

Witchcraft and Wizardry

The Tabletop
Role-playing Game

Core Rulebook

Witchcraft and Wizardry: The Tabletop Role-playing Game

Core Rulebook

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Introduction

Welcome to the Witchcraft and Wizardry tabletop role-playing game! This game aims to bring people of all ages to the tabletop (or virtual tabletop) to enjoy **J.K. Rowling's Wizarding World**. This game system focuses on a simplistic set of rules using the **Powered By the Apocalypse** rules framework by **D. Vincent Baker**. Though, **Apocalypse World** is a mature game, this game is vastly different and aimed at the PG-PG13 rating. This game is focused on discovery, and very dynamic characters that will change over time and the friends that surround them, as well as interesting puzzles, mysterious creatures, and those that lurk in the shadows.

This game's intent is to create a means for your adventures into the Wizarding World, and most specifically the Hogwarts School of Witchcraft and Wizardry. Much of the Wizarding World lore has already been written by J.K. Rowling and is covered on various websites (which we'll have hyperlinks to later on), but this book should allow Game Masters to take that lore and implement it into their games for private use.

When you play Witchcraft and Wizardry, you and your friends will tell a story, whether it be in a 'Mystery', an 'Adventure,' a whole 'School Year,' or multiple 'School Years.' Actual play involves conversations between the group and the Game Master, who presents a framework for the story in which the players are confronted with various problems that they must work through; all while navigating the pressures and trials people deal with in school. Friendships will be tested and strengthened and a person that you once considered a bully could become your character's best friend. The differences that make us unique may also fill in the gaps in someone else's life. Explore those friendships, while learning all about magic in the Wizarding World.

LORE

The Wizarding World has a rich breadth of lore thanks to J.K. Rowling and the endless sea of fans for the books and movies that have been created. There really won't be much lore content in this book, but it will hopefully provide Game Masters and Players with the means to create fun tabletop role-playing experiences and enjoyable games.

PLAYERS

Each player portrays a student at Hogwarts, known as a player character (PC). You decide what your PC thinks and feels, what they say and do, but not necessarily what happens to them. The player's job is to focus on the traits of your character and think about what your character would do in a variety of different situations and play that out to the best of your ability.

This game focuses heavily on immersing yourself into your character. If your character is very fearful, would they truly try to fight something big and scary, or maybe try to find another way to do it? Is your character compassionate? Would they leave a friend behind in an emergency? It's up to you to decide.

THE GAME MASTER

One person in the group is the Game Master, or the GM. The GM's job is to describe the world around you and play non-player characters, or NPCs and ask the players lots of questions to flesh out a scene and the story. The game evolves from those conversations and rolls are made to determine the outcomes when the outcome is uncertain.

The GM will place obstacles in your way and challenge the PCs by means of moral quandaries, puzzles,

mystery and possibly... kitchen sinks. The GM enforces the rules of the game and the players figure out how things actually happen via role-play and their dice rolls. What they do, where they go, and how they do it is all up to them.

Game Mechanics

WHAT YOU'LL NEED TO PLAY

2 6-sided dice (physical or virtual)

This Rulebook

Something to write with and a good eraser

Character Sheet(s) (physical or virtual)

A Game Master

At least 3 players and a max of 5 players (this may be altered, but should only be done after some experience with the game)

HOW TO PLAY

In games that are **Powered by the Apocalypse** (like this one), you roll 2 six-sided dice (2d6) and add your attributes, forward, relationship, and/or spell bank to the roll by making moves. Each move is based on one of your attributes and has different outcomes based on your rolls and the move. The general rule of thumb is that a 10+ is a success, 7-9 is a partial success, and 6 or lower is a failure. The players and GM will determine the outcome based on the rolls that are made.

(See **Moves** for some examples of actual play.)

THE ATTRIBUTES

The maximum for any attribute is a 2 and a -2. There can be further modification from various bonuses or penalties that you receive from **forward, relationship, spell bank, items, and/or conditions**.

Body - strength, speed, health

Heart - communication, insight, healing

Magic - used when casting spells

Mind - intellect, wit, knowledge

Soul - performance, inspiration, courage

Relationship - bonus or penalty when interacting with a PC or recurring NPCs.

HEALTH CONDITIONS

Conditions are kept track of on your character sheets and are negative modifiers made when you make a roll related to the attribute of the condition. In the spirit of keeping this game PG-PG13, player characters never truly "die". They can get injuries and pass out if they suffer from too many conditions, however. Perhaps, instead of dying, the characters can be deeply affected by events and/or their parents pull them out of school? It's up to your group how you'd like to play things, ultimately. Do what feels right for your group.

Injured - a physical injury affects your character's **Body**. **-2 to Body**.

Dazed - your character can't concentrate, which affects the **Mind**. **-2 to Mind**.

Upset - your character has suffered some emotional turmoil or pain that affects the **Heart**. **-2 to Heart**.

Exhausted - when your character is feeling empty and tired, it affects their **Soul**. **-2 to Soul**.

Jinxed - sometimes magic goes awry and your character's **Magic** is affected. **-2 to Magic**.

When you take all 5 conditions, your character passes out and cannot rejoin the scene until they are healed.

HEALING CONDITIONS

Healing can happen in many different ways, but it is primarily done in scenes where a character isn't in immediate danger. It is possible to do such things, but consider them a rarity. So, how do you actually heal from conditions?

Resting in the hospital wing of Hogwarts heals all conditions, one condition per day of rest. Or you can use these methods:

Injured - Having your wounds treated by friends **Dazed** - Bowing out of a fight
Upset - Being successfully consoled by friends **Exhausted** - Having a bit of chocolate always helps
Jinxed - Counter-Jinx, Counter-Curse, Counter-Hex

EXPERIENCE AND ADVANCEMENTS

When you fail a roll, mark 1 point of Experience. When you get to 5 Experience, you may take an Advancement! Then, clear your marked Experience

ADVANCEMENTS

When you've marked 5 Experience, take one of the following Advancements:

- Upgrade a trait by +1. You may do this twice. No trait can ever be more than +3.
- Choose a second Favorite Class. You may do this once.
- Learn a new spell from your Year. You may do this as many times as you'd like.

THE MOVES

These are the actions that characters take in the game to accomplish specific tasks. The possible outcomes are listed below. Some of them have specific outcomes for success and failure. If they don't, then it's up to the players and GM what happens in the situation.

QUICK AND QUIET - BODY

Roll **+Body** when you try to move quick and/or quietly.

On a 10+, you move quickly and go unnoticed.

On a 7-9, you move quickly or quietly, which is it?

STRUGGLE - BODY

Roll **+Body** when you try to struggle against someone or something, physically.

On a 10+, you struggle against someone or something, taking damage, Choose 2.

On a 7-9, Choose 1.

- Shrug off the damage.
- Take something from them.
- Surprise them.
- Frighten them.

TOUGH IT OUT - BODY

Roll **+Body** when you take a hit.

On a 10+, it seemed more dangerous than it was. You shrug off the hit without any problems.

On a 7-9, the hit takes you off guard. (Choose Two)

- Take an appropriate condition.
- You're knocked out of position, putting you in more danger.
- You lose something important.

On a 6 or lower, you're hurt badly. (Choose One)

- Pass Out or Flee
- You're cursed, severely injured or deeply affected by it. The GM will tell you how.
- Take all 3 options from the 7-9 list.

CONVINCE - HEART

Roll **+Heart** when you try to make someone hear you, either through intimidation or conversation.

On a 10+, They hear you and believe you.

On a 7-9, Choose 1.

- They need proof.
- They go along with it... for now.
- They do it, but are now terrified of you.
- You bribe them.

READ BETWEEN THE LINES - HEART

Roll **+Heart** when you try to understand what someone or something is really thinking.

On a 10+, you can read them like a book, Choose 2.

On a 7-9, Choose 1.

- Are they telling the truth?
- What are they planning?
- How do they see me?
- How can I get them to trust me?
- How can I make them angry?
- How are they feeling?

TREAT WOUNDS - HEART

Roll **+Heart** when you can take some time to treat someone's wounds, using items, potions, or physical means.

On a 10+, you heal 1 condition.

On a 7-9, Choose 1.

- You jerry-rig something to work for a little while, it won't last long.
- It costs you something.
- It takes all of your concentration, making it take longer than you expected and leaving you vulnerable.

I READ ABOUT THAT - MIND

Roll **+Mind** when you try to remember some history, personal or otherwise.

On a 10+, Ask 3.

On a 7-9, Ask 2.

- What does it do?
- What does it look like, sound like, smell like, taste like, OR what does it feel like?
- Is it dangerous?
- Where is it from?
- Who do I know that's related to it?

INVESTIGATE - MIND

Roll **+Mind** when you take some time and take a close look at something and try to figure out what's going on.

On a 10+, Ask 2.

On a 7-9, Ask 1.

- Are there any traps?
- Is there any remaining magic here?
- Is there anything strange, physically about this?
- Is this similar to something I've seen before?
- Is there anything of use here?

NOTICE SOMETHING - MIND

Roll **+Mind** when something catches your attention and you try to see what it is.

On a 10+, Ask 2

On a 7-9, Ask 1

- Is there anyone or anything sneaking around?
- Did it seem dangerous?
- How do we get out of here?
- What did it look like?

INSPIRE OTHERS - SOUL

Roll **+Soul** when you try to inspire others. Explain how you try to inspire them!

On a 10+, you inspire someone. Choose 2.

On a 7-9, you helped a little bit and a little bit is better than nothing. Choose 1.

- You make another person feel strong. (+1 Forward to Body)
- You make another person feel perceptive. (+1 Forward to Heart)
- You make another person feel clever. (+1 Forward to Mind)

On a 6 or lower, you aren't convincing and the other person takes -2 Forward to Body, Heart, or Mind, depending on the Inspiration.

RESIST INFLUENCE - SOUL

Roll **+Soul** when you try to resist someone's influence.

On a 10+, you resist their influence and take +1

Forward if they try to influence you again.

On a 7-9, you resist their influence, but they make some sense. The thoughts linger and you take a -1

Forward to resisting further influence from them.

On a 6 or lower, you listen intently to their influence and do what they say.

SHOW COURAGE - SOUL

Roll **+Soul** when you try to show courage in the face of something truly terrifying.

On a 10+, you look fear in the eye and do not break.

Gain +1 Forward when challenging it.

On a 7-9, you stand strong, but are still scared of this terror. (Choose One)

- You're absolutely terrified, and everyone knows it... but at least you're still here?
- You don't back down, but it's hard to concentrate and you take -1 Forward when challenging this terror.
- You let your friends down, but gain a +1 Forward when challenging this terror.

On a 6 or below, the situation feels beyond you. You cower in fear, running from the fight and take -1 Forward when challenging it.

CAST A SPELL - MAGIC

Roll **+Magic** when you try to cast a spell. You can attempt spells from any year, BUT take -1 forward for each year ahead of your character, or +1 Forward for each year below your current year.

On a 10+, the spell succeeds.

On a 7-9, the spell succeeds, but there are side effects. (Choose two)

- One of the other players takes a condition from a partial misfire (the other players choose).
- The spell is different than what you were expecting.
- Someone or something is alerted to the casting of the spell.
- Your wand is thrown from your hands and lands nearby.

On a 6 or lower, the spell rebounds and the caster takes a condition. **For each year past the current year of the spell they attempt, add another condition.**

Moves in Action:

GM: "The entire bookcase seems to be shaking violently, the books toppling over onto the floor. What do you do?"

Player 1: "I would like to **Investigate** what's happening with the bookcase."

*Player 1 rolls 2d6+**Mind** and gets a 10*

Player 1: "Oooh, okay... so, I want to know if there are any traps and is there anything strange, physically about this? I'm going to look very cautiously."

GM: "You can tell that there are ancient runes all over the bookcase, and it looks like it happened recently. The bookcase is obviously trapped, probably protecting at least 1 book."

Player 1: "Stay back, everyone! That thing has some sort of trap on it!"

Player 2: "Do I **Notice Something** besides the traps around?"

*Player 2 rolls 2d6+**Mind** and gets a 5*

Player 2: "Wow, this room is dusty. I can't see a thing!"

Player 3: "Have I **read about those** ancient runes before?"

*Player 3 rolls 2d6+**Mind** and gets an 8*

GM: "You've definitely read something about these runes before, ask two questions from the **I Read About That** list."

Player 3: "Hmm, what does it do and where is it from?"

GM: "The runes are linked to specific books on the shelves. If you can remove their match from the shelf, it should disable the traps. You've read about them in a book on charms before."

Player 4: "I wave my wand with a swish and then a flick. **I cast the spell:** Wingardium Leviosa! It's in my spell bank."

*Player 4 rolls 2d6+**Magic**+1 (because the spell is in their spell bank) and gets a 9*

Player 4: "Oh..."

GM: "Looks like there are some side effects, choose two from the **Cast a Spell** list!"

Player 4: "The spell has a diminished effect... so maybe it's not strong enough and a book falls, alerting someone or something to the casting of the spell."

GM: "The book clatters to the ground, taking a few other books with it on the way. The bookshelf stops moving."

Players: "Yes! That's gr..."

GM: "It's at this point that Headmistress Minerva McGonagall walks in. Detention! All of you!"
The players collectively groan.

GM: "The giant is chasing all of you through the forbidden forest, large steps shaking the ground as you're running. What do you do?"

Player 1: "I'm going to try to **Show Courage** and come up with a plan on the run."

*Player 1 rolls a 2d6+**Soul** and gets a 3*

Player 1: "I look behind me and see the foot almost stomp me. I scream at the top of my lungs and run to the side, separating from the group and running away like a coward."

GM: "If you try to face this creature again, make note that you'll have -1 Forward, as well."

Player 2: "I'm going to try to hide, **Quick and Quiet!**"

*Player 2 rolls a 2d6+**Body** and gets an 11*

Player 2: "I'm going to dive behind a bush! Wait. Can I grab the nearest person to me as well?"

GM: "Sounds like you want to **Struggle!**"

*Player 2 rolls a 2d6+**Body+Relationship with Player 3** and gets a 7*

Player 2: "Okay, so I guess I'd shrug off any damage that happens as I grab Player 3."

Player 3: "I'm cowering, for sure. Giants freak me out."

Player 4: "What about me?! Okay, I've got a frail body... so I'm probably not that fast. I AM caring though. I yell to the giant. WAIT! I CAN HELP YOU! YOU LOOK LIKE YOU NEED HELP!"

GM: "Okay. So, you're trying to **Convince** the giant that what... they need help?"

Player 4: "Uh... yes."

GM: "Okay, let's see a roll."

*Player 4 rolls 2d6+**Heart** and gets a 6.*

Player 4: "Oh no."

GM: "The giant ignores you and swings its hand towards you. **Tough it out!**"

*Player 4 rolls 2d6+**Body** and gets a 9*

Player 4: "Ugh. I'd probably take a condition here... **Dazed** maybe, as I get knocked down and I think I'd get knocked out of position as well. HELP!"

Player 3: "I point my wand and cast a spell on Player 4! Reducio!"

*Player 3 rolls 2d6+**Magic+Relationship with Player 4** and gets a 10*

GM: "The giant looks around confused. It searches around, but can't seem to find you. It turns back around, grumbling as the earth shakes."

GM: "Before the Quidditch match, the environment around you is mostly happy. Professors are chatting with students about the potential victors of the match and the crowd is getting really hyped up. This is a big one!"

Player 1: "I'm going to scan the crowd to see if I **Notice Something.**"

*Player 1 rolls a 2d6+**Mind** and gets a 7.*

Player 1: "Do I notice anyone or anything sneaking around?"

GM: "Some of the bleachers in the audience seem to be rocking the crowd a bit. They look confused and it appears to be moving. It seems big."

Player 1: "That's probably bad."

Player 2: "I'm getting ready for the match and making sure my broom is in top condition and going over the plan with the rest of my team. I'd like to **Read Between the Lines** of my team to see how they're doing."

*Player 2 rolls 2d6+**Heart** and gets an 11.*

Player 2: "I'd like to know how the team is feeling."

GM: "The team looks really stressed. Slytherin has a really good team this year and they're currently in the lead. The keeper looks especially anxious."

Player 2: "I'd like to know how I can get them to trust me as well. I haven't really gotten along well with them so far, so I know it won't be easy."

GM: "They are peeking at the Slytherin team repeatedly, especially at one of their chasers. You get the impression that they have a crush on the chaser. Aren't you friends with them? Maybe you can talk to them on behalf of the keeper?"

Player 2: "Oh yeah! I walk over to the keeper and put a hand on their shoulder. You know... they're in my potions class. I'm friends with them! I can introduce you, if you want. I'm definitely trying to **Inspire Others.**"

*Player 2 rolls a 2d6+**Soul** and gets a 4.*

Player 2: "I think the keeper probably looks at me, horrified."

GM: "Definitely. Their eyes go wide and they flush beet red. I don't want to meet them. What are you talking about!? Get your head in the game. It's at this point that the bleachers erupt with noise and debris. Several spectators spill out into the rows and onto the sand in the pitch. A hairy looking creature emerges from the wreckage, salivating. Several of the professors look dazed. What do you do?"

Creating your character

STEP 1: CHOOSE YOUR FAMILY HERITAGE AND NAME, AND A MONTH AND DAY FOR YOUR CHARACTER'S BIRTHDAY. APPLY THE ATTRIBUTES, AND TAKE NOTE OF YOUR BONUSES AND DRAWBACKS ON YOUR CHARACTER SHEET. ROLL FOR STARTING GALLEONS (STARTING MONEY).

Muggle-Born Family

Both of your parents are non-magical. It was quite a surprise when you could do magic!

Magic: -1

Body, Heart, Mind and Soul:

Put -2,-1,0,+1 or+2 in each stat. At the end of stat allocation, all stats must sum up to 0 (including Magic)

Bonus:

- You understand Muggle Technology, Science, and History and can use it with ease. Gain +1 Forward when making rolls regarding Muggle Technology, Science, and/or History.
- You start with 2 Experience

Drawback:

- You don't know much Witch and/or Wizard history. Take -1 Forward when making rolls regarding Wizard/Witch history.

Starting Galleons:

- 1d6+6
-

Half-Blood Family

Any wizard or witch who is neither pure-blood nor Muggle-born is considered half-blood, even if they have two magical parents; they need not have exactly half-muggle/half-wizard heritage.

Magic: 1

Body, Heart, Mind and Soul:

Put -2,-1,0,+1 or+2 in each stat. At the end of stat allocation, all stats must sum up to 0 (including Magic)

Bonus & Drawback:

- Choose one bonus and one drawback from either the Muggle Family and/or Pureblood Family.

Starting Galleons

- 2d6+6
-

Pureblood Family

Most wizards and witches consider an individual to be a pure-blood if his or her parents and grandparents were not Muggles or Muggle-born.

Magic: 2

Body, Heart, Mind and Soul:

Put -2,-1,0,+1 or+2 in each stat. At the end of stat allocation, all stats must sum up to 0 (including Magic)

Bonus:

- Choose 1 Spell from the Grade 1 Spells that you have learned from your family. You know this spell well and it's always in your Spell Bank.

Drawback:

- Doesn't know anything about Muggle Technology, Science, and History. Take -2 Forward when making rolls regarding those things.

