INCENDIO 	100	 INCENDIO 	100	PETRIFICUS TOTALUS 	100	PETRIFICUS TOTALUS 	100
	15		15		15		15
<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 3 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 3 HP		<u>Target:</u> Enemy <u>Effect:</u> [lasts 1-2 battle rounds] Petrifies opponent, making them incapable of attempting <u>any</u> action. →Petrified player plays each battle round as normal, but in the Outcome section, rolls 1 Die to see if they have awoken or remained petrified during that battle round: 1-4: remain petrified→unable to <u>attempt</u> any action during that battle round 5-6: awake permanently→proceed as usual to make an Action Roll for chosen action.		<u>Target:</u> Enemy <u>Effect:</u> [lasts 1-2 battle rounds] Petrifies opponent, making them incapable of attempting <u>any</u> action. →Petrified player plays each battle round as normal, but in the Outcome section, rolls 1 Die to see if they have awoken or remained petrified during that battle round: 1-4: remain petrified→unable to <u>attempt</u> any action during that battle round 5-6: awake permanently→proceed as usual to make an Action Roll for chosen action.	

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				<div>+</div> <div>PROTEGO</div> <div>⚡</div>	<div>100</div> <div>15</div>	<div>+</div> <div>PROTEGO</div> <div>⚡</div>	<div>100</div> <div>15</div>
				<u>Target:</u> Self <u>Effect:</u> Blocks and Rebounds Spells cast toward Player in current battle round. →If any Spells are successfully cast toward Protego-caster in current battle round, he/she rolls a die to block/deflect: 1: fail to block any spells 2-5: successfully block all spells 6: rebound all spells back to hit their casters <i>-Only effective against spells, not Melee attacks, etc.</i> <i>-Ineffective against: <u>Lightning Bolt</u>, <u>Accio</u>, <u>Expecto Patronum</u></i>		<u>Target:</u> Self <u>Effect:</u> Blocks and Rebounds Spells cast toward Player in current battle round. →If any Spells are successfully cast toward Protego-caster in current battle round, he/she rolls a die to block/deflect: 1: fail to block any spells 2-5: successfully block all spells 6: rebound all spells back to hit their casters <i>-Only effective against spells, not Melee attacks, etc.</i> <i>-Ineffective against: <u>Lightning Bolt</u>, <u>Accio</u>, <u>Expecto Patronum</u></i>	
<div>*</div> <div>MINOR</div> <div>OBLIVIATE</div> <div>⚡</div>	<div>100</div> <div>15</div>	<div>*</div> <div>ACCIO</div> <div>⚡</div> <div>🎯</div>	<div>100</div> <div>15</div>	<div>⊗</div> <div>INCENDIO</div> <div>⚡</div> <div>Level 2</div>	<div>150</div> <div>20</div>	<div>⊗</div> <div>INCENDIO</div> <div>⚡</div> <div>Level 2</div>	<div>150</div> <div>20</div>
<u>Target:</u> Enemy Player <u>Effect:</u> [one-time-use] Choose one of the Target's spells to erase permanently from his/her memory <i>-Ineffective against AP's and <u>Rememberall</u> Item</i>		<u>Target:</u> Any Player in Game <u>Effect:</u> [one-time-use] Caster may choose any one item or potion currently in the possession of another Player, and call it to him/herself, stealing it permanently <i>- <u>Protego</u>, <u>Invisibility Cloak</u>, <u>Raven Form's</u> Evasiveness, <u>Troll's</u> Tough Hide,: All Ineffective against Accio</i>		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 4 HP		<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 4 HP	