Starting Galleons:

- 3d6+6

STEP 2: CHOOSE YOUR PERSONALITY TRAITS FOR POSITIVE AND NEGATIVE ASPECTS OF YOUR CHARACTER'S PERSONALITY OR RANDOMLY ROLL A 2D6 FOR THEM. THE LEFT DIE IS THE FIRST NUMBER, AND THE RIGHT DIE IS THE SECOND NUMBER. IF YOU ROLL THE SAME NUMBER TWICE, ROLL AGAIN. CHOOSE 5 POSITIVE AND 5 NEGATIVE TRAITS FOR PCs.

“Positive” Traits

Trait	2d6	Trait	2d6	Trait	2d6
<i>Adventurous</i>	11	<i>Enduring</i>	31	<i>Open-Minded</i>	51
<i>Ambitious</i>	12	<i>Fair</i>	32	<i>Patient</i>	52
<i>Brave</i>	13	<i>Hard Working</i>	33	<i>Philosophical</i>	53
<i>Caring</i>	14	<i>Honest</i>	34	<i>Reliable</i>	54
<i>Cautious</i>	15	<i>Industrious</i>	35	<i>Reserved</i>	55
<i>Charming</i>	16	<i>Intimidating</i>	36	<i>Sly</i>	56
<i>Chivalrous</i>	21	<i>Intuitive</i>	41	<i>Smart</i>	61
<i>Clever</i>	22	<i>Loyal</i>	42	<i>Soulful</i>	62
<i>Cooperative</i>	23	<i>Methodical</i>	43	<i>Strong</i>	63
<i>Creative</i>	24	<i>Nurturing</i>	44	<i>Studious</i>	64
<i>Determined</i>	25	<i>Observant</i>	45	<i>Traditional</i>	65
<i>Empathetic</i>	26	<i>Obsessive</i>	46	<i>Witty</i>	66

“Negative” Traits

Trait	2d6	Trait	2d6	Trait	2d6
<i>Abrasive</i>	11	<i>Dominating</i>	31	<i>Ordinary</i>	51
<i>Aggressive</i>	12	<i>Dull</i>	32	<i>Passive</i>	52
<i>Aloof</i>	13	<i>Eccentric</i>	33	<i>Prideful</i>	53
<i>Anxious</i>	14	<i>Gullible</i>	34	<i>Pushover</i>	54
<i>Arrogant</i>	15	<i>Indecisive</i>	35	<i>Quiet</i>	55
<i>Callous</i>	16	<i>Insecure</i>	36	<i>Reckless</i>	56
<i>Clueless</i>	21	<i>Know-it-all</i>	41	<i>Secretive</i>	61
<i>Clumsy</i>	22	<i>Lazy</i>	42	<i>Self-Righteous</i>	62
<i>Conforming</i>	23	<i>Manipulative</i>	43	<i>Skeptical</i>	63
<i>Critical</i>	24	<i>Melancholic</i>	44	<i>Soft</i>	64
<i>Deceitful</i>	25	<i>Naive</i>	45	<i>Standoffish</i>	65
<i>Dismissive</i>	26	<i>Narcissistic</i>	46	<i>Strict</i>	66

Place the traits on your character sheet in the order of how important you feel they are to your character. This will be used to sort you into the appropriate house when you get to Hogwarts for the Sorting Hat Ceremony.

STEP 3: CHOOSE THE WAY YOUR CHARACTER LOOKS. HERE ARE A FEW ROLL-ABLE TABLES IF YOU'D LIKE TO RANDOMIZE THE LOOK OF YOUR CHARACTER OR WOULD LIKE SOME SUGGESTIONS. (CHOOSE 1 FOR EACH, OR MULTIPLE IF YOU LIKE!)

Body

Look	2d6	Look	2d6	Look	2d6
<i>Androgynous</i>	11	<i>Frail</i>	31	<i>Slender</i>	51
<i>Angular</i>	12	<i>Graceful</i>	32	<i>Small</i>	52
<i>Athletic</i>	13	<i>Hearty</i>	33	<i>Smelly</i>	53
<i>Average</i>	14	<i>Laid Back</i>	34	<i>Spindly</i>	54
<i>Awkward</i>	15	<i>Lanky</i>	35	<i>Stout</i>	55
<i>Big</i>	16	<i>Lean</i>	36	<i>Tall</i>	56
<i>Bony</i>	21	<i>Lithe</i>	41	<i>Towering</i>	61
<i>Cowering</i>	22	<i>Mute*</i>	42	<i>Trembling</i>	62
<i>Deaf*</i>	23	<i>Petite</i>	43	<i>Weak</i>	63
<i>Dignified</i>	24	<i>Rigid</i>	44	<i>Whispy</i>	64
<i>Dirty</i>	25	<i>Scarred</i>	45	<i>Willowy</i>	65
<i>Energetic</i>	26	<i>Sickly</i>	46	<i>Wiry</i>	66

*Witches and Wizards might seek creative ways to compensate for such things. Speak with your group about this.

Eyes

Look	2d6	Look	2d6	Look	2d6
<i>Analytical</i>	11	<i>Disinterested</i>	31	<i>Large</i>	51
<i>Anxious</i>	12	<i>Distracted</i>	32	<i>Mischievous</i>	52
<i>Arrogant</i>	13	<i>Fearful</i>	33	<i>Noble</i>	53
<i>Attentive</i>	14	<i>Fearless</i>	34	<i>Penetrating</i>	54
<i>Beautiful</i>	15	<i>Focused</i>	35	<i>Piercing</i>	55
<i>Blind*</i>	16	<i>Guilty</i>	36	<i>Profound</i>	56
<i>Carefree</i>	21	<i>Hypnotizing</i>	41	<i>Shy</i>	61
<i>Cheerful</i>	22	<i>Indifferent</i>	42	<i>Skeptical</i>	62
<i>Cold</i>	23	<i>Innocent</i>	43	<i>Suspicious</i>	63
<i>Curious</i>	24	<i>Intelligent</i>	44	<i>Tired</i>	64
<i>Dark</i>	25	<i>Intense</i>	45	<i>Understanding</i>	65
<i>Dignified</i>	26	<i>Kind</i>	46	<i>Warm</i>	66

Face

Look	2d6	Look	2d6	Look	2d6
Androgynous	11	Flushed	31	Sharp	51
Apprehensive	12	Friendly	32	Smiling	52
Aristocratic	13	Grim	33	Soft	53
Bored	14	Haggard	34	Sorrowful	54
Captivating	15	Indifferent	35	Square-Jawed	55
Childish	16	Narrow	36	Stern	56
Determined	21	Pale	41	Sweaty	61
Disproportionate	22	Pretty	42	Tense	62
Emaciated	23	Reassuring	43	Thin	63
Excited	24	Round	44	Tough	64
Expressionless	25	Sad	45	Unremarkable	65
Expressive	26	Scarred	46	Wild	66

Into Diagon Alley

STEP 4: WAND SELECTION

Based on your character's date of birth that you selected in Step 1, choose the wood that matches from the Celtic Calendar:

December 24 - January 20 = Birch (Beth)
 February 18 - March 17 = Ash (Nion)
 April 15 - May 12 = Willow (Saille)
 June 10 - July 7 = Oak (Duir)
 August 5 - September 1 = Hazel (Coll)
 September 30 - October 27 = Ivy (Gort)
 November 25 - December 23 = Elder (Ruis)

January 21 - February 17 = Rowan (Luis)
 March 18 - April 14 = Alder (Fearn)
 May 13 - June 9 = Hawthorn (Huath)
 July 8 - August 4 = Holly (Tinne)
 September 2 - September 29 = Vine (Muin)
 October 28 - November 24 = Reed (Ngetal)

Roll a d6 to determine the core of your wand:

1-2: Unicorn Tail Hair

3-4: Dragon Heartstring

5-6: Phoenix Feather

Roll a d6 and add 8 to determine the length of your wand in inches.

Based on the traits you've chosen for your character and their open-mindedness, choose the flexibility:

Quite Bendy, Surprisingly swishy, Swishy, Slightly springy, Fairly bendy, Very flexible, Quite flexible, Supple, Reasonably supple, Pliant, Brittle, Hard, Solid, Stiff, Rigid, Unyielding, Slightly Yielding, Unbending, Whippy

STEP 5: CHOOSE A PET

Choose between a cat, an owl, or a toad as your pet. You can also roll a d6 for this and assigning 1-2 for a cat, 3-4 for an owl, or a 5-6 for a toad.

What is your pet's name? What is their personality like? What do they look like?

STEP 6: SHOPPING FOR GOODIES

How does each player pay for the basics for their school needs? Did their parents pay for all the premium things? Are your parents shopping for used books and robes and things? Are there any kids that look down on that kind of thing around? It's a good time to introduce some bullies.

Map: <https://www.hp-lexicon.org/place/maps-diagon-alley/>

Consult the Game Master for prices on various items obtainable in Diagon Alley.

Character Background

STEP 7: DECIDING YOUR CHARACTER'S BACKGROUND

Parents: *Roll for 2 positive and 2 negative traits from the personality trait tables for each parent.*

Who are your parents? Are they still married? Are they alive? How do they feel about magic? How do you feel about them? How do they feel about you?

Siblings: *Roll for 2 positive and 2 negative traits from the personality trait tables for each sibling.*

Do you have any siblings? How many? What are their names? How old are they? Are there any in Hogwarts? What year are they? What is your relationship like with them?

What about you?

What's your biggest fear? What's your favorite snack? What's your family like? Whose approval do you seek? Whom do you care about the most? What's your favorite physical activity? What's most important to you? What's your favorite hobby? What's your favorite book? What kind of Magic are you the most interested in?

Relationships - Best Friends or Frenemies?

STEP 8: MEETING THE REST OF THE GROUP

*Relationships are always important in role-playing games, but your friends or frenemies in Witchcraft and Wizardry will actually affect your rolls in a mechanical way. Whenever you make a roll that directly involves them, you will add your relationship score to the roll. These relationships will be changing throughout the course of the games you play, especially at the **end of each session**.*

KING'S CROSS STATION AND THE TRIP TO HOGWARTS:

The player characters make their way to King's Cross Station for the trip to Hogwarts and this is where the role-play with the rest of the group begins at exactly 11 a.m. on 1 September. If they live in Hogsmeade, they do not need to catch the train. Allow the group to role-play their meeting at King's Cross Station and the trip on the Hogwarts Express. Afterwards, each member of the group decides who their PC seems to get along with and who they don't seem to get along with. On your character sheet, write in the other PC names and give one a +1 and one a -1 for Relationship.

The Hogwarts Express is a great place for the players to interact with each other and learn a little bit about each other's characters. Role-play out what happens on the train as the start to their relationships!

Arrival at Hogwarts

STEP 9: THE SORTING CEREMONY AND START-OF-TERM FEAST

First years are escorted by the Keeper of Keys and Grounds along a path to a dock with small boats with hanging lanterns that sail themselves across the Black Lake, as the first years glide across the lake to see Hogwarts lit up at night. Students are then taken to a small room, where a teacher takes them into a to wait for the sorting ceremony to be sorted into their house. The sorting hat ceremony should be a momentous occasion for your players. Make it feel like one!

The start-of-term feast starts right after the sorting ceremony where the Headmaster says a few words of welcome to the students. After the feast, the headmasters will say a few more words and potentially lead the school through the school song if they're feeling up to it.

Hogwarts, Hogwarts,
Hoggy Warty Hogwarts
Teach us something, please,
Whether we be old and bald
Or young with scabby knees,
Our heads could do with filling
With some interesting stuff,
For now they're bare and full of air,
Dead flies and bits of fluff,
So teach us things worth knowing,
Bring back what we've forgot,
Just do your best, we'll do the rest,
And learn until our brains all rot.

This is a great opportunity to set the mood for your group by using some music playlists or getting very in-depth on the majesty of the Great Hall, Hogwarts, and the event itself. Take your time in explaining some of the wonderful foods available, the decorations of the different houses and giving the players an opportunity to chat with some of the other students at their house tables. Create some NPC students for them to chat with and maybe reveal something about their characters.

*Take a look at the **Game Master** section of this book to create some student NPCs, professors, villains, and/or creatures to use in your games. **Remember to always be magical!***

Spells and the Spell Bank

STEP 10: CHOOSE YOUR SPELLS FOR YOUR SPELL BANK

Spells in your **spell bank** are spells that you have practiced and know how to cast better than others. As you gain experience, you'll be able to change these and when you move to the next year, your spell bank will get bigger. Spells in the Spell Bank that you cast will give you a +1 to your Magic Roll because they are practiced and easier to cast for your character.

In your third year, you will gain a **Signature Spell**. This is the spell that you are known for using the most, and it's very difficult for you to fail when using it. You have a +2 instead of the normal +1 when using this spell.

PCs with a **Pureblood family heritage**, or PCs selected their **Half-Blood family heritage bonus spell**, you have 1 additional spell to select from the first year list.

Starting Year of your game	First Year Spells	Second Year Spells	Third Year Spells	Fourth Year Spells	Fifth Year Spells	Sixth Year Spells	Seventh Year Spells
First Year	3	0	0	0	0	0	0
Second Year	3	3	0	0	0	0	0
Third Year	3	3	3	0	0	0	0
Fourth Year	3	3	3	3	0	0	0
Fifth Year	3	3	3	3	3	0	0
Sixth Year	3	3	3	3	3	3	0
Seventh Year	3	3	3	3	3	3	3

If you aren't starting a school year in the first year, here's a table to help figure out how many spells can be in your spell bank to start.

You can attempt to cast any spell from the list, however... each year beyond your current year comes with a penalty. You will take **-1 Forward** on the roll for each year beyond your current year, or **+1 Forward** for each year below your current year. You can't add spells beyond your current year to your **spell bank or choose them for your signature spell**.

Here's what an example Spell casting situation would look like:

GM: "Player 1 has mustered their courage to ask someone to have some butterbeers in Hogsmeade."

Player 2: "Yeah, I'm not happy about that. They've been a right git to me. I'm going to **Cast a Spell**. Slugulus Eructo!"

GM: "Okay, so it looks like your relationship with Player 1 isn't great to start with. You have a -1 at the moment with them. Make sure to add that to the result of the roll."

Player 2: "Slugulus Eructo is a spell bank spell for me, though. It's also a second year spell, and I'm a third year."

*Player 2 rolls 2d6+**Magic**+2(because Slugulus Eructo is in their **spell bank** AND it's a year below their current year) -1(**Relationship status** with Player 1) and the roll totals to a 10*

Player 2 then chooses 2 from the **Cast a Spell move**; the consequences of rolling a 9; a partial success.

Player 2: "Okay, so I'm expecting loads of slugs to pour out of their mouth...but only like 1 or 2 come out and I curse loudly and slap a hand over my mouth, and it's way too late. They definitely hear me."

The Spell List

The list is broken up by years of study and classification. Make sure any spells you want to add to your spell bank are of the appropriate year.

Spell	Year	Description	Type
<i>Alohomora</i>	1	Unlocks doors and other objects. It can also unlock doors that have been sealed with a Locking Spell, although it is possible to bewitch doors to become unaffected by this spell.	Charm
<i>Badgering</i>	1	Turns things into badgers	Transfiguration
<i>Baubillious</i>	1	White Sparks are emitted from the tip of the wand.	Charm
<i>Bewitched Snowballs</i>	1	Causes snowballs to pelt themselves at the target.	Charm
<i>Bluebell Flames</i>	1	Produces magical blue flames that can be held in a jar. Not as dangerous as real fire, these magical flames can be touched, penetrated and held without it burning the holder, though it is known to singe materials such as clothing and plants.	Charm
<i>Incendio</i>	1	Produces fire.	Charm, Conjuraton
<i>Locomotor Mortis</i>	1	Sticks legs together.	Curse
<i>Lumos</i>	1	Illuminates the tip of the caster's wand, allowing the caster to see in the dark.	Charm
<i>Mucus ad Nauseam</i>	1	Gives the victim a nasty cold and an extremely runny nose that can cause the victim to collapse if it is not treated. The cold is accompanied with constant sneezing.	Curse
<i>Nox</i>	1	Extinguishes wandlight. It the counter-charm for the Wand-Lighting Charm, Lumos.	Charm
<i>Oculus Reparo</i>	1	Mends eyeglasses.	Charm
<i>Papyrus Reparo</i>	1	Mends torn pieces of paper.	Charm
<i>Petrificus Totalus</i>	1	Used to temporarily bind the victim's body in a position much like that of a soldier at attention; the victim will usually fall to the ground.	Curse
<i>Reducio</i>	1	Makes an object shrink in size. Its counter-charm is the Engorgement Charm.	Charm
<i>Reparifarge</i>	1	Used to reverse incomplete transformations.	Transfiguration
<i>Reparo</i>	1	Seamlessly repairs broken objects.	Charm
<i>Slippery Jinx</i>	1	Makes an object slippery and difficult to hold.	Jinx
<i>Spongify</i>	1	Softens objects, making them rubbery and bouncy.	Charm
<i>Tarantallegra</i>	1	Makes a target's legs spasm wildly out of control, making it appear as though they are dancing.	Jinx
<i>Trip Jinx</i>	1	Forces the target to trip and fall over.	Jinx
<i>Verdemillius</i>	1	Emits green sparks from the wand.	Charm
<i>Washing up spell</i>	1	Enchanted dirty dishes to wash themselves.	Charm
<i>Wingardium Leviosa</i>	1	Makes objects fly, or levitate.	Charm

Spell	Year	Description	Type
Aberto	2	Unlocks a door	Charm
Accio	2	Summoning Charm; used to summon objects toward the caster (usually from a long distance)	Charm
Aguamenti	2	Produces a jet of water from the caster's wand	Charm, Conjuration
Aparecium	2	Reveals secret messages written in invisible ink, or any other hidden markings. Also works against Concealing charms	Charm
Arresto Momentum	2	Decreases the velocity of a moving target. Can be used on multiple targets, as well as on the caster themselves.	Charm
Avifors	2	Transforms the target into a bird.	Transfiguration
Babbling Curse	2	Causes uncontrollable babbling.	Curse
Bat-Bogey Hex	2	Transforms the target's bogeys into large bats that fly out of the victim's nose.	Hex
Carpe Retractum	2	Produces a rope of light used to pull objects towards the caster, or, if the target is fixed in place, to pull the caster towards the target.	Charm
Cauldron to Sieve	2	Transforms cauldrons into sieves.	Transfiguration
Cribbing Spell	2	This spell, which may possibly be a charm, is used to assist the caster in cheating on written papers, tests, and exams.	Charm
Everte Statum	2	Throws the victim backward, similarly to if they'd been thrown.	Charm
Expelliarmus	2	Forces whatever an opponent is holding to fly out of their hand. Harry Potter's signature spell.	Charm
Finite Incantatem	2	Terminates all spell effects in the vicinity of the caster.	Charm
Flipendo	2	Knocks objects and creatures backwards.	Jinx
Illegibilus	2	Makes writing impossible to read.	Charm
Immobulus	2	Immobilizes and stops the actions of the target. It works both on living and inanimate things.	Charm
Rictusempra	2	Tickles the target until they become weak with laughter.	Charm
Sardine hex	2	Makes the victim sneeze out sardines.	Hex
Serpensortia	2	Conjures a serpent from the caster's wand.	Conjuration
Slugulus Eructo	2	Forces the victim to burp up slimy slugs.	Curse
Steleus	2	A hex that causes the victim to sneeze for a short period of time. This spell is used in dueling to distract the opponent.	Hex
Stupefy	2	Stuns the target, rendering them unconscious.	Charm
Vera Verto	2	Turn animals to water goblets.	Transfiguration
Alarte Ascendare	3	Shoots the target high into the air.	Charm
Aqua Eructo	3	This spell is used to create, and control, a jet of clear water from the tip of the wand; it is probably related to Aguamenti.	Charm
Avis	3	Conjures a flock of birds from the tip of the wand. When used in conjunction with Oppugno, it can be used offensively.	Conjuration
Bombarda	3	Provokes a small explosion.	Charm
Broom jinx	3	Used to make broomsticks try to throw their riders off through a variety of means such as sudden lurches and violent swishing movements. Constant eye contact is needed for the jinx to keep working.	Jinx
Cheering Charm	3	Makes the target feel happy. Overuse of the spell may cause the target to break into an uncontrollable laughing fit.	Charm
Colloshoo	3	Sticks the target's shoes to the ground.	Hex
Confundo	3	Causes the victim to become confused and befuddled.	Charm
Cracker Jinx	3	This spell is used to conjure exploding wizard crackers; it can be used in dueling to harm the opponent, but the force of the explosion may also affect the caster.	Jinx
Dissendium	3	Although the only known canonical effect is to open secret passageways, it's possible, based on its use in 1997, that it opens things in general.	Charm

Spell	Year	Description	Type
<i>Draconifors</i>	3	<i>Transforms the target into a very small dragon.</i>	<i>Transfiguration</i>
<i>Drought Charm</i>	3	<i>Causes puddles and ponds to dry up. Though not powerful enough to drain a body of water like a lake</i>	<i>Charm</i>
<i>Feather-Light Charm</i>	3	<i>Makes an object light as a feather.</i>	<i>Charm</i>
<i>Fumos</i>	3	<i>Defensive smokescreen that hinders visibility.</i>	<i>Charm</i>
<i>Glacius</i>	3	<i>Freezes the target with icy-cold air.</i>	<i>Charm</i>
<i>Herbifors</i>	3	<i>This spell causes flowers to sprout from the victim.</i>	<i>Transfiguration</i>
<i>Impervius</i>	3	<i>Makes an object repel water and mist.</i>	<i>Charm</i>
<i>Inflatus</i>	3	<i>Inflates the target, filling it with air.</i>	<i>Charm</i>
<i>Lapifors</i>	3	<i>Transforms the target into a rabbit.</i>	<i>Transfiguration</i>
<i>Reparifors</i>	3	<i>Reverts minor magically-induced ailments, such as paralysis and poisoning.</i>	<i>Healing</i>
<i>Riddikulus</i>	3	<i>A spell used when fighting a Boggart, "Riddikulus" forces the Boggart to take the appearance of an object the caster is focusing on. Best results can be achieved if the caster is focusing on something humorous, with the desire that laughter will weaken the Boggart.</i>	<i>Charm</i>
<i>Sonorus</i>	3	<i>Makes the target sound louder. The counter-charm is the Quietening Charm, Quietus.</i>	<i>Charm</i>
<i>Tail-growing hex</i>	3	<i>Causes the victim to grow a tail.</i>	<i>Hex</i>
<i>Waddiwasi</i>	3	<i>Used to shoot small, soft masses of whatever the caster so desires at the target</i>	<i>Jinx</i>
<i>Ascendio</i>	4	<i>Lifts the caster high into the air. The charm also works underwater, propelling the caster above the surface.</i>	<i>Charm</i>
<i>Brackium Emendo</i>	4	<i>If used correctly, it is claimed that this spell will heal broken bones; this theory is supported by the etymology.</i>	<i>Charm, Healing Spell</i>
<i>Bubble-producing spell</i>	4	<i>Produces a stream of non-bursting bubbles; there are two similar spells.</i>	<i>Charm</i>
<i>Conjunctivitis Curse</i>	4	<i>Causes irritation in the eyes, forcing them to swell shut.</i>	<i>Curse</i>
<i>Depulso</i>	4	<i>Sends the target away from the caster. It is the counter-charm to the Summoning Charm.</i>	<i>Charm</i>
<i>Diffindo</i>	4	<i>Used to precisely cut or tear objects.</i>	<i>Charm</i>
<i>Diminuendo</i>	4	<i>Forces the target to shrink.</i>	<i>Charm</i>
<i>Ducklifors</i>	4	<i>Transforms the target into a duck.</i>	<i>Transfiguration, jinx</i>
<i>Engorgio</i>	4	<i>Causes objects to increase in size</i>	<i>Charm</i>
<i>Finestra</i>	4	<i>Shatters glass.</i>	<i>Charm</i>
<i>Furnunculus</i>	4	<i>Covers the target in boils (or pimples).</i>	<i>Hex</i>
<i>Herbivicus</i>	4	<i>Rapidly grows plants.</i>	<i>Charm</i>
<i>Hot-Air Charm</i>	4	<i>Conjures a stream of hot air</i>	<i>Charm</i>
<i>Impedimenta</i>	4	<i>Slows down or stops the target.</i>	<i>Jinx</i>
<i>Multicorfors</i>	4	<i>Multicorfors is a charm used to change the color and style of one's clothing.</i>	<i>Transfiguration</i>
<i>Pepper breath hex</i>	4	<i>Gives the victim fiery hot breath.</i>	<i>Hex</i>
<i>Periculum</i>	4	<i>Produces a burst of red sparks.</i>	<i>Charm</i>
<i>Piscifors</i>	4	<i>Transforms things into fish.</i>	<i>Transfiguration</i>
<i>Protego</i>	4	<i>Invisible shield that reflects spells and blocks physical entities.</i>	<i>Charm</i>
<i>Reducto</i>	4	<i>Breaks objects. In stronger usages, disintegrates them.</i>	<i>Curse</i>
<i>Relashio</i>	4	<i>Forces the target to release its grip on whatever it is holding.</i>	<i>Jinx</i>
<i>Scourgify</i>	4	<i>Cleans objects</i>	<i>Charm</i>

Spell	Year	Description	Type
Switching Spell	4	Switches two targets simultaneously.	Transfiguration
Unbreakable Charm	4	Makes objects unbreakable.	Charm
Ventus	4	Shoots a jet of strong spiraling wind from the tip of the wand.	Jinx
Vermiculus	4	Transforms things into worms.	Transfiguration
Anteoculatia	5	Causes the target to grow antlers.	Hex
Anti-intruder jinx	5	Prevents intruders from entering an area.	Jinx
Cantis	5	Causes the victim to burst uncontrollably into song.	Jinx
Cauldron to badger	5	Transforms cauldrons into badgers.	Transfiguration
Cistem Aperio	5	Opens chests and boxes.	Charm
Colloportus	5	Locks doors, and presumably all things that can be locked; it is unknown whether the counterspell is required, or if a key could open it.	Charm
Colovaria	5	Changes the target's color.	Charm
Cornflake skin spell	5	This spell causes the victim's skin to appear as though it was coated in cornflakes.	Curse
Crinus Muto	5	Used to transfigure the color and style of one's hair.	Transfiguration
Deletorius	5	Counter-charm to the Reverse Spell, vanishing the image of the last spell cast. It may also disintegrate other certain images.	Charm
Dissillusionment Charm	5	Causes the target to blend seamlessly in with its surroundings, like a chameleon.	Charm
Evanesco	5	Used to Vanish objects	Transfiguration
Expecto Patronum	5	This charm is a defensive spell which will conjure a spirit guardian of their positive emotions to defend against dark creatures; it can also send messages to other witches or wizards. The Patronus takes the form of an animal, unique to each person who casts it. The form of a Patronus can change when one has undergone a period of heightened emotion.	Charm
Fidelius Charm	5	An immensely complex charm used to hide secret information within the soul of the charm's recipient, who is called a Secret-Keeper. The information is irretrievable unless the Secret-Keeper willingly chooses to reveal it, and only the aforementioned person can do so.	Charm
Flagrate	5	Writes in midair with fiery marks.	Curse
Hover Charm	5	Used to make the target hover. It is one of the many lesser variations of the Levitation Charm.	Charm
Imperturbable Charm	5	Creates an invisible magical barrier on an object, such as a door. This barrier bounces objects off of it, and muffles sounds.	Charm
Intruder Charm	5	Detects intruders and sounds an alarm.	Charm
Locomotor	5	Allows a witch or wizard to levitate a target a few inches off of the ground and then move said object in any given direction. Similarly to the Summoning Charm, a specific object can be moved by calling the object aloud after saying the incantation.	Charm
Muffliato	5	Prevents others from hearing nearby conversations by filling peoples' ears with an unidentifiable buzzing.	Charm
Obliteration Charm	5	Removes footprints.	Charm
Oppugno	5	Causes targeted objects to attack a victim. It is particularly effective in conjunction with the Bird-Conjuring Charm.	Jinx
Prior Incantato	5	Forces a wand to show an "echo" of the last spell it performed.	Charm
Protean Charm	5	Causes copies of an object to be remotely affected by changes made to the original.	Charm
Specialis Revelio	5	Reveals spells cast on objects or potions.	Charm
Age Line	6	Prevents people above or below a certain age from access to a target.	Charm
Anapneo	6	Clears the target's airway if they are choking on something.	Healing
Appare Vestigium	6	Reveals traces of magic, including footprints and track marks.	Charm
Bubble-Head Charm	6	Produces a large bubble of air around the head of the user; it is commonly used as the supernatural equivalent of a breathing set.	Charm
Calvorio	6	Removes the victim's hair.	Curse
Caterwauling Charm	6	Anyone entering the perimeter of this spell sets off a high-pitched shriek.	Charm

Spell	Year	Description	Type
Densauggeo	6	This hex causes the victim's teeth to grow rapidly, but can also be used to restore lost teeth, as proven when Ted Tonks did so in 1997 for Harry Potter.	Hex
Episkey	6	Used to heal minor injuries	Healing
Erecto	6	Used to erect a tent or other upright structure.	Charm
Ferret to Human	6	Transforms a ferret into a human.	Charm
Geminio	6	Duplicates the target. When used to duplicate objects indefinitely on purpose, is known as the Gemino Curse.	Charm
Homenum Revelio	6	Reveals human presence in the vicinity of the caster.	Charm
Homonculus Charm	6	Tracks the movements of human beings. The charm has a powerful effect in that it is not fooled by various methods of concealment and disguise, such as invisibility cloaks, the Polyjuice Potion or transformed Animagi.	Charm
Incarcerous	6	Ties up the target with ropes conjured from thin air.	Conjuration
Legilimens	6	Allows the caster to delve into the mind of the victim, allowing the caster to see the memories, thoughts, and emotions of the victim.	Charm
Levicorpus	6	Hoists people up into the air by their ankle.	Jinx
Liberacorpus	6	The counter-jinx to Levicorpus.	Jinx
Meteoloinx Recanto	6	Causes weather effects caused by jinxes to cease.	Counter-Charm
Mimblewimble	6	Ties the target's tongue in a knot, preventing them from making coherent speech, or saying incantations correctly, making it useful in duels.	Curse
Oblivate	6	Erases specific memories.	Charm
Oscusi	6	Seal someone's mouth shut, making it appear it was never there.	Curse
Quietus	6	Makes a target sound quieter. It is the counter-charm to the Amplifying Charm.	Charm
Refilling Charm	6	Refills whatever the caster points at with the drink originally in the container.	Charm
Rennervate	6	Awakens an unconscious victim. It is consequently the counter-charm to the Stunning Spell.	Charm
Reverte	6	Returns objects to their original positions or states.	Charm
Sectumsempra	6	Lacerates the target, as if they have been "slashed by a sword." Subsequently, the target can easily bleed to death from the wounds.	Curse
Silencio	6	Makes something silent.	Charm
Stinging Jinx	6	Stings the flesh of a target.	Jinx
Surgito	6	Counter-charm that can be used to remove enchantments.	Charm
Tergeo	6	Siphons liquid and cleans objects.	Charm
Vipera Evanesca	6	Vanishes snakes. Subsequently, it is the counter-spell for the Snake Summons Spell.	Conjuration
Vulnera Sanentur	6	Healing spell that slows blood flow, clears residue, and knits wounds. It is the counter-curse to Sectumsempra.	Healing
Anti-Disapparition Jinx	7	Prevents Disapparation in an area. It is used to entrap an enemy in an area.	Jinx
Bedazzling Hex	7	Allows the caster to disguise things.	Hex
Capacious extremis	7	Expands the internal dimensions of an object without affecting the external dimensions, enhancing its capacity, and rendering its contents lighter.	Charm
Cascading Jinx	7	Attacks multiple opponents in close proximity to each other.	Jinx
Cave inimicum	7	Produces a boundary that keeps the caster hidden from others.	Charm
Confringo	7	Produces a fiery explosion.	Curse
Defodio	7	Allows the caster to dig and carve through the target.	Charm
Deprimo	7	Charm used to blast holes in the ground.	Charm
Descendo	7	Causes object to fall or move downwards.	Charm
Duro	7	Turns an object to stone.	Charm
Expulso	7	Provokes an explosion, unique in that it uses pressure to do so as opposed to heat.	Curse

Spell	Year	Description	Type
Flagrante Curse	7	Causes objects to burn on contact.	Curse
Glisseo	7	Causes the steps on a stairway to flatten into a slide.	Charm
Homorphus Charm	7	Causes an Animagus or transfigured object to assume its normal shape.	Charm
Mobilicorpus	7	Levitates and moves bodies.	Charm
Nebulus	7	Creates fog from the tip of the wand.	Charm
Obscuro	7	Blindfolds the target.	Conjuration
Partis Temporus	7	Creates a temporary gap in the target.	Charm
Repello Muggletum	7	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.	Charm
Revelio	7	Reveals secrets about a person or object.	Charm
Salvio Hexia	7	Protects against hexes.	Charm
Teleportation Spell	7	Vanishes objects which then appear elsewhere.	Transfiguration

The Four Houses

The Houses of Hogwarts help shape the futures of all the students that attend. Each student is placed in a house based on the traits that make them who they are. After each student is placed, they get a house benefit that will help them further develop their character.

GRYFFINDOR

<https://harrypotter.fandom.com/wiki/Gryffindor>

House Ghost - [Nearly Headless Nick](#)

[Common Room](#) - Top of Gryffindor Tower

Entrance by password

All Gryffindor characters get to **choose 1** of these benefits:

- Automatically succeed on a **Show Courage move** once per day.
- Shake off the **Injured Condition** once per day. It wasn't that bad anyway, right?
- Take **+1 Forward** to all **Body** rolls for 1 scene, once per day.

HUFFLEPUFF

<https://harrypotter.fandom.com/wiki/Hufflepuff>

House Ghost - [The Fat Friar](#)

[Common Room](#) - Large Barrels in the Kitchen Corridor

Entrance by rhythmic tapping

All Hufflepuff characters get to **choose 1** of these benefits:

- Automatically succeed on a **Treat Wounds move** once per day.
- Shake off the **Exhausted Condition** once per day. Let's be honest... you have some chocolate.
- Take **+1 Forward** to all **Soul** rolls for 1 scene, once per day.

RAVENCLAW

<https://harrypotter.fandom.com/wiki/Ravenclaw>

House Ghost - [The Grey Lady](#)

[Common Room](#) - Top of Ravenclaw Tower

Entrance by riddle

All Ravenclaw characters get to **choose 1** of these benefits:

- Automatically succeed on an **I Read About That** move once per day.
- Shake off the **Dazed Condition** once per day.
- Take **+1 Forward** to all **Mind** rolls for 1 scene, once per day.

SLYTHERIN

<https://harrypotter.fandom.com/wiki/Slytherin>

House Ghost - [The Bloody Baron](#)

[Common Room](#) - The Dungeons

Secret entrance by password

All Slytherin characters get to **choose 1** of these benefits:

- Automatically succeed on a **Convince move** once per day.
- Shake off the **Upset Condition** once per day. Winners can't sit about and cry all day, can they?
- No one saw that! **Reroll a roll** once per day.

School Year Advancement

Sometimes, students actually learn something at school. I know, crazy right? Here are the advancements that player characters can take at the beginning of each school year. Make a note of the option you took on your character sheet. Be sure to check off the box for any choice you make. Choices can only be taken based on the number of boxes that haven't been checked off!

WHEN YOU ADVANCE TO THE NEXT SCHOOL YEAR:

1. Decide as a group to determine if you want to play through the Diagon Alley, Hogwarts Express or Start-of-Term Feast again. In my opinion; I think it's a great way to have your group reset and get ready for a new year, but it should be up to your group!
2. Have everyone roll for how much money they made over break by **rolling 10d6** and receive that amount in galleons. Assume that you all have enough money for basic school supplies. Extra items are up to the PCs to pay for, though!
3. Choose a **FAVORITE CLASS** for the year. Whenever you're making rolls in that class, gain a **+1 Forward**. Think of this like a **RELATIONSHIP**; you can even keep track of it in your relationship list.
4. Choose your spell bank spells for the new school year.
5. **Lock** in a currently **unlocked trait** that you feel you acted out the most in the previous year.
6. (Year 3 and later) Choose **2-3 Electives** for the year: Study of Ancient Runes, Divination, Muggle Studies, Arithmancy, or Care of Magical Creatures.
7. (Year 6 and later) Choose **2-3 Electives** for the year: Alchemy, Advanced Arithmancy Studies, or Ancient Studies.

(Once a checkbox is checked, you cannot mark it again.)

SECOND YEAR TO FOURTH YEAR (CHOOSE 1 AT THE BEGINNING OF EACH SCHOOL YEAR)

- ☐ ☐ +1 to an attribute (Max +3 for any attribute)
- ☐ ☐ ☐ ☐ Unlock and add a spell below your current year to your spell bank.

FIFTH YEAR TO SEVENTH YEAR (CHOOSE 1 AT THE BEGINNING OF EACH SCHOOL YEAR)

- ☐ ☐ Change the cap for 1 attribute to +4 (Except for magic!)
- ☐ ☐ +1 to an attribute (Max +3 for any attribute)
- ☐ Add an additional Signature Spell (spell must be below your current year)
- ☐ ☐ ☐ Add two additional spells to your Spell Bank (must be below your current year)

SECOND YEAR TO SEVENTH YEAR (IN ADDITION TO YOUR OTHER CHOICES, CHOOSE 1 AT THE BEGINNING OF EACH SCHOOL YEAR)

- ☐ ☐ +1 to your Classes/School rolls in the end-of-session
- ☐ ☐ +1d6 to your Job Downtime Moves for Galleons
- ☐ ☐ ☐ Gift Item from your friends or relatives or a teacher (talk to your group/GM about what this can be!)
- ☐ ☐ ☐ Roll 10d6 to determine how much extra money you've received over the break in Galleons (talk to your group/GM how you received this extra money).

The Game Master

The Game Master or GM is the one who is running the game for the group. The rest of the group is focusing on their one character and role-play it to the best of their ability. They'll be trying to make it feel like it's a real person with real motivations and feelings.

You're responsible for everything else. Yep. No joke. You help facilitate the story for the players by using the various tools available in this book, creating non-player characters (NPCs), villains, creatures, mysteries, adventures, items, potions, professors, and helping to set the scene for everything. It's a big job, but you can do it!