<div>⊗</div> <div>INCENDIO</div> <div>⚡</div> <div>Level 2</div>	<div>150</div> <div>20</div>	<div>+</div> <div>MAJOR</div> <div>HEALING</div> <div>⚡</div>	<div>150</div> <div>20</div>	<div>⊗</div> <div>SECTUM-SEMPRA</div> <div>⚡</div> <div>★</div>	<div>150</div> <div>20</div>	<div>★</div> <div>SUMMON SERPENT</div>	<div>150</div> <div>20</div>
<u>Target:</u> Enemy <u>Effect:</u> Does attack Damage 4 HP		<u>Target:</u> Self or Ally <u>Effect:</u> Restores Health by 2-6 HP →If successfully cast, Roll 1 Die: 1-2: gain 2 HP 3-4: gain 4 HP 5-6: gain 6 HP		<u>Target:</u> "For Enemies" <u>Effect:</u> Causes Damage of 3HP in current battle round, & Continuing Effect Damage of 1HP every following battle round.		<u>Target:</u> Self <u>Effect:</u> Summons into Battle a serpent with Health 3HP to fight for Summoner. →Each Battle Round (thereafter), serpent does a Melee attack of 2HP Damage to an Enemy target of Summoner's choice. <i>-Multiple serpents may be summoned.</i>	

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LIGHTNING *⊗ BOLT ⊙⚡	150	OBLIVIAE * (Major)⚡	200	MAJOR ☆ CONFUNDUS	200	IMPERIUS ☆ CURSE	200
	20		25		25		25
Target: Any Player in Game, or Enemy Effect: [one-time-use] Causes Damage of 5 HP and 50 SP →Does not miss (and requires no Action Roll) unless caster is Minor/Major Confunded <i>-May not be blocked/deflected (by Protego)</i> <i>-Not missing Supercedes: <u>Invisibility Cloak</u>, <u>Raven Form's Evasiveness</u>, <u>Troll Form's Tough Hide</u></i>		Target: Enemy Player Effect: [one-time-use] Erases all spells from Target's memory <i>-Ineffective against AP's and <u>Rememberall</u> Item</i>		Target: Enemy Effect: [lasts 2 battle rounds] Confuses opponent, so their spells/attacks have a higher chance of failing or hitting the wrong Target. →When Confunded Player rolls to cast/attack: 1-2: Hits Wrong Target 3-4: fails 5-6: succeeds <i>-Potion use, non-attacking item-use, running unaffected.</i>		Target: Enemy Effect: [lasts 1 battle round] If cast successfully, Target's actions fall under the control of the caster of Imperius →In the following battle round, Imperius caster does not make an Action/Target choice for themselves, but instead makes the Action/Target choice of the Imperius-cursed Player for them →May force cursed battler to: •Use an item or potion •Run from Battle •Cast any spell/do any attack against any target (Even self-benefitting spells toward enemies and Attacks toward Self/Allies).	
TRANSFIGURATION ⊕ Raven Form ☆	200	TRANSFIGURATION ⊕ Serpent Form ☆	200	TRANSFIGURATION ⊕ Troll Form ☆	200	PUMPKIN ⚡ JUICE	
	25		25		25		10
Target: Self Effect [lasts 3 battle rounds] Caster transforms into a Raven <u>Raven Form:</u> →Cannot use Spells/Potions/Items →Is <u>Evasive</u> and hard to hit. When others roll to attack Raven: 1-5: miss/fail 6: hit/succeed →Has 2 attack options each battle round: •Steal Item/Potion: Chooses 1 item or Potion of an Enemy within Battle to attempt to steal. •Melee Attack: Damage 1 HP against Players Damage 2 HP against AP's <i>-Collect 3 Special-Case Battle-Action Cards for Raven Form.</i> <i>-Evasiveness Ineffective against: Accio, Lightning Bolt, Expecto-Patronum, Raven Form's Stealing</i>		Target: Self Effect [lasts 3 battle rounds] Caster transforms into a Serpent <u>Serpent Form:</u> → Cannot use Spells/Potions/Items →Does a Melee Attack of 3HP Damage that leaves a Paralyzing Venom, which has a Continuing Effect equivalent to that of Petrificus Totalus (Spell), lasting only for the next (1) battle round <i>-Collect Special-Case Battle-Action Card for Serpent Form</i>		Target: Self Effect [lasts 3 battle rounds] Caster transforms into a Troll <u>Troll Form:</u> → Cannot use Spells/Potions/Items →Has a <u>Tough Hide</u> , making it difficult for attacks to affect him. When others roll to attack Troll: 1-5: fail 6: succeed →Troll does a Melee attack of Damage 5HP, but misses half the time. When Troll Rolls to attack: 1-3: misses/fails 4-6: succeeds <i>-Collect Special-Case Battle-Action Card for Troll Form</i> <i>-Tough Hide Ineffective against: Accio, Lightning Bolt, Expecto-Patronum, Raven Form's Stealing</i>		Restore 3HP	