GUIDING YOUR CHOICES

When you're GM'ing a game, you should use these principles to help guide your decisions:

- **Make Hogwarts feel real.** *Yes, it's a school... but it's also a home-away-from-home, and for a lot of students there, it serves as something much more. It should for the players as well.*
-

- **Be interested in their characters.** *I know this sounds simple, and it is. When a player creates a background for their character, read through it and take notes. Figure out how to tie it into the story in your own way.*
- **Ask Questions.** *Why are they making the choices they're making? What drove their characters to feel the way they're feeling? Was it just a roll? Is it because their friends are treating them unfairly? Did they just receive a howler from their parents? Ask them questions about their choices and note down anything you feel like you can use later.*
- **Be Magical.** *This is a game about Witchcraft and Wizardry after all. Fill their worlds with magic! The school, their daily lives, creatures they encounter, nearly everything uses magic in some way in the Wizarding World.*

GM MOVES

These are the moves the game master will use whenever the players fail their rolls, or when the story calls for it. Is there a void to fill in the conversation? Has the role-play simply died down? Make a GM move. Does it just make sense based on the moment in the story? Make a GM Move. Unlucky for them, you don't have to roll any dice. You're the GM. You have nearly infinite power (insert maniacal laugh here). Remember your goals and let them guide you whenever you decide to use a move.

- | | |
|--|---|
| • INFLICT A CONDITION | • USE A PROFESSOR, VILLAIN OR CREATURE MOVE |
| • CHANGE A RELATIONSHIP FOR BETTER OR WORSE | • WARN THEM OF DANGER |
| • MAKE AN NPC ACT RASHLY | • APPLY PRESSURE |
| • CAPTURE A PC OR NPC | • SOMETIMES, THINGS JUST EXPLODE |
| • CREATE AN OPPORTUNITY WITH OR WITHOUT COST | • REMIND THEM OF THEIR LOYALTIES |
| • GET SOMEONE IN TROUBLE | • CHALLENGE THEIR RELATIONSHIPS |

INFLICT A CONDITION

Use this move when characters make a choice that you think would lead them to feel one of the conditions. You should also use this move when they fail one of their moves and it feels right. It's important to remind them that the magical world can be a dangerous place.

CHANGE A RELATIONSHIP FOR BETTER OR WORSE

Ask probing questions about a tense situation. See how everyone feels. Those differences can affect relationships. +1 or -1 to a Relationship as necessary.

MAKE AN NPC ACT RASHLY

Sometimes situations occur where an NPC's motivations are tested and they lash out. Make it feel important and that the NPC really cares about whatever or whomever they are lashing out at. Make a scene and force the characters to make some decisions.

CAPTURE A PC OR NPC

Separating the party can be one of the scariest things for a group. It forces them to make separate choices and potentially more dangerous ones. Put PCs or NPCs into dangerous situations and force the characters to make difficult decisions. Did the Villain capture them? What did they do with them? Tie everything together for even more depth to your stories and give the PCs a chance to be courageous.

CREATE AN OPPORTUNITY WITH OR WITHOUT COST

The goal is in sight, but there are often no straight paths to victory. Offer an opportunity for success, but it

will come with some difficult choices. Consider a course of action that may give them a messy option for a solution. It will increase the importance of their decision and show them the ramifications of their actions.

GET SOMEONE IN TROUBLE

Let's face it... there are times when kids will cause problems for others and draw the attention of those in charge. Usually a professor, but it could be something worse. Maybe even as bad as... PARENTS! Give them a howler to let everyone know about it. Maybe have an NPC tattle on them to cozy up to a professor?

USE A PROFESSOR, VILLAIN OR CREATURE MOVE

Each professor, villain and creature has special moves they can make. Is a professor, villain or creature involved in the scene? Use one of those moves to complicate things for the players. Stay true to the fiction and the traits that they have.

WARN THEM OF DANGER

By warning the players of impending danger, it will force them to react and make some decisions. This is especially useful if a scene feels like it's dragging on. It doesn't have to be combat-related. It can absolutely be someone they don't want to talk to or a rival that's about to create trouble for them or a potentially dangerous trap awaiting them.

APPLY PRESSURE

A lot of times, motivating a character involves indirect pressure. Consider putting someone or something the character cares about in jeopardy to make them act. This move works really well when combining with other moves!

SOMETIMES, THINGS JUST EXPLODE

Boom. It's magic, what do you expect?

REMIND THEM OF THEIR LOYALTIES

Disagreements and arguments happen all the time. Is there a situation where a character does something that seems to be against the wishes of an opinion they value? Remind them of that. Make sure they know there are ramifications for them upon making those choices and if it involves another player, make sure to bring it up with that player as well.

CHALLENGE THEIR RELATIONSHIPS

Is there a rift forming between the characters? Think about how you can introduce a situation to offer a way to repair that relationship. Shared interests, activities, class project they have to work together on. Be creative! Likewise, are two of the characters inseparable? What is their bond based on? Perhaps it's time to test the friendship? A potential love interest? Jealousy over an achievement?

Combat

Combat is a dangerous thing. While the PCs should generally avoid combat as they're still just kids; it can still occur in your games, and it should be resolved quickly. Almost always, the PCs are at a disadvantage in combat and they should be reminded of that often. Understand what the fight is about and the motivations between those involved in the fight.

Have a conversation about what the environment is like for everyone and let everyone explain what they'd

like to try to do. Based on their answers, determine the order of the actions and make the appropriate moves. The difficulty of the fight will be based on whatever it is that is being fought. Is this a big scary creature? If the characters are trying to struggle against it, it will probably be impossible for them. Using brute force against a giant would only end up with a very big mess. Make sure everyone knows that by establishing the scene.

Combat should be broken down into different categories: Easy, Normal, Hard, and Villain. Villains are meant to be recurring characters and therefore should require multiple encounters to defeat. "Defeated" doesn't necessarily mean killed, either! Since this is based on the Wizarding World and Harry Potter, most of the time, it shouldn't mean killed.

EASY ENCOUNTERS

An encounter that is meant to delay or annoy more than defeat a PC or group is considered an easy encounter. In the fight itself, easy encounter enemies take 2 hits before they are defeated.

NORMAL ENCOUNTERS

An encounter that is meant to be somewhat challenging for the PCs and cause them some problems. This fight would have the enemies take 3 hits before they are defeated.

HARD ENCOUNTERS

These are the encounters the PCs should really dread. They're only kids! Why are they trying to challenge whatever horror is facing them now? Run! This fight ends when the enemies take 4 hits.

ENCOUNTER MOVES

These moves are to be made when standard encounters happen and whatever is being fought takes a hit, you will immediately make one of these moves, often prompting defending players to **Tough it Out**. Don't say what move you're specifically using in combat, but describe it well.

- RUN
- HIDE
- STAND AND FIGHT
- CHARGE IN
- DESTROY THINGS AROUND THEM
- TAKE SOMETHING FROM THEM
- MAKE A SACRIFICE
- BEG FOR MERCY

VILLAIN ENCOUNTERS

The villains are meant to be special encounters for the PCs. Villains can be easy, normal, or hard encounters however, they are meant to take place a number of times with the same villain. Villains also have moves to perform when they are hit, although they are different from the standard encounters.

VILLAIN MOVES

- GET AWAY
- CHARM THEM
- MONOLOGUE THEM
- TAKE SOMETHING IMPORTANT FROM THEM
- GIVE THEM FALSE HOPE
- HIT THEM WHERE IT HURTS
- THREATEN SOMETHING THEY LOVE
- USE SOMEONE ELSE
- TRICK THEM
- OVERPOWER THEM
- REVEAL PART OF YOUR PLAN

CREATURE MOVES

When a standard encounter won't cut it for a special creature you've designed, try using these moves to help you. Characters can and should be generally sympathetic to most creatures in this system, but nature is wild and not every creature wants the same for others.

- RUN
- HIDE
- INTIMIDATE
- HUNT
- FOLLOW YOUR INSTINCTS
- MAKE FRIENDS
- REMAIN ALOOF
- BE MAGICAL

DUELING

Duels occur between two witches or wizards engage in formal combat where only magical means can be used. They first bow to each other as a sign of respect, assume a combat stance and on the count of three; attempt to stun, disarm, injure, defeat, or kill each other to submission. In this game, duels are made much the same way and are done so through dice rolling.

*In a PC vs PC duel; the Game Master will count to 3 and the PC that says their incantation first gets to make their **Cast a Spell** move. The spell must be announced before the roll is made, but if the attacking PC rolls a 10+, it is successful and the PC that is hit must make a **Tough it Out** move. On a 7-9, the spell is blocked. On a 6 or less, the defending PC gets to make their **Cast a Spell** move. This is done until someone fails a **Tough it Out** move, takes enough conditions to pass out, or someone submits.*

*In an NPC vs PC duel; the player will simply attempt their **Cast a Spell** move, while announcing their spell before the result. The normal outcomes of the spell are different. On a 10+ the spell is a success. On a 7-9 the spell is blocked. On a 6 or less, the NPC gets to force the player to make a **Tough it Out** move. Whoever gets the first successful hit wins.*

NPCs

NPCs or Non-Player Characters are made up of all characters that are played by the GM including, but not limited to: professors, villains, creatures, other students, and everyday people in and out of the Wizarding World.

When creating an NPC, the fundamental rule is to choose 2 positive traits and 2 negative traits for them and roll for their looks from the character creation tables as well.. The more important an NPC is to your games, increase the number of traits to help flesh out the personality of the character. Make sure to add both as even the nicest person has flaws and the worst villain has positive traits. List them in order of importance for each character.

PROFESSORS

<https://harrypotter.fandom.com/wiki/Professor>

When making professors, use the same traits you used earlier for the PC character creation except choose 3 positive traits and 3 negative traits for each (if you prefer to do so randomly, do so via the chart on the table). Determine which house they belong to, and decide who is the current head of house for each of the four houses. Use a Hogwarts Subjects sheet or a table to list all of the professors, their traits, and whichever house they belong to.

Professors have the power to give or take away points for the House Cup that occurs throughout the year. If you are playing a School Year campaign, then make sure to keep track of them to encourage the players to go above and beyond for their house to see who will win!

VILLAINS

Meant to be used in Adventures or School Year campaigns, Villains are characters that are trying to achieve a specific goal and are working against the PCs to do so. Choose their looks, and villains get 3 positive traits and 4 negative traits. They are villains, after all. Not only should they have traits, but based on their traits, you should choose their motivations.

If you decide to include villains in your games, spend a good amount of time getting into their heads. Once you understand their motivations, then it becomes easy to plan their next move and to role-play them.

Here are some motivations to choose from:

- ROMANCE
- VENGEANCE
- TO DISTINGUISH THEMSELVES
- TO FIT IN OR GAIN ACCEPTANCE
- JUSTICE
- GREED
- FEAR
- DESPERATION
- FOR SOMEONE ELSE
- FALSE ALTRUISM
- KNOWLEDGE
- POWER
- ESCAPE DESTINY/FATE
- ACHIEVE DESTINY/FATE

CREATURES

https://harrypotter.fandom.com/wiki/List_of_creatures

<https://europeisnotdead.com/european-mythical-creatures/>

This is a comprehensive list of creatures from the movies and various creatures from European mythology, but if you'd like to create your own; then you can use these tables to help.

CREATURE LOOKS (CHOOSE 1-3)

Look	2d6	Look	2d6	Look	2d6
Avian	11	Humanoid	31	Plantlike	51
Bony	12	Insect-like	32	Playful	52
Colorful	13	Invisible	33	Predatory	53
Cute	14	Leathery	34	Scaly	54
Elemental	15	Lizard-like	35	Slimy	55
Feathered	16	Lots of Eyes	36	Small	56
Fluffy	21	Lots of Teeth	41	Smelly	61
Flying	22	Luminescent	42	Snakelike	62
Hairy	23	Majestic	43	Too many legs	63
Has a shell	24	Mammalian	44	Translucent	64
Has a tail	25	Moist	45	Wispy	65
Huge	26	Peaceful	46	Worm-like	66

WHAT'S ODD ABOUT THIS CREATURE? (CHOOSE 1)

Oddity	2d6	Oddity	2d6	Oddity	2d6
Breathes fire	11	Gets spiky	31	Moves through shadows	51
Can move through objects	12	Gets way larger	32	Multiplies itself temporarily	52
Can speak	13	Gushes water	33	Only moves backwards	53
Changes shape	14	Is extremely poisonous	34	Poops precious gems	54
Changes the color of things it touches	15	Is musical	35	Reads minds	55
Controls other animals	16	Is very rubbery	36	Shakes the ground around it	56
Creates illusions	21	It mimics the person talking to it	41	Shrinks	61
Dims the light all around it	22	Leaks acid	42	Surprisingly strong	62
Eats metal	23	Makes plants grow	43	Turns into a gas	63
Emits a shriek that breaks glass	24	Makes small tornadoes	44	Turns into a liquid	64
Emits a smoke that confuses	25	Makes things levitate	45	Turns to stone	65
Flattens itself onto a surface	26	Moves extremely fast	46	Withers in light	66

UNDER WHAT CIRCUMSTANCES DO THESE ODD THINGS HAPPEN? (CHOOSE 1)

Circumstance	2d6	Circumstance	2d6	Circumstance	2d6
Normally	11	When it is around others of its kind	31	When it jumps	51
Under a full moon	12	When it is bound	32	When it runs	52
When covered with a blanket	13	When it is cold	33	When it sees a specific thing	53
When it cries	14	When it is foggy	34	When it sees its reflection	54
When it dreams	15	When it is hot	35	When it sees something shiny	55
When it drinks water	16	When it is in pain	36	When it sleeps	56
When it eats	21	When it is in the dark	41	When it smells danger	61
When it gets excited	22	When it is in the light	42	When it sneezes	62
When it gets wet	23	When it is pet	43	When it's angry	63
When it hears a loud noise	24	When it is praised	44	When it's happy	64
When it hears music	25	When it is tickled	45	When it's scared	65
When it hiccups	26	When it is windy	46	When you look into its eyes	66

Crafting your sessions

MYSTERIES

Mysteries are meant to take one session to run through with your group. Mysteries are strange occurrences for them to look into and explore. If you're doing a mystery you should make the assumption that your group is already

familiar with each other and you can start at some point during the school year so you can focus on the actual mystery. Introducing professors and side characters should be involved, but in a minor way. Spending too much time giving side characters the spotlight will probably force you to rush everything else in your session. Remember, this is ultimately about your players, and especially so with mysteries since they are meant to take one session.

Ideally, you want to pace things so that the mystery is broken down into several parts:

PART 1: THE INTRODUCTION - HOW DO THE PCS FIND OUT ABOUT THIS MYSTERY?

- *Something strange happens to one of them.*
- *Something strange happens to another student, professor, or a creature under someone else's care.*
- *A professor has a task for them.*
- *They stumble upon something ancient that causes chaos.*

PART 2: INVESTIGATION AND CONFUSION

- *What other strange things are occurring due to this mystery?*
- *How are they related?*
- *What is causing all these secondary problems?*
- *What are some potential solutions?*

PART 3: COMPLICATIONS

- *The PCs should be coming up with potential solutions for this mystery by now, complicate their lives in some way.*

PART 4: CONFLICT AND RESOLUTION

- *Escalate this part of the mystery*
- *Add creatures, other students, or professors*
- *Consider adding a puzzle*
- *Wrap it all up by giving the PCs praise*

ADVENTURES

While mysteries are considered to be one session or so long, adventures are meant to take place over the course of a few sessions. It's also the point where you can introduce villains into your games. If you decide to include a villain in your games, they should make an appearance in each session in one way or another. You can do things like keep them in the background of a scene and barely hint at their influence to make sure that the players are keeping them in mind even if they don't know what it's about.

Adventures allow for a more leisurely pace than mysteries, but you should still focus on the main plot and it's definitely more guided than a school year campaign. Consider adding multiple mysteries and interweaving them with a villain behind it all. How are they involved? Are they looking for something? Someone? Perhaps they need some magical artifact to achieve their goals and the PCs stop them at each turn, when ultimately they have to get involved or will utterly fail? Mysteries are just the beginning!

Adventures aren't required to have a villain, either. If you want to lead the PCs through a web of mysteries with lots of excitement, you can and should do that. Before you play your first adventure, talk to the other players about everyone's expectations and what they'd like to get out of the experience. If everyone's on-board, go for it. Perhaps in this case, skip the downtime and do one continuous experience (broken up by everyone's schedule, most likely) where the PCs don't really have a chance for rest. Remember though, combat in this game is meant to be skirted and should always be suggested that it can be very dangerous!

SCHOOL YEAR

Each school year campaign should be expected to run over the course of many sessions and should include both mysteries and adventures as part of the experience. It allows for more time to get to know the characters involved in your stories, including more time with other student NPCs, professors, creatures, and of course... a villain. Each school year should start in similar ways to the movies and books with meeting up in Diagon Alley, King's Cross Station, and the Hogwarts Express to fully immerse the players in the experience.

At school, make sure to introduce the professors and other students. Give the PCs a chance to get to know which professors they like or dislike and which people they can count on. While introducing a villain should be done throughout your school year campaign, the focus should be on the experience of being at school and the simple trials and tribulations that occur with magically gifted students.

PLANNING THINGS OUT

When you're trying to plan out your overall story for the various kinds of sessions, you should consider a few things: Is there anything that's inspiring you at the moment? What sounds interesting to you? If you already know your group well, what kind of games do they like? Here are some elements to help you consider what to focus on for this story:

Choose 1-3 of these things that you'd like to focus on for the adventure.

- THE GROUP
- THE SCHOOL ITSELF
- MAGICAL CREATURES
- MAGICAL ITEMS
- THE STUDENTS
- THE PROFESSORS
- THE WIZARDING WORLD
- THE HUMAN WORLD

Remember, breaking things down into smaller pieces can really help create your story. As long as you create intrigue, it will be like a carrot-on-a-stick for your players. They genuinely will want to know if something is strange and why it is strange by nature.

Your First Session



BEFORE THE FIRST SESSION

- Print out/have character sheets ready for all the players.
- Read through the rules
- Create professors for the school
- Assign professors to the classes
- Determine the Heads of House from the created professors
- Create some other students they will run into at the school, Diagon Alley, King's Cross Station, or on the Hogwarts Express.
- Create/List shops for Diagon Alley shopping
- Create items for Diagon Alley shopping
- Optional - Get a music playlist together to set the mood!

DURING YOUR FIRST SESSION

Follow the guide for character creation at the beginning of this book and depending on what kind of game you want to play, whether it be a mystery, an adventure, or a school year; you can start with the whole entrance into Hogwarts, including Diagon Alley, King's Cross Station and the Hogwarts Express if you're doing an adventure or school year campaign.

When you do the character creation, make sure to talk about traits and how to role-play with the group. Ask lots of questions about each other's PCs and get a feel for who they are in the process. Take notes on things to help you come up with story later on, especially related to their backstory and why they feel the way that they do.

Most important to note is that the GM is there to help the PCs establish the setting. The GM gives them a framework to start with, but the PCs will be the ones that actually flesh it out and make it feel alive.

If you decide to do the Diagon Alley shopping scene, describe the shops and get the players involved in the scenery description as well. Let them help in the creation of the space. Do they notice each other? You can start them using moves right away to get them acclimated to the system. Did they arrive with their parents? If they don't have any parents for whatever reason, how would they get there? Perhaps a professor could assist them. It could be a really interesting way for them to meet a professor and might even develop a friendship with them. The role-play has already begun!

If you decide to do the King's Cross Station scene, then you can describe their journey to platform 9 3/4 and how they go through the magical entry. Do they have a hard time finding it? Do they crash? Make them do a move to find out! Are they lucky enough to find another family going through? Most likely. You don't want them to struggle too much before they even get on the train.

If you decide to do the Hogwarts Express scene, then you can ask them questions about where they sit on the train and have them meet some of the other students you've created. Do they have siblings? Are they going to Hogwarts? Do they try and sit with them? What are the siblings like? Do they have a rivalry and want nothing to do with them at school? You can make some rolls early on to see if the players sit with each other or potentially offer a situation with a bully forcing them to sit with each other. Test their characters. First impressions are pretty important for a lot of people.

If your players are starting as first year students, and you're doing the Sorting Hat ceremony, then it's really important to establish some other students for them to run into. Think about the books and the movies. The friends that were made right away stuck with them throughout all of their school experience. Have them chat with some of those students and see what happens! It's also a great time to introduce the professors and potential worries with the students. Perhaps there are some rumors going around from the older students at the feast.

At the end of the session, if you're doing an adventure or school year campaign, follow the instructions below and enjoy your first session!

End of Session (Adventures and School Years)

You should try to end every session with the PCs receiving some down time. They are kids at school, witches and wizards...yes; but they still have homework and other responsibilities! Go around the table and ask each player about their:

TRAITS

1. Do you feel that you acted counter to any of your character's traits during the session?
2. Do you think it was enough of a divergence from the trait to change it? Ask the group.
3. Select a new trait to replace it.

RELATIONSHIPS

1. Choose if you grew closer to a PC and if the group agrees, +1 to that **relationship** OR choose a PC you grew further away from and if the group agrees, -1 to that **relationship** and gain 1 xp.
2. If you reach +2 or -2 with any relationship, check off a box of **experience**.

CLASSES/SCHOOL

For how well they did in class until the next session:

1. Each PC makes a 2d6+**Mind** roll.
2. On a 10+ their house gains 10 points towards the House Cup.
3. On a 7-9 their house gains 5 points towards the House Cup.
4. On a 6 or lower, their house loses 5 points towards the House Cup.
5. [Optional - School Year] For extra immersion, keep a running tally of how each player does for the end of the school year and give them grades!

DOWNTIME MOVES

What does the PC do during their downtime? Each downtime move will give the PC a benefit. Choose 1 Downtime Move to decide how they spent their downtime.

Clubs - Hogwarts has many school clubs for various activities. Make a 2d6+**Soul** roll. On a 10+, the PC gets +1 **Forward** to their **Inspire Others** move for the next session. On a 7-9, the PC gets to learn a secret from one of the people on their **relationship** list.

Job - There are lots of little jobs that need to be done around Hogwarts and in Hogsmeade. Make a 2d6 roll to determine how many Galleons you make from odd jobs. Add 1d6 galleons per additional week of work.

Create Potions - Ah, potions... the subtle science and exact art that can bewitch the mind and ensnare the senses. Those that wish to spend time creating potions can attempt to do so if they have the right ingredients. **When you have the right ingredients and the right amount of time**, make a 2d6+**Mind** roll and -1 for each year above your current year of the potion you are trying to create. On a 10+ it's perfect. On a 7-9 something's gone wrong, but it still works... kind of. The GM will tell you how.

Quidditch Team - Everyone's favorite Wizarding World sport! This PC is on the Quidditch team, and will be spending their downtime on the Quidditch Pitch as often as they can. If they don't use this downtime move, they're not assumed to be kicked off the team or anything, just devoting less time to it. Make a 2d6+**Body** roll. On a 10+, the PC gets a +1 **Forward** to their **Quick and Quiet** move in the next session. On a 7-9, the PC gets a +1 **Forward** to any rolls related to Quidditch in the next session.

Social Activities - Hanging out with friends, going on dates, and being social in general. Make a 2d6+**Heart** roll. On a 10+, the PC gets a +1 **Forward** to their **Read Between the Lines** move for the next session. On a 7-9, the PC gets a +1 or a -1 to a **relationship**.

Practice Spellcasting - Spellcasting isn't easy. That's why they go through years and years of schooling. Miss a flick when you should have swished and someone catches fire. No one wants that. Practice your spells, kids! Make

a 2d6+**Magic** roll. On a 10+, the PC gets to temporarily **add an additional spell** to their **spell bank** for the next session at their current year. On a 7-9, the PC gets to **swap one spell** from their **spell bank** with one that they don't currently have.

Studying - Well, you're at school. Studying is probably helpful, right? Make a 2d6+**Mind** roll. On a 10+, the PC gets a +1 **Forward** to their **I Read About That** rolls for the next session. On a 7-9 they get a +1 **Forward** to their next **Classes/School** downtime move.

The House Cup

The House Cup sparks quite a bit of competition between the houses, and it's a good way to keep your players invested in their schoolwork and performance. Keep track of the points for each house after each week and if the players are behaving badly, you can potentially take away house points from them. Here are some points you might want to use:

VIOLATION	AVG. LOSS
Being cheeky/giving attitude	-5 points
Being out after curfew	-15 points
Disobedience	-10 points
Casting spells unsupervised*	-15 points
Fighting	-20 points
Leaving school grounds without permission	-50 points
Lying to a faculty member or prefect	-10 points
Skipping a class	-15 points
Uniform violation, minor (e.g. untucked shirt)	-5 points
Uniform violation, major (e.g. missing tie)	-10 points
Uniform violation, severe (e.g. out of uniform)	-15 points

COMMENDATION	AVG. GAIN
Being helpful/displaying great attitude	5 points
Tutoring in Study Hall	10 points
Reporting issues to faculty or prefect	5 points
Winning a Quidditch Game	50 points
Participation in Quidditch match*	10 points
Winning the Quidditch Cup	150 points
Showing house/school spirit (e.g. attending a Quidditch match)	5 points
Good participation in class	1 - 100 points

END OF THE YEAR AWARDS (OPTIONAL)

Best Grades - Tally up the rolls that people make at the end of each session for **Classes/School** rolls and give an additional 10 points to the PC with the best grades for the year!

Best Attendance - Tally up the PCs that have been to the most sessions for the year and give an additional 10 points to their PC!

Inter-House Quidditch Cup

Quidditch has a special place in Hogwarts and for much of the Wizarding World. It's important to include in this book, and maybe even your games. Normally, it's unlikely that first-years would get a spot on a house Quidditch team, but always give your players a chance to do the unexpected!

QUIDDITCH TRYOUTS

If your players try out for the team, make an event of it! Describe what the tryouts are like and if any other students are participating. First years aren't even allowed to own a broom. How do they get around that? Teacher recommendation? Mechanically, figure out what they like, and how they will play best.

- **Keepers** make a 2d6+**Soul** roll. On a 10+, they're able to make the team. On a 7-9, they make second string. On a 6 or lower... maybe try next year.
- **Beaters** make a 2d6+**Body** roll. On a 10+, they're able to make the team. On a 7-9, they make second string. On a 6 or lower... maybe try next year.
- **Chasers** make a 2d6+**Heart** roll. On a 10+, they're able to make the team. On a 7-9, they make second string. On a 6 or lower... maybe try next year.
- **Seekers** make a 2d6+**Mind** roll. On a 10+, they're able to make the team. On a 7-9, they make second string. On a 6 or lower... maybe try next year.

MATCHES FOR THE INTER-HOUSE CUP

To make the schedule for the inter-house cup, each house must play each other once. Playing in an actual match should be more than just a single roll, but if you want to hurry through them, go for it. If there is a tie with the number of wins, then aggregate points scored determines the winner.

For quick games, roll once to determine the outcome: (If there are multiple players, the highest rolls win. If there is a tie, roll again.)

- **Keepers** make a 2d6+**Soul** roll. On a **10+**, you're the star of the game. On a **7-9**, you do a passable job, and it's a close game. On a **6 or lower**... you can't seem to stop the onslaught of the other team's chasers.
- **Beaters** make a 2d6+**Body** roll. On a **10+**, you show those bludgers who's boss and open the flying lanes for your chasers to score. On a **7-9**, a few bludgers make contact with chasers here and there. On a **6 or lower**, the chasers on your team might need a visit to the hospital wing.
- **Chasers** make a 2d6+**Heart** roll. On a **10+**, the other team's keeper is not having a good day and chasers are consistently scoring. On a **7-9**, you are having a battle with the other team's keeper, and you're barely winning. On a **6 or lower**, who is this keeper? Are they a brick wall?
- **Seekers** make a 2d6+**Mind** roll. On a **10+**, they catch the snitch and the game ends with a win. On a **7-9**, your team comes from behind with this and you barely win. On a **6 or lower**, you're a slowpoke, and the other team grabs the snitch first for the win.

For longer games, roll until a team catches the snitch. If there is no seeker PC on either team, roll until a team reaches 100 points, and assume that team catches the snitch first. If either team is at 0 points, they cannot go below 0. If there are two players on opposing teams, make sure to alternate rolls! Roll a 2d6, highest roll goes first. Let the players describe how these events take place and role play the experience.

The roll order should be:

Chasers Team 1, 2 -> Beaters Team 1, 2 -> Seekers Team 1, 2 -> Keepers Team 1, 2, -> Fans and then switch the team order for rolls to team 2, team 1.

If you have multiple PCs playing in various roles and on opposing teams, things can get complicated. Alternate rolls between the players by round and position, keeping the same roll order as above. This will allow everyone to get a chance, but it will also ensure that too many rolls are not being made.

- **Keepers** make a 2d6+**Soul** roll. On a **10+**, In spectacular fashion you stop a shot and make an excellent pass! -10 points for the other team and +10 points for your team. On a **7-9**, Barely in position, you stop a shot on goal; -10 points for the other team. On a **6 or lower**, you let through a quaffle; +10 points for the other team.
- **Beaters** make a 2d6+**Body** roll. On a **10+**, You smash a bludger so well that it collides with the other team's chaser; -10 points for the other team and +10 points for your team. On a **7-9**, you manage to keep a bludger off one of the chasers, but just barely. +10 points for your team. On a **6 or lower** a bludger collides with a chaser, spinning them out; +10 points for the other team.
- **Chasers** make a 2d6+**Heart** roll. On a **10+**, What a shot! You score twice in quick succession gaining +20 points for your team. On a **7-9**, Bludgers everywhere, but you sneak through and just barely got a shot through the keeper's fingers; +10 points for your team. On a **6 or lower** you drop the quaffle and the other team's chaser picks it up; +10 points for the other team.
- **Seekers** make a 2d6+**Mind** roll. On a **15+**, Look at you go! No one flies like you right now. You catch the snitch getting 150 points for your team and **end the game immediately**. On a **10-14** Your hot on the tail of the snitch! Take **+2 Forward** on your next roll. On a **7-9**, you've seen the snitch! Now to catch it! Take **+1 Forward** on your next roll. On a **6 or lower**; You lost the sight of the snitch. **-2 Forward** on the **next roll**.
- Choose a **Fan** (usually PCs that are observing the match) to make an **Inspire Others** move roll by rolling 2d6+**Soul** to choose a PC to support and inspire their next move.

CHECK THE WEATHER (GM MOVE)

Have one of the PCs participating in the match make a 2d6 roll to determine the weather. **10+** being pleasant, **7-9** being overcast/average weather, and **6 or lower** to be awful weather. During the match, when a PC rolls badly, make one of these moves, and get creative!

- | | |
|-------------------------|----------------------------------|
| • THROW THEM FOR A LOOP | • FALL ONTO SOMEONE ELSE'S BROOM |
| • MID-AIR COLLISION | • CREATE CHAOS |
| • FLYING BLIND | • SOMETHING BREAKS |

SPECIAL MOVE (OPTIONAL)

The quality of a Quidditch Player's broom can make all the difference in the world. A wonky broom could cause you to zig when you want to zag or fly you right into the fans! For High-Quality Brooms add a **+1 forward** to this roll. For Low Quality Brooms, add a **-1 forward** to this roll.

Once per game, PCs can roll a 2d6 to perform a special broom move. On a **10+**, choose 1 option below with no penalty. On a **7-9**, choose 1 option below and take a **-1 forward** as your broom malfunctions shortly after. On a **6 or lower**, your broom malfunctions. Take a **-2 forward** on your next roll.

- Knock another NPC or PC off-course. That position loses a turn.
- Assist a teammate and give them a +1 on their next roll.
- Get a burst of speed and get a +1 to your next roll.

The Setting

This game takes place in and around locations that were prevalent in the Harry Potter movies, mainly in and around Hogwarts. It also includes time in Diagon Alley, Hogsmeade, and King's Cross Station. You are encouraged to use other settings if they feel right for your stories.

DIAGON ALLEY

https://harrypotter.fandom.com/wiki/Diagon_Alley

Shop	Description
2nd Hand Brooms	A shop that sells used broomsticks.
Amanuensis Quills	A shop in Diagon Alley that sells quills. It is next to Madam Malkin's Robes For All Occasions shop.
Apothecary	A store located at North Side, Diagon Alley which supplies merchants with ingredients for potion-making.
Broomstix	A shop that sells broomsticks.
Eeylops Owl Emporium	A pet shop located in Diagon Alley that sells owls and various other things needed for the care of owls, like Owl Treats. It sells a variety of breeds, including Screech, Barn, Tawny, Brown, and Snowy.
Floean Fortescue's Ice Cream Parlor	It was owned and operated by Floean Fortescue, and was located at Diagon Alley.
Flourish and Blotts	A popular bookshop in Diagon Alley where most Hogwarts students purchase their schoolbooks.
Gambol and Japes Wizarding Joke Shop	Gambol and Japes Wizarding Joke Shop is located in Diagon Alley. Fred and George, and Lee Jordan stocked up on Dr Filibuster's Fabulous Wet-Start, No-Heat Fireworks.
Gringotts Wizarding Bank	Gringotts is the only known bank of the wizarding world. It was created by the goblin Gringott. It is located in Diagon Alley and is owned and run by Goblins. In addition to storing money and valuables for wizards, one can go there to exchange Muggle money for wizarding money.
Healer Shop	The Healer of this shop altruistically offered free treatment at her healing station, seeing it as her duty.
Junk shop	A shop that sells secondhand items such as broken wands, lopsided scales, etc.
The Leaky Cauldron	A popular Wizarding pub in London. It is the entrance to Diagon Alley.
Madam Malkin's Robes for All Occasions	Sometimes simply referred to as Madam Malkin's, it is a shop in Diagon Alley. Students get their Hogwarts school uniforms there, and also dress robes, travelling cloaks, and the like.
Madam Primpernelle's Beautifying Potions	Located at 275 Diagon Alley, this shop helps witches getting rid of "warts and worse".
Magical Menagerie	One of the shops where students buy their pets and supplies.
Obscurus Books	Located at 18a Diagon Alley, Obscurus is a Wizarding book publisher. Its range of titles include the popular Fantastic Beasts and Where to Find Them.
Ollivanders	Ollivanders is the sole wand shop of Diagon Alley. Peeling gold letters over the door of the shop read: Ollivanders: Makers of Fine Wands since 382 B.C.. The shop's display consists of a solitary wand laying on a faded purple cushion in the dusty window. The shop is tiny, empty except for a single, spindly chair in the corner. Thousands of narrow boxes containing wands are piled right up to the ceiling of the tiny shop, and the whole place has a thin layer of dust about it.
Potage's Cauldron Shop	A shop that sells cauldrons.
Quality Quidditch Supplies	A shop in Diagon Alley. Its main products are things having to do with Quidditch such as Quaffles, Bludgers, and broomsticks.
Rosa Lee Teabag	A teashop located in Diagon Alley as well as in Hogsmeade.

Shop	Description
<i>Scribbulus Writing Instruments</i>	<i>A shop that sells ink and presumably other stationary items (quills, parchment).</i>
<i>Second-Hand Bookshop</i>	<i>A shop that sells second-hand books.</i>
<i>Second-Hand Robes</i>	<i>A shop that sells second-hand robes.</i>
<i>Slug & Jiggers Apothecary</i>	<i>This is where students buy their potion ingredients.</i>
<i>Sugarplum's Sweets Shop</i>	<i>A shop that sells confections.</i>
<i>TerrorTours</i>	<i>Located at 59 Diagon Alley, TerrorTours is presumably a travel agency for wizards and witches.</i>
<i>The Ministry Press</i>	<i>A publishing house affiliated to the Ministry of Magic.</i>
<i>The Daily Prophet's main office</i>	<i>Presumably where the Daily Prophet newspapers are printed.</i>
<i>Twilfitt and Tatting's</i>	<i>Twilfitt and Tatting's is a wizarding clothing shop located in Diagon Alley. Given that it is favored by elitist pure-blood witch Narcissa Malfoy, it is probably an upmarket shop.</i>
<i>Weasleys' Wizard Wheezes</i>	<i>Located at 93 Diagon Alley, it is a joke shop owned by Fred and George Weasley. It sells practical joke objects, such as Extendable Ears, a Reusable Hangman, and Fred and George's special WonderWitch products, such as love potions and ten-second pimple remover. There is also a section of Muggle magic tricks in honour of their father Arthur. They're not big sellers, but they do fairly well.</i>
<i>Whizz Hard Books</i>	<i>Located at 129B Diagon Alley. Whizz Hard Books is a Wizarding book publisher. Its range of titles include the popular Quidditch Through the Ages and Hairy Snout, Human Heart.</i>
<i>Wiseacre's Wizarding Equipment</i>	<i>A miscellaneous equipment shop.</i>
<i>Various Stalls and Peddlers</i>	<i>There are a variety of street peddlers who take up space in between shops out on the main thoroughfare of Diagon Alley. Included are a flower vendor, a vendor who is selling roasted chestnuts, and a jewelery vendor.</i>

KING'S CROSS STATION

https://harrypotter.fandom.com/wiki/King%27s_Cross_Station

HOGWARTS EXPRESS

https://harrypotter.fandom.com/wiki/Hogwarts_Express

HOGWARTS CLASSES

https://harrypotter.fandom.com/wiki/Hogwarts_subjects

Core Classes: Astronomy, Charms, Defense Against the Dark Arts, Flying, Herbology, History of Magic, Potions, Transfigurations

Electives (3rd Years and Up): Arithmancy, Care of Magical Creatures, Divination, Muggle Studies, Study of Ancient Runes

Electives (6th and 7th Years): Advanced Arithmancy Studies, Alchemy, Ancient Studies, Apparition

Extra-curricular subjects: Art, Ghoulish Studies, Magical Theory, Muggle Art, Muggle Music, Music, Xylomancy

HOGSMEADE

<https://harrypotter.fandom.com/wiki/Hogsmeade>

Shop	Description
<i>Dervish and Banges</i>	<i>a helpful shop that sells and repairs some magical instruments</i>
<i>Dogweed and Deathcap</i>	<i>a Herbology shop</i>
<i>Dominic Maestro's Music Shop</i>	<i>run by Dominic Maestro, a musician, who once got an award at Hogwarts, possibly for excelling in music.</i>

Shop	Description
<i>Gladrag's Wizardwear</i>	<i>a clothing shop that also sells very lurid socks, including ones that scream when they get too smelly</i>
<i>Hairdressing salon</i>	<i>across the street from Honeydukes</i>
<i>Hogsmeade Post Office</i>	<i>the owl post office</i>
<i>Hogsmeade Station</i>	<i>the railway station</i>
<i>Honeydukes</i>	<i>a sweet shop that has the entrance to a secret passageway into Hogwarts in its cellar</i>
<i>J. Pippin's Potions</i>	<i>a shop that sells potions and ingredients</i>
<i>Madam Puddifoot's Tea Shop</i>	<i>the haunt of happy couples, according to Harry Potter. Usually couples go there on dates</i>
<i>Ollivanders</i>	<i>local branch of the wand shop[5]</i>
<i>Hogsmeade branch of Potage's Cauldron Shop</i>	<i>A shop that sells cauldrons.</i>
<i>Ceridwen's Cauldrons</i>	<i>cauldron shop</i>
<i>Scrivenshaft's Quill Shop</i>	<i>a shop for all types of quills</i>
<i>Shrieking Shack</i>	<i>an infamous and the most frightening building in Britain. The villagers thought it was haunted, but they didn't know it was actually the werewolf Remus Lupin making the scary noises (it was where he went to transform)</i>
<i>Spintwishes Sporting Needs</i>	<i>a shop that sells sporting goods</i>
<i>Hog's Head Inn</i>	<i>a dingy pub owned by Dumbledore's brother, Aberforth Dumbledore, which hosted a secret passage into Hogwarts created by the Room of Requirement</i>
<i>The Magic Neep</i>	<i>a greengrocer's</i>
<i>The Three Broomsticks Inn</i>	<i>a pub owned by Madam Rosmerta</i>
<i>Tomes and Scrolls</i>	<i>a bookshop (est. 1768)</i>
<i>Wizarding Wireless Network Headquarters</i>	<i>main headquarters of the popular radio station</i>
<i>Zonko's Joke Shop</i>	<i>a famous joke shop</i>

Sorting the players into a house:

The players have selected their traits, and the order of the traits determines how much they are governed by that trait. Now we start a running tally based on where each trait is and add the numbers up for each house, combining the totals from the positive and negative traits. The primary trait spot is worth 5, and it's worth one less each spot down. Add up the totals from the tally, and the House that received the most points is where the sorting hat will suggest the player will go. If there is another house within 5 points, the sorting hat can suggest both to the player character for their choice. Player characters can also be insistent on a specific house and the house will take that into consideration (GM discretion).