PUMPKIN ⚡ JUICE		PUMPKIN ⚡ JUICE		PUMPKIN ⚡ JUICE		POMPHREY'S ☆ BREW ⚡	
	10		10		10		15
Restore 3HP		Restore 3HP		Restore 3HP		Instant Effect: Removes all negative Continuing Effects currently on Self from Spells/Potions/Items used in current or previous battle rounds (<i>Snare, Imperius, Minor/Major Confundus, Petrificus Totalus, Love Potion, Serpent Form Venom, Continuing Damage from Basilisk Venom or SectumSemptra, etc.</i>) Continuing Effect: [lasts 1 turn, not 1 round]: Makes Player immune to all such effects.	

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POWER POTION ★	15	ELIXIR OF LIFE ⚡	15	LIQUID LUCK ★	25	SPEED POTION ★	25
[lasts 2 Rounds] Grants user an extra 100 temporary SP. -When effect wears off, Player loses 100 SP, down to a minimum of 0. -While in effect, player's SP <u>may</u> drop below 100 by spending/losing (unlike Elder Wand).		Restore 5 HP.		[lasts 1 Turn- not 1 Round] While in effect, in all cases where a Die is rolled (by anyone), roll 2 dice instead of one. User of Liquid Luck chooses which of the dice is used.		[lasts 1 round] <u>In Battle</u> : Every other battle round, (starting with the next) Player chooses 2 actions to attempt instead of 1. -Collect Special-Case Battle-Action Card for Speed Potion. -If drunk before Battle: effect begins in first battle round -If drunk during Battle: effect begins in the following battle round.	
STRENGTH POTION ⚡ ★	25	LOVE POTION ★	25	ELIXIR OF LIFE ⚡	15	ELIXIR OF LIFE ⚡	15
[lasts 1 round] <u>Instant and Continuing Effect</u> : User gains an extra 5 maximum HP (for 1 Round), and all Damage attacks he/she does cause an extra 1HP Damage every time. -When drunk, Player's Max HP is 15 -When drunk, Player gains 5 HP -Continuing Effect Damage (Basilisk Venom/SectumSemptra, etc.) is not increased -When effect wears off, Player's HP does not change unless greater than 10 (in which case it is reduced to 10).		Use on any Player in the Game, making them fall in love with you (can only cause obsession, not true love). This <u>Enamored</u> Player comes to fight by your side as an Ally in all Battles you enter. He/She will not try to run from Battle unless you try to. -If you try to attack the Enamored Player, the Potion loses its effect [Effect lasts until Enamored Player drinks Pomphrey's Brew or lands on (by any means) Infirmary, Potions Shop, or Snape's cabinet—does not need to play the square]		Restore 5 HP.		Restore 5 HP.	
ELIXIR OF LIFE ⚡	15	*EXPECTO PATRONUM ★	100 15				
Restore 5 HP.		<u>Target</u> : Death Eaters or Dementors [one-time-use] <u>Instant Effect</u> : Casting Player gains 10 permanent SP (just for casting the spell) <u>Continuing Effect</u> : [lasts indefinitely] If successfully cast, all DE's/Dementors in Battle are forced to attempt to Run Away, until successful. -May not be blocked/deflected (by Protego) -Continuing Effect Ineffective against Players and AP's other than DE's/Dementors					

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