“Positive” Traits

Trait	House	Trait	House	Trait	House
Adventurous	Gryffindor	Enduring	Slytherin, Hufflepuff	Open-Minded	Ravenclaw, Hufflepuff
Ambitious	Ravenclaw, Slytherin	Fair	Hufflepuff, Gryffindor	Patient	Hufflepuff
Brave	Gryffindor	Hard Working	Ravenclaw, Hufflepuff	Philosophical	Ravenclaw
Caring	Hufflepuff, Ravenclaw	Honest	Hufflepuff, Gryffindor	Reliable	Hufflepuff, Slytherin
Cautious	Slytherin	Industrious	Hufflepuff, Gryffindor	Reserved	Ravenclaw, Slytherin
Charming	Gryffindor, Slytherin	Intimidating	Slytherin, Gryffindor	Sly	Slytherin, Gryffindor
Chivalrous	Gryffindor	Intuitive	Ravenclaw	Smart	Ravenclaw
Clever	Ravenclaw, Slytherin	Loyal	Hufflepuff, Gryffindor	Soulful	Ravenclaw, Slytherin
Cooperative	Hufflepuff	Methodical	Slytherin	Strong	Gryffindor, Slytherin
Creative	Ravenclaw	Nurturing	Hufflepuff, Gryffindor	Studious	Ravenclaw, Hufflepuff
Determined	Gryffindor, Slytherin	Observant	Hufflepuff, Ravenclaw	Traditional	Slytherin
Empathetic	Hufflepuff	Obsessive	Slytherin	Witty	Ravenclaw, Gryffindor

“Negative” Traits

Trait	House	Trait	House	Trait	House
Abrasive	Gryffindor, Slytherin	Dominating	Gryffindor	Ordinary	Hufflepuff
Aggressive	Gryffindor	Dull	Hufflepuff	Passive	Hufflepuff, Ravenclaw
Aloof	Ravenclaw	Eccentric	Ravenclaw	Prideful	Gryffindor, Slytherin
Anxious	Ravenclaw	Gullible	Hufflepuff, Gryffindor	Pushover	Hufflepuff
Arrogant	Gryffindor	Indecisive	Ravenclaw	Quiet	Hufflepuff, Ravenclaw
Callous	Slytherin	Insecure	Hufflepuff, Slytherin	Reckless	Gryffindor
Clueless	Hufflepuff, Gryffindor	Know-it-all	Ravenclaw	Secretive	Ravenclaw, Slytherin
Clumsy	Hufflepuff, Gryffindor	Lazy	Hufflepuff	Self-Righteous	Gryffindor
Conforming	Hufflepuff	Manipulative	Slytherin	Skeptical	Ravenclaw, Slytherin
Critical	Gryffindor, Ravenclaw	Melancholic	Ravenclaw, Slytherin	Soft	Hufflepuff, Slytherin
Deceitful	Slytherin	Naive	Hufflepuff, Gryffindor	Standoffish	Ravenclaw
Dismissive	Ravenclaw, Slytherin	Narcissistic	Gryffindor, Slytherin	Strict	Slytherin

Other Links and Resources

THE OFFICIAL WIZARDING WORLD WEBSITE:

<https://www.wizardingworld.com/>

HARRY POTTER FANDOM WIKI

https://harrypotter.fandom.com/wiki/Main_Page

MAPS

<https://www.hp-lexicon.org/place/atlas-wizarding-world/atlas-of-hogwarts/>

MUSIC

<https://open.spotify.com/playlist/4IOXJnB9UuLBzLPyM3BN0e>

NAME GENERATORS

<https://www.fantasynamengenerators.com/hp-wizard-names.php>

<https://harrypotter.bloomsbury.com/uk/fun-stuff/name-generator/>

<https://www.fantasynamengenerators.com/monster-names.php>

List of Items

Certain items have no price in the books or movies and are approximated based on items of a similar nature and rarity. Items should only influence rolls in minor ways and are best addressed by the GM by adding or subtracting Forward to a move when necessary.

Shop	Item	Price	Description	Banned in HW?	Location
Apothecary	Acromantula venom	100G per pint	Due to the violent and carnivorous nature of the Acromantula, the venom is virtually impossible to collect from a live specimen. The venom is therefore easier to collect after the death of the creature, but the venom dries out not long after death, so a Wizard must be swift in collecting it.	No	Diagon Alley
Apothecary	Bat spleens	1G	Bat spleens can be used as an ingredient certain potions, such as in the Draft of Living Death, and the Swelling Solution.	No	Diagon Alley
Apothecary	Bat wings	5G	Bat wings are an ingredient used in some potions. They are a required ingredient of an Armadillo Bile Mixture (19 fl. oz. of bat wings for each 125 fl. oz. of potion).	No	Diagon Alley
Apothecary	Beetle eyes	5K a scoop	Beetle eyes are the eyes of beetles and a common potion ingredient.	No	Diagon Alley
Apothecary	Bezoar	10G	A bezoar is a stone-like mass taken from the stomach of a goat, that acts as an antidote to most poisons, with Basilisk venom being one notable exception. This is the reason why bezoars are used in the preparation of the Antidote to Common Poisons. This object is usually made of hair, plant fiber, or similar indigestible matter that stays in the gut of an animal and forms a hard ball or "stone".	No	Diagon Alley
Apothecary	Billywig stings	7G	The sting of the Billywig causes giddiness, followed by levitation. Dried billywig stings are used as ingredients in several potions, including the Antidote to Uncommon Poisons and the Wideye Potion. It is also rumored to be an ingredient in the popular sweet Fizzing Whizzbees. The stings produce a slime, which is also be used for potion-making.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Apothecary	Castor oil	4G	Castor oil is a vegetable oil extracted from the castor bean. Castor oil is one of the ingredients needed to brew a Love Potion Antidote.	No	Diagon Alley
Apothecary	Dragon blood	12G	Dragon blood is the blood of any of the many species of dragon. Three of the listed uses are as an oven cleaner, spot remover and a cure for verruca.	No	Diagon Alley
Apothecary	Dragon claw	2G	Old Dragon claws are cast off as they grow from many species of dragon. Often used in potions in powdered form. Each claw can supply 3 measures.	No	Diagon Alley
Apothecary	Dragon livers	3G	Dragon liver is the liver taken from a dragon. They cost sixteen Sickles an ounce, and are used as potion-ingredients, particularly in the brewing of Doxycide and the Healing Potion.	No	Diagon Alley
Apothecary	Dragonfly thoraxes	2G	The thorax of the dragonfly, when toasted, is used as an ingredient in Potion-making. It is a required ingredient of the Girding Potion and Dragon dung Fertilizer.	No	Diagon Alley
Apothecary	Dragonfly thoraxes	2G	The thorax of the dragonfly, when toasted, is used as an ingredient in Potion-making. It is a required ingredient of the Girding Potion and Dragon dung Fertilizer.	No	Diagon Alley
Apothecary	Eel eyes	1G	Eels' eyes are the eyes of an eel. They are used in Potion-making. They serve as an ingredient for the Bulgeye Potion.	No	Diagon Alley
Apothecary	Flobberworm Mucus	1G	The slimy green mucus exuded from the Flobberworm, often used to thicken potions. A popular potion ingredient, it is used in the Wiggenweld Potion, Herbicide, and the Sleeping Draft.	No	Diagon Alley
Apothecary	Honey	4G	Honey is a sweet substance made by bees from the nectar in flowers. It is consumed by humans as a foodstuff, and can also be used by wizards as a potion ingredient, especially when made into honeywater.	No	Diagon Alley
Apothecary	Horklump juice	3G	Horklump juice is a magical substance extracted from Horklumps. It can be used in a range of healing potions, including the Wiggenweld Potion, as well as the poisonous Herbicide Potion.	No	Diagon Alley
Apothecary	Horned slugs	1G	Horned slugs are a type of a slug that, when stewed, are used as an ingredient in the Boil-Cure Potion.	No	Diagon Alley
Apothecary	Infusion of Wormwood	1G	Infusion of Wormwood is a substance derived from the wormwood plant. A notable use of the infusion is that it can be used in potion making, along with powdered root of asphodel, to create the Draft of Living Death. The infusion is also used to create the Elixir to Induce Euphoria, and the Shrinking Solution.	No	Diagon Alley
Apothecary	Jobberknoll feather	5G	The feather of the Jobberknoll is used as an ingredient in Truth serums and Memory Potions.	No	Diagon Alley
Apothecary	Knotgrass	5G	Knotgrass is a plant with magical properties. It is used in Potion-making, and is an essential ingredient in the making of the Polyjuice Potion, as well as in the brewing of the alcoholic beverage Knotgrass Mead.	No	Diagon Alley
Apothecary	Lacewing flies	2G	Lacewing flies, or just lacewings, are small green insects named for their large, transparent, laced wings. Lacewing flies are sold at the Magical Menagerie. Lacewing flies are an ingredient used in the Polyjuice Potion, where they must be stewed for twenty-one days.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Apothecary	Leaping Toadstool	3G	Leaping Toadstools can be used as ingredients in Potion-making when chopped, such as in Baruffio's Brain Elixir.	No	Diagon Alley
Apothecary	Leeches	6G	The <i>Hirudo medicinalis</i> species (vulgarly known as the medicinal leech) are used in Potion-making. To make the Polyjuice Potion, four unsucculated leeches are required. Also, a dash of leech juice is a required ingredient in the making of the Shrinking Solution. Flabberghasted leeches are also used in potion-making.	No	Diagon Alley
Apothecary	Lethe River Water	4G	It possesses magical properties which can cause one to forget things,[1] and is thus used as an ingredient in the Forgetfulness Potion.	No	Diagon Alley
Apothecary	Mistletoe berries	1G	The berry of the mistletoe is small, white, and waxy. [1] It is used as an ingredient in potions, including the Antidote to Common Poisons and the Forgetfulness Potion.	No	Diagon Alley
Apothecary	Peppermint	3G	Peppermint is a mint plant. Severus Snape discovered that adding a sprig of it to the Elixir to Induce Euphoria counteracted the potion's side effects of unrestrained singing and nose-tweaking.	No	Diagon Alley
Apothecary	Poppy heads	2G	A poppy head is the seed pod of a poppy plant.	No	Diagon Alley
Apothecary	Porcupine quills	2G	Porcupine quills are the sharp spines that cover porcupines, defending them from predators. Porcupine quills are plentiful since the animals continually replenish them. Porcupine quills are an ingredient in several potions, either whole or powdered, including the Cure for Boils and Elixir to Induce Euphoria. Quills that cause no harm are considered the best by potion-makers. The Porcupine Robe is a special type of robe made out of porcupine quills. It protects the wearer by hurting anyone who tried to physically attack them.	No	Diagon Alley
Apothecary	Puffer-fish eyes	5G	Puffer-fish eyes are the eyes of the Puffer-fish, a fish that can inflate its body for defense.[2] They are an ingredient in the Swelling Solution.	No	Diagon Alley
Apothecary	Root of aconite	1G	The root of the aconite plant are used as a potion ingredient.	No	Diagon Alley
Apothecary	Rose oil	8G	Rose oil is an essential oil extracted from Rose Petals.	No	Diagon Alley
Apothecary	Rose thorns	3G	Rose thorns are sharp, hard structures found on the stem of a rose. They have magical proprieties and are used as an ingredient for Love Potions, though Zygmunt Budge felt potions made with rose thorns were of brief effect and unstable, and preferred to use rose petals instead.	No	Diagon Alley
Apothecary	Salamander blood	2G	Salamander blood is the blood of a Fire Dwelling Salamander. It has healing and rejuvenating properties, and as such could be used to brew strengthening potions, including the Strengthening Solution.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Apothecary	Shrivelfigs	3G	The flowers of the Shrivelfig grow inside the fruit, both of which are purple in color. It is a deciduous plant, meaning that its leaves start to shed in autumn, and the plant is leafless during winter. However, due to its aggressive roots, the plant can still survive even in snowy conditions. The leaves have medicinal properties. When skinned the fruit, which is actually the plant's flower and contains blossoms inside, produces a purple liquid with Potion-making properties.	No	Diagon Alley
Apothecary	Snake fangs	2G	Snake fangs, when crushed, are an ingredient used in the preparation of some potions, like the Strength Potion, the Boil-Cure Potion, and the Wideye Potion. This plentiful ingredient must not be harvested from venomous snakes.	No	Diagon Alley
Apothecary	Spine of Lionfish	2G	Spine of Lionfish is the long and separated vertebrae of the Lionfish. These spines are either used whole, or crushed into a powder. They can be used in the brewing of healing potions, such as the Wiggeweld Potion, and is also an ingredient of the Herbicide Potion.	No	Diagon Alley
Apothecary	Sprig of Lavender	1G	Lavender is used in Potion-making. Four sprigs of lavender are used in the making of Sleeping Draft, and in the Fire-Breathing Potion.	No	Diagon Alley
Apothecary	Unicorn horn	21G	The horn of a unicorn had magical properties that made it a useful ingredient in potions, such as the Antidote to Common Poisons. In classical myths, unicorn horns had purification properties which were used to dissolve poisons.	No	Diagon Alley
Apothecary	Unicorn tail hair	10G	Unicorn hair is a powerful magical substance with a variety of uses, originating on the body of a unicorn. It is frequently shed from the creature.	No	Diagon Alley
Apothecary	Valerian sprigs	1G	Valerian is used as an ingredient in Treacle fudge. Valerian roots are used in Potion-making; they are one of the ingredients of the Draft of Living Death and the Draft of Peace. Sprigs of valerian are used in the Forgetfulness Potion, the Sleeping Draft and the Fire-Breathing Potion.	No	Diagon Alley
Apothecary	Wolfsbane	1G	Once widespread, this plant is now only found in wild places. Its flowers are useful in Potion-making, but its leaves are very toxic. The root of aconite can be used as a potion ingredient. Aconite is most commonly known as an ingredient of Wolfsbane Potion, but it is also an ingredient in Wideye Potion.	No	Diagon Alley
Apothecary	Yew Bark	1G	Most parts of the Yew Tree are poisonous, yet its uses as a wood for wands and various methods of preparation allow it to be used as ingredients for select potions. Care is required to bring out its full potential.	No	Diagon Alley
Broomstix	Air Wave Gold	100G	Racing Broom	Banned for 1st Years	Diagon Alley
Broomstix	Australian Flyabout	150G	A world-class racing broom, produced in Australia	Banned for 1st Years	Diagon Alley
Broomstix	Bluebottle	85G	The Bluebottle is a broomstick designed for family use. It is described as being 'safe' and 'reliable'.	Banned for 1st Years	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Broomstix	Cleansweep	200G	Made from Spanish oak, the broom comes equipped with an anti-jinx varnish and a built-in vibration control feature. It can accelerate from naught to seventy miles per hour in ten seconds.	Banned for 1st Years	Diagon Alley
Broomstix	Comet	300G	A broomstick manufactured by the Comet Trading Company. It is relatively new around the summer of 1995, and can do naught to sixty miles per hour (in ten seconds, from context) with a decent tailwind according to Which Broomstick.	Banned for 1st Years	Diagon Alley
Broomstix	Firebolt Supreme	450G	The Firebolt is a world-class broomstick. It is the fastest at the time of its production, and is released in 1993. In time, the Firebolt broomstick is used by the Bulgarian and Irish International Quidditch Teams. The teams played on Firebolts during the 1994 Quidditch World Cup. By 2014, the Firebolt had been superseded by the Firebolt Supreme, apparently manufactured by the same makers.	Banned for 1st Years	Diagon Alley
Broomstix	Moontrimmer	50G	A broomstick created by Gladys Boothby in 1901. Designed with a slim ash handle and the ability to fly higher than other brooms (and remain controllable) at the time, the brooms were a revolution in broomstick design, and were in great demand by Quidditch players. However, working on her own, Gladys is never able to keep up with the demand for them.	Banned for 1st Years	Diagon Alley
Broomstix	Nimbus	400G	Despite the Firebolt being faster, the Nimbus is still used by the majority of Quidditch teams across the globe.	Banned for 1st Years	Diagon Alley
Broomstix	Oakshaft 79	n/a	The Oakshaft 79 is a broomstick created by the broom-maker Elias Grimstone of Portsmouth in 1879. These were the days of the cottage industry, with each broomstick handmade by the inventor, and Elias' broom is the first model to make a name for itself. Designated the number 79 because of the year of its construction, the broom had a thick oak handle which is designed for endurance flying. Designed to withstand high wind conditions, the Oakshaft 79 never gained popularity as a Quidditch broom because of its lack of agility. Today, the Oakshaft 79 is a highly prized vintage broom.	Banned for 1st Years	Diagon Alley
Broomstix	Shooting Star	60G	The Shooting Star is a broomstick produced by Universal Brooms Ltd in 1955. At the time of its release, it is the cheapest racing broom on the market. However, after initial good sales and popularity, the broom is found to lose height and speed as they aged.	Banned for 1st Years	Diagon Alley
Broomstix	Siberian Arrow	500G	The Siberian Arrow is a world-class racing broom, produced in Siberia. The Nordic Team rode on Siberian Arrows during the 422nd Quidditch World Cup matches, in 1994.	Banned for 1st Years	Diagon Alley
Broomstix	Silver Arrow	n/a	The Silver Arrow is a broomstick produced by broom-maker Leonard Jewkes, and is the true fore-runner of the racing broom. It is capable of speeds greater than the Oakshaft 79 or the Moontrimmer, but Leonard worked alone and demand outstripped supply. It is eventually replaced by the Cleansweep series.	Banned for 1st Years	Diagon Alley
Broomstix	Starsweeper	250G	The Starsweeper is a world-class broomstick.	Banned for 1st Years	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Broomstix	Swiftstick	47G	<i>The Swiftstick is a broomstick produced by Ellerby and Spudmore in 1952. The new broom is faster than the company's previous effort, the Tinderblast, but it is found that the broom lost power during an ascent.</i>	Banned for 1st Years	Diagon Alley
Broomstix	Thunderbolt	500G	<i>Many experts feel that the Thunderbolt VII has sacrificed safety for speed; when the tail of one of their broomsticks is smashed off by a Bludger during a match in the 2014 Quidditch World Cup, an inquiry is immediately launched (professional broomsticks ought to be able to withstand all Bludger hits).</i>	Banned for 1st Years	Diagon Alley
Broomstix	Tinderblast	50G	<i>The Tinderblast is a model of broomstick produced by Ellerby and Spudmore in 1940. Although not as fast as the Cleansweeps or the Comets, it is remarked that they were highly resilient.</i>	Banned for 1st Years	Diagon Alley
Broomstix	Transylvanian Barb	100G	<i>The Transylvanian Barb is a world-class racing broom, produced in Transylvania. The Transylvanian National Quidditch team rode on Transylvanian Barbs during the 422nd Quidditch World Cup matches, in 1994.</i>	Banned for 1st Years	Diagon Alley
Broomstix	Turbo XXX	150G	<i>The Turbo XXX is a racing broom, apparently manufactured in the 1990s. In 1996, the Seeker Weekly magazine compared the Turbo XXX to the Air Wave Gold to see which one is better.</i>	Banned for 1st Years	Diagon Alley
Broomstix	Twigger	100G	<i>The Twigger 90 is a broomstick released in 1990 by Flyte and Barker. Intended to replace the Nimbus as the market leader, the Twigger 90 is found to warp at high speeds. It also included several new gimmicks, including an inbuilt Warning Whistle and Self-Straightening Brush, and gained a reputation as a broom flown by those with more money than sense.</i>	Banned for 1st Years	Diagon Alley
Broomstix	Varápidos	200G	<i>Varápidos is a world-class broomstick.</i>	Banned for 1st Years	Diagon Alley
Broomstix	Yajirushi	200G	<i>The Yajirushi is a world-class broomstick developed in Japan and unveiled for the first time during the 2014 Quidditch World Cup, where the Japanese National Quidditch team played with the brooms.</i>	Banned for 1st Years	Diagon Alley
Eeylops Owl Emporium	Barn owl	10G	<i>The Barn Owl is a species of owl, common in Europe, distinct for its acute sense of hearing.</i>	No	Diagon Alley
Eeylops Owl Emporium	Barred owl	11G	<i>The barred owl, also known as northern barred owl or hoot owl, is a true owl native to eastern North America. Adults are large, and are brown to grey with barring on the chest. Barred owls have expanded their range to the west coast of North America, where they are considered invasive.</i>	No	Diagon Alley
Eeylops Owl Emporium	Brown owl	10G	<i>The brown owl is a species of owl, noted for its superb binocular vision and directional hearing, making them excellent hunters towards rodents and voles.</i>	No	Diagon Alley
Eeylops Owl Emporium	Screech owl	15G	<i>Screech owls are a species of owl known for their agility. Their diet consists of rabbits, voles, rats, mice and reptiles.</i>	No	Diagon Alley
Eeylops Owl Emporium	Snowy owl	15G	<i>The snowy owl (binomial name <i>Bubo scandiacus</i>) is a large owl of the typical owl family Strigidae. It is very recognizable due to its white feathers, yellow eyes and black beak. It is one of the largest species of owl and in North America is on average the heaviest owl species.</i>	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Eeylops Owl Emporium	Tawny owl	10G	The tawny owl is a species of owl, noted for its excellent hearing and their famous 'twit-tawoo' call between males and females.	No	Diagon Alley
Flourish and Blotts	A Beginner's Guide to Transfiguration	1G	Written by Emeric Switch. Required Book for First and Second Year Students. This textbook is used as an introduction to Transfiguration for young witches and wizards, it contained basic transformation spells.	No	Diagon Alley
Flourish and Blotts	A History of Magic	2G	The contents of the book covered various people and events such as: witch hunts, goblin rebellions, Uric the Oddball, giant wars, and other events as well.	No	Diagon Alley
Flourish and Blotts	Book of Spells	n/a	Book of Spells is a spellbook written by Miranda Goshawk. An old copy of it (probably a first edition, seeing as such rare books are known to be kept there) is kept at the Library of Hogwarts, in the Restricted Section.	No	Diagon Alley
Flourish and Blotts	Break with a Banshee	5G	Written by Gilderoy Lockhart, part of his collected works. The book is apparently about Lockhart's feat of banishing the Bandon Banshee, which is later revealed to have been the accomplishment of a witch with a hairy chin; Lockhart merely stole the credit for the deed through his Memory Charms.	No	Diagon Alley
Flourish and Blotts	Charm Your Own Cheese (Revised)	5G	A popular book on magical cheese-making that is first written by Greta Catchlove. A revised edition by Gerda Curd has also been published.	No	Diagon Alley
Flourish and Blotts	Curses and Counter-Curses	n/a	Curses and Counter-Curses is a book written by Professor Vindictus Viridian listing how to cast dark charms, including jinxes, hexes, and curses, as well as their counter-curses.	No	Diagon Alley
Flourish and Blotts	Easy Spells to Fool Muggles	n/a	Easy Spells to Fool Muggles is a book about simple spells, perhaps for hiding evidence of the wizarding world from muggles.	No	Diagon Alley
Flourish and Blotts	Encyclopedia of Toadstools	n/a	Encyclopedia of Toadstools is a book containing specific information on toadstools.	No	Diagon Alley
Flourish and Blotts	Fantastic Beasts and Where to Find Them	2G	A book written by Newt Scamander detailing the field of Magizoology, the study of magical creatures.	No	Diagon Alley
Flourish and Blotts	Gadding with Ghouls	5G	A book written by Gilderoy Lockhart, part of his collected works.	No	Diagon Alley
Flourish and Blotts	Holidays with Hags	5G	A book written by Gilderoy Lockhart, part of his collected works.	No	Diagon Alley
Flourish and Blotts	Intermediate Transfiguration	2G	Intermediate Transfiguration was a textbook for moderate Transfiguration, not beginner level and not N.E.W.T.-level, but a between stage for students studying the field of Transfiguration.	No	Diagon Alley
Flourish and Blotts	Magical Drafts and Potions	2G	Written by Arsenius Jigger. Required Book for First Year Students.	No	Diagon Alley
Flourish and Blotts	Magical Theory	2G	A collection of books written by Miranda Goshawk for a variety of subjects at Hogwarts School of Witchcraft and Wizardry. The series includes seven books, apparently for each year at Hogwarts, covering the spells students are taught.	No	Diagon Alley

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Flourish and Blotts	One Thousand Magical Herbs and Fungi	2G	Written by the Herbologist and Hogwarts Headmistress Phyllida Spore, and, as its name implies, covers a thousand different varieties of magical herbs and fungi found in the wizarding world.	No	Diagon Alley
Flourish and Blotts	Quidditch Through the Ages	14S 3K	Quidditch Through the Ages is a book detailing the history, evolution, and rules of Quidditch first published in 1952.	No	Diagon Alley
Flourish and Blotts	The Book of Charms & Spells	n/a	Written by Samuel Journeux	No	Diagon Alley
Flourish and Blotts	The Dark Forces: A Guide to Self-Protection	1G	This book provides insight and information on various dark creatures, it also contains some information on how to cast certain defensive and offensive spells, such as the Knockback Jinx and the Wand-Lighting Charm.	No	Diagon Alley
Flourish and Blotts	The Invisible Book of Invisibility	n/a	The Invisible Book of Invisibility is a textbook about the power of invisibility. The book itself is completely invisible, making it difficult to find and, presumably, to actually read or do anything with.	No	Diagon Alley
Flourish and Blotts	The Monster Book of Monsters	4G	The book is quite informative, but one usually finds it difficult to access the information within due to the book's unfortunate tendency to try and bite off the reader's fingers. The only way to subdue the book is to stroke its spine, upon which the book opens placidly.	No	Diagon Alley
Flourish and Blotts	The Official Guide to the Quidditch World Cup	39G	The Official Guide to the Quidditch World Cup is the official guidebook to the Quidditch World Cup, written and published by the International Confederation of Wizards' Quidditch Committee, providing information on the rules and history of the Quidditch World Cup.	No	Diagon Alley
Flourish and Blotts	The Standard Book of Spells, Grade 2	1G	The series includes seven books, apparently for each year at Hogwarts, covering the spells students are taught.	No	Diagon Alley
Flourish and Blotts	The Standard Book of Spells, Grade 3	1G	The series includes seven books, apparently for each year at Hogwarts, covering the spells students are taught.	No	Diagon Alley
Flourish and Blotts	The Standard Book of Spells, Grade One	1G	The series includes seven books, apparently for each year at Hogwarts, covering the spells students are taught.	No	Diagon Alley
Flourish and Blotts	Travels with Trolls	5G	A book written by Gilderoy Lockhart, part of his collected works.	No	Diagon Alley
Flourish and Blotts	Unfogging the Future	2G	a book on divination, written by the celebrated Seer Cassandra Vablatsky and published by Rumiharts Books.	No	Diagon Alley
Flourish and Blotts	Voyages with Vampires	5G	A book written by Gilderoy Lockhart, part of his collected works.	No	Diagon Alley
Flourish and Blotts	Wanderings with Werewolves	5G	A book written by Gilderoy Lockhart, part of his collected works.	No	Diagon Alley
Flourish and Blotts	Year with the Yeti	5G	A book written by Gilderoy Lockhart, part of his collected works.	No	Diagon Alley
Leaky Cauldron	Game pie	2G	Game pie is a form of meat pie featuring game. The dish dates from Roman times when the main ingredients were wild birds and animals such as partridge, pheasant, deer, and hare.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Leaky Cauldron	House Leaky Soup	4S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	House Soup Leaky	3S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	House, House Soup	5S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Leaky House Soup	3S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Leaky Soup House	4S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Leaky, Leaky Soup	5S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Pea soup	3S	Pea soup is a soup sold at the Leaky Cauldron, made of peas. It has been known to eat people, according to Dre Head.	No	Diagon Alley
Leaky Cauldron	Pickled eel	1G	The dish consists of chopped eels boiled in a spiced stock that is allowed to cool and set, forming a jelly. It is eaten cold.	No	Diagon Alley
Leaky Cauldron	Raw liver	5S	Liver in the raw form. It's touted in health circles for being extremely nutritious, although it's extremely doubtful that anything that comes out of the Leaky Cauldron's kitchen could be considered healthy.	No	Diagon Alley
Leaky Cauldron	Roast hog	1G	Turned on a spit somewhere in the Leaky Cauldron, this dish is potentially delicious if not over-salted.	No	Diagon Alley
Leaky Cauldron	Soup House Leaky	3S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Soup Leaky House	4S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Soup Leaky, Leaky	3S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Soup, Soup Soup	5S	Part of the Luncheon menu. Variations of Leek soup and other mysterious ingredients.	No	Diagon Alley
Leaky Cauldron	Steak and kidney pie	1G	Steak and kidney pie is a British dish with a filling of diced beef and kidneys in a thick sauce.	No	Diagon Alley
Madam Malkin's Robes for All Occasions	Chameleon skin gloves	4G 15S	Chameleon skin gloves were gloves made from the skin of the chameleon, a lizard well-known for its ability to change colors to match its surroundings.	No	Diagon Alley
Madam Malkin's Robes for All Occasions	Cloak Pack	10G	The Hogwarts uniform is the clothing that students attending Hogwarts School of Witchcraft and Wizardry are required to wear.	No	Diagon Alley
Madam Malkin's Robes for All Occasions	Dragon-hide gloves	3G 11S	Protective gloves made from the hide of dragons. As dragon hide is very tough, as well as being resistant to spells, these types of gloves are exceptionally useful in protecting the wearer from a multitude of dangers, such as burning or being bitten.	No	Diagon Alley
Madam Malkin's Robes for All Occasions	Pack of name tags 10 Sickles	n/a	Name tags are needed by students attending Hogwarts School of Witchcraft and Wizardry in order to label their clothes.	No	Diagon Alley
Madam Malkin's Robes for All Occasions	Self-ironing robes	35G	Self-ironing robes are robes which automatically smooth wrinkles out of themselves by magic.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Madam Malkin's Robes for All Occasions	Self-repairing robes	50G	Robes that automatically knit any tears back together, magically.	No	Diagon Alley
Madam Malkin's Robes for All Occasions	Uniform Pack	15G	The Hogwarts uniform is the clothing that students attending Hogwarts School of Witchcraft and Wizardry are required to wear.	No	Diagon Alley
Magical Menagerie	Black Cat	9G	Black Cat is a type of cat, commonly recognized by of its black fur. It is not a particular breed of cat and may be mixed or of a specific breed.	No	Diagon Alley
Magical Menagerie	Common Toad	5G	The Common Toad is the most frequently occurring species of toad in the British Isles. Its skin color ranges from green to brown, and it is covered in warts.	No	Diagon Alley
Magical Menagerie	Crested Toad	9G	The Crested Toad is a species of toad with a distinctive snout and golden eyes.	No	Diagon Alley
Magical Menagerie	Ginger Cat	9G	Ginger cat is a coat-color of cat, commonly recognized by its ginger fur. It is a possible corporeal form of the Patronus Charm.	No	Diagon Alley
Magical Menagerie	Harlequin Toad	9G	The Harlequin Toad is a species of toad easily distinguishable by its tropical markings, that can range from yellow and black to red and green.	No	Diagon Alley
Magical Menagerie	Natterjack Toad	5G	The Natterjack Toad is a toad native to sandy and heath land areas of Europe, easily distinguishable by the yellow line down the middle of its back.	No	Diagon Alley
Magical Menagerie	Siamese Cat	11G	Siamese Cat is one of the first distinctly recognized breeds of Oriental cat. The breed originated in Thailand (formerly known as Siam).	No	Diagon Alley
Magical Menagerie	Tabby Cat	9G	Tabby Cat is any cat that has a distinctive coat that features stripes, dots, lines or swirling patterns, usually together with a mark resembling an "M" on its forehead. Tabbies are sometimes erroneously assumed to be a cat breed.	No	Diagon Alley
Magical Menagerie	Western Green Toad	9G	The Western Green Toad is a nocturnal species toad distinguishable by its green or yellow skin and its black spots. It is not very large in size.	No	Diagon Alley
Magical Menagerie	White Cat	9G	White Cat is a type of cat, commonly recognized by its pure white fur. Some white cats suffer from congenital deafness caused by degeneration of the inner ear.	No	Diagon Alley
Ollivanders	Peacock feather	1K	Peacock feathers are the feathers of a peacock. They are used in Dragon Tonic. Also, Quills can be made out of the male's feathers.	No	Diagon Alley
Ollivanders	Wands	7G	A wand is the object through which a witch or wizard channels his or her magic. It is made from wood and has a magical substance at its core. Wands made by Ollivander have cores of phoenix feather, unicorn hair or dragon heartstring, and are of varying woods, lengths, and flexibilities.	No	Diagon Alley
Potage's Cauldron Shop	Brass Cauldron, Size 2	21G	A Brass Cauldron is a cauldron made from brass, an alloy of copper and zinc. A Standard Size 2 Brass Cauldron is used to brew potions more efficiently than a Pewter Cauldron of same size. Standard Size 2 Brass Cauldrons are sold at Potage's Cauldron Shop, priced at 21 Galleons. Out of the three common varieties of cauldron — copper, brass and pewter — brass cauldrons brew at a medium speed.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Potage's Cauldron Shop	Collapsible Cauldron	3G	A Collapsible Cauldron is a cauldron which is capable of being folded for portability or easy storage.	No	Diagon Alley
Potage's Cauldron Shop	Copper Cauldron, Size 2	25G	A Copper Cauldron is a cauldron made from Copper, a soft and malleable metal. A Standard Size 2 Copper Cauldron brews potions more efficiently than a Brass or Pewter Cauldron of same size. One could purchase a Standard Size 2 Copper Cauldron at Potage's Cauldron Shop, at a cost of twenty-five Galleons. Out of the three common varieties of cauldron — copper, brass and pewter — copper cauldrons brew at a fast speed.	No	Diagon Alley
Potage's Cauldron Shop	Pewter Cauldron, Size 2	15G	A Pewter Cauldron is a cauldron made from pewter, a metal alloy made up of mostly tin. A Standard Size 2 Pewter Cauldron is part of the supply list for first-year students at Hogwarts School of Witchcraft and Wizardry, as it is deemed the ideal cauldron for starters.	No	Diagon Alley
Potage's Cauldron Shop	Self-Stirring Cauldron	30G	The Self-Stirring Cauldron is an enchanted type of cauldron invented by Gaspard Shingleton in the late 20th century that magically stirs potions on its own. It is considered a modern invention in the evolution of cauldrons,[1] and they have been sold in cauldron shops since at least 1991.	No	Diagon Alley
Potage's Cauldron Shop	Silver Cauldron	14G 13S	A Silver Cauldron is specifically required to brew a Grand Wigganweld Potion.	No	Diagon Alley
Sugarplum's Sweets Shop	Bertie Bott's Every Flavor Beans	6S per box	Bertie Bott's Every Flavor Beans are one of the most popular sweets in the wizarding world. Invented by Bertie Bott, they are almost the same as Muggle jelly beans, except the range encompasses every flavor imaginable. There is also no way of telling for sure what flavor any given bean is without tasting it, although you can try and guess by the color.	No	Diagon Alley
Sugarplum's Sweets Shop	Cauldron Cakes	8S	The Cauldron Cake are a popular wizarding cake variant.	No	Diagon Alley
Sugarplum's Sweets Shop	Chocolate Frogs	10S	Chocolate frogs are a very popular sweet made from chocolate in the form of a frog. They come with a collectible card of a famous witch or wizard in each pack. The frogs are made of seventy percent Croakoa. Presumably, this substance is what allows them to act like an actual frog. Chocolate Frogs also come in a white chocolate variety. A popular game for Hogwarts students is to let a bunch of Chocolate Frogs hop around, and to grab the normal ones while avoiding the white ones.	No	Diagon Alley
Sugarplum's Sweets Shop	Droobles Best Blowing Gum	4S per stick	Drooble's Best Blowing Gum is a wizarding brand of bubblegum manufactured by Honeydukes Company Ltd. It is presumably invented by Drooble. It lets the consumer blow bluebell-colored bubbles that refuse to pop for days. Described as "guaranteed never to lose its flavor," it is available in sugar-free crazyberry flavor, and possibly others as well.	No	Diagon Alley
Sugarplum's Sweets Shop	Liquorice Wands	2S per bundle	A Liquorice Wand is a wizarding sweet that is presumably shaped like a wand and tastes like liquorice, they may or may not come in a variety of flavors.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Sugarplum's Sweets Shop	Pumpkin Pasties	10S	They are similar to a Cornish Pastie, but are filled with pumpkin instead.	No	Diagon Alley
Weasley's Wizard Wheezes	Anti gravity Hats	10S 4K	Ruin a gentleman's day by making his hat fly away!	Yes	Diagon Alley
Weasley's Wizard Wheezes	Aviatomobile	3S 11K	a flying toy car	Yes	Diagon Alley
Weasley's Wizard Wheezes	Bang Bang Boggart Banger	n/a	Explosive Rocket	Yes	Diagon Alley
Weasley's Wizard Wheezes	Beguiling Bubbles	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Bombtastic Bomb	n/a	Explosive	Yes	Diagon Alley
Weasley's Wizard Wheezes	Bottles of U-No-Poo	7S 9K	Causes constipation	Yes	Diagon Alley
Weasley's Wizard Wheezes	Boxing Telescope	8S 13K	Punches whoever attempts to look through it.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Broom Broom kit	n/a	Bling up your Broom!	Yes	Diagon Alley
Weasley's Wizard Wheezes	Bruise Removal Paste	n/a	Heals bruises in an hour	Yes	Diagon Alley
Weasley's Wizard Wheezes	Bubble machine	n/a	Human shaped bubble dispenser	Yes	Diagon Alley
Weasley's Wizard Wheezes	Calamity Lotion	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Canary Cream	7S	Custard cream flavor biscuit that transfigure you into a (large) canary for a minute	Yes	Diagon Alley
Weasley's Wizard Wheezes	Comb-a-Chameleon	1G 10S	Magically changed the user's hairstyle via a comb	Yes	Diagon Alley
Weasley's Wizard Wheezes	Crush Blush	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Cupid Crystals	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Demon Dung	11S 26K	Magical Fireworks that smell bad	Yes	Diagon Alley
Weasley's Wizard Wheezes	Diabolic Dare Devils	6S 24K	Fireworks	Yes	Diagon Alley
Weasley's Wizard Wheezes	Dungbomb	1S 21K	Magical stinkbomb that gives off a putrid odour	Yes	Diagon Alley
Weasley's Wizard Wheezes	Electric Shock Shake	n/a	Crowd-pleasing concoction!	Yes	Diagon Alley
Weasley's Wizard Wheezes	Everlasting Eyelashes	n/a	A magical cosmetic aid from the WonderWitch line by Weasleys' Wizard Wheezes	Yes	Diagon Alley
Weasley's Wizard Wheezes	Extendable Ears	n/a	Used to hear voices at the other end of the ear.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Fanged Flyer	n/a	Frisbee with teeth	Yes	Diagon Alley
Weasley's Wizard Wheezes	Feathery Flamingo Flame Fuzzer	1G 6S 3K	A rocket from the Explosive Enterprises line by Weasleys' Wizard Wheezes	Yes	Diagon Alley
Weasley's Wizard Wheezes	Flirting Fancies	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Weasley's Wizard Wheezes	Fred Weasley's Basic Blaze Box	1G 6S 9K	Assortment of Fireworks	Yes	Diagon Alley
Weasley's Wizard Wheezes	George's Compendium Box of Pyrotechtrix	n/a	Assortment of Rockets	Yes	Diagon Alley
Weasley's Wizard Wheezes	Heartbreak Teardrops	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Jinx-Off	50G 13S 25K	Spell Protection Kit	Yes	Diagon Alley
Weasley's Wizard Wheezes	Kissing Concoction	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Loonar Loop Luminators	1G 6S 3K	Loopy Flash Crackers	Yes	Diagon Alley
Weasley's Wizard Wheezes	Love is Blind Eye Serum	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Miraculous Mystic Mayhem Makers	1G 11S 26K	Explosive Fireworks	Yes	Diagon Alley
Weasley's Wizard Wheezes	Patented Daydream Charms	n/a	Virtually undetectable, they were able to produce a very realistic daydream lasting for thirty minutes. Side effects of the product included drooling and/or dazed expression. They were not sold to customers under the age of sixteen	Yes	Diagon Alley
Weasley's Wizard Wheezes	Peace Disturbers	1G 3S 11K	Swirly Fireworks	Yes	Diagon Alley
Weasley's Wizard Wheezes	Pygmy Puffs	n/a	Miniature Puffskeins that come in various shades of pink and purple.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Screaming Yo-yo	5G	Yo-yos that scream	Yes	Diagon Alley
Weasley's Wizard Wheezes	Silver Sparkling Snakes	10S 25K	Silver, sparkling firecrackers	Yes	Diagon Alley
Weasley's Wizard Wheezes	Skiving Snackbox	Various	A range of sweets that make the consumer appear ill.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Sticky Trainers	20G 11S 15K	Allow wearer to climb walls and presumably walk across ceilings	Yes	Diagon Alley
Weasley's Wizard Wheezes	Ten-Second Pimple Vanisher	n/a	Will eliminate skin blemishes ranging from boils to pimples to blackheads.	Yes	Diagon Alley
Weasley's Wizard Wheezes	The Fantabulous Demon Wonderbox	n/a	Demon(s) in a box, do not feed past midnight	Yes	Diagon Alley
Weasley's Wizard Wheezes	Thor's Thunder Cracker	1G 2S 11K	Extra Loud Fireworks	Yes	Diagon Alley
Weasley's Wizard Wheezes	Twilight Moonbeams	n/a	A Love Potion from the WonderWitch line by Weasleys' Wizard Wheezes.	Yes	Diagon Alley
Weasley's Wizard Wheezes	Weasleys' Wildfire Whizbangs - Basic	5G	Magical Fireworks	Yes	Diagon Alley
Weasley's Wizard Wheezes	Weasleys' Wildfire Whizbangs - Deluxe	20G	Magical Fireworks	Yes	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Weasley's Wizard Wheezes	Weather in a Bottle	30G	Unleashes some kind of weather effect	Yes	Diagon Alley
Wiseacre's Wizarding Equipment	Armillary Spheres	11G	A model of objects in the sky (on the celestial sphere), consisting of a spherical framework of rings, centered on Earth or the Sun, that represent lines of celestial longitude and latitude and other astronomically important features, such as the ecliptic. As such, it differs from a celestial globe, which is a smooth sphere whose principal purpose is to map the constellations.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Binoculars	20G	Binoculars are commonly used to aid in the viewing of Quidditch.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Brass Scales	3G	Brass scales are tools used by Wizardkind to weigh quantities of potion ingredients. They are essential for Potions class, and are mandatory for all first year Hogwarts students.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Brass Telescope	5G	A telescope is a device used for seeing faraway objects. Those used in the wizarding world are presumably magical to some extent, as they can be used to see objects that would be impossible to see with a Muggle telescope.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Compasses	6G	An instrument used for navigation and orientation that shows direction relative to the geographic cardinal directions (or points). Usually, a diagram called a compass rose shows the directions north, south, east, and west on the compass face as abbreviated initials.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Crystal balls	30G 7S	A crystal ball (or, as Seers prefer to call it, the Orb) is a magical crystal sphere which Seers gaze into for the purpose of Divination. Because of their condensed thickness, they can serve as makeshift blunt weapons, as Trelawney managed to knock out the werewolf Fenrir Greyback by throwing one at his head, and then used her wand to launch more as projectiles.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Crystal Phials	7G	Containers which usually hold liquids or gases. Most potions and potion ingredients are bottled in phials and are consequently sold in those amounts.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Glass Phials	5G	Containers which usually hold liquids or gases. Most potions and potion ingredients are bottled in phials and are consequently sold in those amounts.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Globe of the Moon	13G	A globe of the Moon is a spherical scale model of the Moon, the Earth's natural satellite. It is used in Astronomy, to study lunar movements and activity.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Magnifying glasses	3G	Wizarding magnifying glasses typically consisted of a long handle, with a lens floating off of the main part of the device. This type of magnifying glass is also capable of magically viewing the interior anatomy of living creatures, making it someone similar to the Muggle concept of X-ray vision. As such, these devices were useful for potioners, especially those learning the craft.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Mappa Mundi	4G	Mappa Mundi is a global map made by Wiseacre's Wizarding Equipment.	No	Diagon Alley

Shop	Item	Price	Description	Banned in HW?	Location
Wiseacre's Wizarding Equipment	Moon Chart	5G	A moon chart is a written astronomical instrument. It's used to represent the position, movement and phases of the Moon, not unlike a star chart. Astronomers usually use these for research or study. It's quite difficult to interpret one, so one who has difficulty with these charts should use a Lunascope.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Silver Scales	7G	Silver scales are tools used by Wizardkind to precisely weigh quantities of potion ingredients. Unlike brass scales, which are required equipment for first year Hogwarts students, silver scales are more precise and are considered a luxury item.	No	Diagon Alley
Wiseacre's Wizarding Equipment	Star Chart	6G	A Star chart is a written document. It's used to represent the positions and movements of the stars, pretty much like a map. Astronomers usually use these for research or study. An O.W.L.-level wizard should be able to fill in a blank star chart based on some hours of sky gazing.	No	Diagon Alley
Honeydukes Express Trolley	Bertie Bott's Every Flavor Beans	6S per box	Bertie Bott's Every Flavor Beans are one of the most popular sweets in the wizarding world. Invented by Bertie Bott, they are almost the same as Muggle jelly beans, except the range encompasses every flavor imaginable. There is also no way of telling for sure what flavor any given bean is without tasting it, although you can try and guess by the color.	No	Hogwarts Express
Honeydukes Express Trolley	Cauldron Cakes	8S	The Cauldron Cake are a popular wizarding cake variant.	No	Hogwarts Express
Honeydukes Express Trolley	Chocolate Frogs	10S	Chocolate frogs are a very popular sweet made from chocolate in the form of a frog. They come with a collectible card of a famous witch or wizard in each pack. The frogs are made of seventy percent Croakoa. Presumably, this substance is what allows them to act like an actual frog. Chocolate Frogs also come in a white chocolate variety. A popular game for Hogwarts students is to let a bunch of Chocolate Frogs hop around, and to grab the normal ones while avoiding the white ones.	No	Hogwarts Express
Honeydukes Express Trolley	Drooble's Best Blowing Gum	2S	Drooble's Best Blowing Gum is a wizarding brand of bubblegum manufactured by Honeydukes Company Ltd. It is presumably invented by Drooble. It lets the consumer blow bluebell-colored bubbles that refuse to pop for days. Described as "guaranteed never to lose its flavor," it is available in sugar-free crazyberry flavor, and possibly others as well.	No	Hogwarts Express
Honeydukes Express Trolley	Liquorice Wands	2S per bundle	A Liquorice Wand is a wizarding sweet that is presumably shaped like a wand and tastes like liquorice, they may or may not come in a variety of flavors.	No	Hogwarts Express
Honeydukes Express Trolley	Pumpkin Pasties	10S	They are similar to a Cornish Pastie, but are filled with pumpkin instead.	No	Hogwarts Express

List of Potions

https://harrypotter.fandom.com/wiki/List_of_potions

Note: There are more potions in the various movies and games and such, but the only ones in this list had actual ingredients; the rest were not added. Also, potions with "Instant" for the brewing time are assumed because of no stated brewing time in sources used. Assume that there is always SOME preparation time at the very least.

Potion	Description	Effects	Ingredients	Year	Banned in Hogwarts?	Brewing Time	Price (In Galleons)
Ageing Potion	Green	Ages drinker temporarily	Newt Spleens, Bananas	6	No	Instant	4
Antidote to Common Poisons	Teal	Counteracts the effects of common poisons	1 Bezoar, 2 measures of Standard Ingredient, 1 pinch of unicorn horn, 2 mistletoe berries	3	No	Instant	19
Antidote to Uncommon Poisons	Green	Cures the effects of minor poisons	Fire Seeds, Powdered graphorn horn, Billywig stings, Chizpurfle carapaces	3	No	Instant	21
Babbling Beverage	Unknown	Causes the drinker to speak nonsense	Valerian sprigs, Aconite, Dittany	5	No	Instant	9
Baruffio's Brain Elixir	Green	Allegedly increases one's brain power	Leaping Toadstools, Frog Brains, Runespoor eggs, Powdered dragon claw	5	No	12 hours	9
Beautification Potion	Changes color, multicolor bubbles	Enhances the attractiveness of the drinker's physical appearance	Fairy wings, Morning dew, Rose Petals, Lady's Mantle, Unicorn hair, Ginger roots, Boomslang skin	5	No	Instant	34
Befuddlement Draft	Dark green	Recklessness	Scurvy grass, Lovage, Sneezewort	5	No	Instant	8
Calming Draft	Blue	Calms the drinker	Lavender, Crocodile heart, Peppermint	5	No	Instant	14
Confusing Concoction	Light green	Confusion	Scurvy grass, Lovage, Sneezewort	3	No	Instant	8
Cure for Boils	Blue, emits pink smoke	Removes boils	Dried nettles, 6 snake fangs, 4 horned slugs, 2 porcupine quills	1	No	Instant	21
Doxycide	Black in color, typically delivered as a spray	Temporarily stuns Doxies so that the pests can be removed from a home	Bundimun Ooze, Streeler shells, Dragon liver, Hemlock essence, Tementil tincture, Cowbane essence	5	No	Instant	30
Dragon dung fertilizer	Light green	Promotes the growth of plants and fruits	Sloth brain, 7 pieces of Dragon dung, Stewed Mandrake, 2 rat spleens, Toasted dragonfly thoraxes, 3 Flying Seahorses	6	No	Instant	64
Dragonscale Potion	Brown	For 5 minutes, the imbiber is granted hard dragonscales	2 measures of powdered dragonclaw, 3 measures of roasted dragonscale, 3 pieces of charred yew bark, juice of hercules dragon beetle thorax	2	No	Instant	14
Dragon Tonic	Blue and purple swirls	Cures sick dragons	1 Eagle owl feather, 3 Peacock feathers, 3 Giant Purple Toad warts	1	No	Instant	4
Draft of Living Death	Turns pale lilac color then clear	Causes the drinker to fall into a deep, death-like slumber	Standard potioning water, Powdered Root of Asphodel, Infusion of Wormwood, Valerian root, A Sopophorous bean, A Sloth brain	6	No	Instant	16

Potion	Description	Effects	Ingredients	Year	Banned in Hogwarts?	Brewing Time	Price (In Galleons)
Draft of Peace	Emits light silver vapor	Relieves anxiety	Powdered moonstone, Syrup of Hellebore, Powdered Unicorn horn, Powdered Porcupine quills, Valerian root	5	No	90 minutes	23
Elixir to Induce Euphoria	Sweet, Aromatic, Emits rainbow when finished	Induces happiness	Shrivelfig, Porcupine quills, Peppermint sprigs, Sopophorous beans, Wormwood	6	No	Instant	11
Felix Felisis	Molten gold, Droplets leap like goldfish above potion's surface when in cauldron	Makes the drinker lucky, giddiness and recklessness, toxic in large quantities	Ashwinder egg, Squill bulb, Murtlap tentacle, Tincture of thyme, Occamy eggshell, Powdered common rue	6	No	6 months	44
Fire protection	Purple or black	Protects drinker from fire, sensation of ice flooding body	Bursting mushrooms, Salamander blood, Wartcap powder	1	No	Instant	7
Forgetfulness Potion	Orange	Memory loss	2 drops of Lethe River Water, 2 Valerian sprigs, 2 measures of Standard Ingredient, 4 mistletoe berries	1	No	Instant	5
Girding Potion	Golden color, foul odor	Prolonged endurance	Dragonfly thoraxes, Flying Seahorses, Doxy eggs, Fairy wings	3	No	Instant	21
Hair-Color-Change Potion	Shimmers into different colors	Changes color of the drinker's hair	Snapdragon leaves, lavender, violet, daisy, tiger lily, bluebells, dandelions, murtlap gas and glowbug wings	5	No	Instant	15
Hair-Raising Potion	Green	Raises hair up on end	Rat tails, Porcupine quills, Billywig stings	5	No	Instant	11
Herbicide Potion	Green	Kills or damages plants	Flobberworm mucus, Horklump juice, Lionfish spines, Standard Ingredient	1	No	60 minutes	6
Invigoration Potion	Orange	Energizes the drinker	Alihotsy leaves, Dried billywig stings, Peppermint, Stewed Mandrake, Infusion of Wormwood, Honeywater, Vervain infusion, Scurvy grass, Lovage	5	No	3 hours	26
Invisibility Potion	Silvery, very bubbly	Temporarily turns the imbiber invisible for a short time	Cherries, Chicken, Spiders	3	No	Instant	3
Love Potion	Mother-of-pearl sheen, spiraling steam, scent is multi-faceted and varies based on what the person likes	Creates powerful obsession with whoever offers the potion	Ashwinder eggs, Rose thorns, Peppermint, Powdered Moonstone, Pearl Dust, Rose Petals	5	Yes	Instant	28
Love Potion Antidote	Clear, colorless	Serves as an antidote for Love Potion	Wiggentree twigs, Castor oil, Extract of Gurdyroot	6	No	Instant	8
Memory Potion	Golden	Enhances the drinker's memory	Jobberknoll feathers, Stewed Mandrake, Powdered Sage, Galanthus Nivalis	5	No	2 hours and 15 minutes	13
Oculus Potion	Orange	Restores sight, Counteracts Conjunctivitis Curse	Wormwood, Stewed Mandrake, Ground Unicorn horn, Crystallised Water	6	No	Instant	10
Pepperup Potion	Pink	Cures common cold, Warms up recipient, Steam emits from drinker's ears for hours	Bicorn Horn, Mandrake Root	2	No	Instant	13

Potion	Description	Effects	Ingredients	Year	Banned in Hogwarts?	Brewing Time	Price (In Galleons)
Polyjuice Potion	Thick and mud-like, Bubbles slowly, taste and color vary depending on the person being turned into	Allows a human drinker to temporarily assume the form of another person	Lacewing flies (stewed 21 days), Leeches, Powdered bicorn horn, Knotgrass, Fluxweed (picked at full moon), Shredded Boomslang skin, A bit of the person one wants to turn into (typically hair)	2	No	1 month	37
Pompion Potion	Orange	Turns the drinker's head into a pumpkin	Flitterby Moth, Bouncing Bulb, Foxglove	1	No	Instant	8
Shrinking Solution	Acid green	Causes living beings to shrink to a smaller form	Minced daisy roots, Peeled Shrivelfig, Sliced caterpillars, One rat spleen, A dash of leech juice, A splash of cowbane, Wormwood	3	No	Instant	20
Skele-gro	Smokes when poured, Vile taste, Burns on the way down	Restores bones	1 Chinese Chomping Cabbage, 3 Puffer-fish, 5 Scarab beetles	4	No	Instant	27
Sleeping Draft	Dark purple	Make the drinker quickly fall into a deep but temporary sleep	4 sprigs of Lavender, 6 measures of Standard Ingredient, 2 blobs of Flobberworm Mucus, 4 Valerian sprigs	2	No	80 minutes	15
Strengthening Solution	Turquoise	Superhuman strength	Salamander blood, Powdered Griffin claw	5	No	Instant	12
Swelling Solution	Dull green	Causes enlargement on contact	Causes enlargement on contact	2	No	60 Minutes	10
Vitamix Potion	Blue	Burst of energy	Wormwood, Asphodel Root, Monkshood	1	Because it enhances the drinker's reflexes, using a Vitamix potion in a Broom race or Quidditch is strictly prohibited.	Instant	5
Volubilis Potion	Yellow	Alters the drinker's voice	Honeywater, Mint sprigs, Stewed Mandrake, Syrup of Hellebore	6	No	Instant	10
Wideye Potion	Fizzy Blue	Prevents sleeping, Awakens victim	6 snake fangs, 4 measures of Standard Ingredient, 6 dried Billywig stings, 2 sprigs of Wolfsbane	3	No	23 hours	27
Wiggenweld Potion	Green	Heals injuries and replenishes stamina, Antidote to sleeping potions	Wiggentree bark, Moly, Dittany, One pint of Horklump juice, 2 drops of Flobberworm Mucus, 7 Chizpurple fangs, Billywig sting slime, A sprig of mint, Boom Berry juice, One stewed Mandrake, Drops of Honeywater, Sloth brain Mucus, Moondew drops, Salamander blood, 10 Lionfish spines, Unicorn horn, Wolfsbane	1	No	30 minutes	95
Wit-Sharpening Potion	Purple	Improves intellect	Ground scarab beetles, Cut ginger roots, Armadillo bile	4	No	10 minutes	7