

# WANDS & WIZARDS HEADMASTER'S GUIDE

A Harry Potter 5e Setting Guide and GM Resource

**HOMEBREW**

Wands & Wizards is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast. ©Wizards of the Coast LLC. Not approved/endorsed by J.K. Rowling or Warner Bros. Entertainment Inc. Portions of the materials used are property of J.K. Rowling or Warner Bros. Entertainment Inc.

This document was created solely for private use. All rights are retained by the owners of trademarks and copyrights of the content within this document. This document, in part or whole, cannot be reproduced for the intent of retail sale or personal gain except by those said interested parties or by others with legal, written consent by said parties.

# CONTENTS

<b>PART 3</b>	<b>42</b>
<b>INTRODUCTION</b>	<b>3</b>
<b>PART 1</b>	<b>4</b>
<b>CHAPTER 1: THE HISTORY OF MAGIC</b>	<b>4</b>
A Hidden World .....	4
The Story of the Boy Who Lived .....	5
Grindelwald's War .....	N/A
<b>CHAPTER 2: THE WIZARDING WORLD</b>	<b>7</b>
How Magic Works .....	N/A
Magical Schools and International Relations .....	N/A
The Non-Humans of Harry Potter .....	N/A
<b>PART 2</b>	<b>11</b>
<b>CHAPTER 3: VARIANT RULES</b>	<b>11</b>
Difficult Non-Verbal Casting .....	11
Extra Crits .....	11
Marauding Animagi .....	11
Mid-Campaign Skill Progression .....	11
Powerful Shield Charms .....	12
Realistic Lycanthropy .....	12
Reliable Damage .....	12
Spell Creation .....	N/A
Spell-locks and Dueling .....	N/A
<b>CHAPTER 4: TREASURE</b>	<b>13</b>
Wand Advancement .....	13
Magic Items and Artifacts .....	N/A
Potions .....	16
<b>CHAPTER 5: POTIONS AND BREWING</b>	<b>16</b>
The Role of Potions .....	16
Brewing Potions .....	16
Potion List .....	17
Potion Descriptions .....	19
Ingredient List .....	34
<b>CHAPTER 6: ADVENTURES AND ACTIVITIES</b>	<b>38</b>
Building Encounters for Witches and Wizards .....	N/A
Homework, Classes, and Downtime .....	N/A
Incorporating Divination .....	N/A
Traps, Curses, and Wards .....	N/A
Casual Quidditch .....	39
Pro Quidditch .....	N/A
<b>CHAPTER 7: DIAGON ALLEY</b>	<b>42</b>
Knockturn Alley .....	N/A
<b>CHAPTER 8: HOGWARTS CASTLE</b>	
Professors and Staff .....	N/A
<b>CHAPTER 9: HOGWARTS GROUNDS</b>	<b>N/A</b>
The Forbidden Forest .....	N/A
<b>CHAPTER 10: HOGSMEADE</b>	<b>N/A</b>
<b>CHAPTER 11: MINISTRY OF MAGIC</b>	<b>N/A</b>

## CREDITS - CREATED BY U/MURPHEN44

Version 0.2, published on 1/31/2021  
[r/WandsAndWizards](#) - [Discord Server](#)

Made using [GMBinder](#). Theme by [Eiti3](#).

## CONTRIBUTORS

- Eric Cowles / u/Captnlunch - Magical trinkets
- Jay / u/CKSalamander - Diagon Alley, Hogsmeade and Hogwarts details
- Merlin - Gringott's

## ARTWORK BY

- [Atomhawk/Pottermore](#)
- Jean-Baptiste Hostache - [ArtStation](#) - [Amazon](#)

## SPECIAL THANKS TO

- Everyone who's encouraged me and joined the Wands & Wizards subreddit and Discord
- Everyone at the Discord of Many Things
- The Angry GM and his [crafting series](#), which greatly inspired/shaped W&W's potion-brewing

# INTRODUCTION

his guide is specifically dedicated to helping you run a game of Wands & Wizards: A Harry Potter 5e Adaptation. If you're unfamiliar with W&W, a few things might not make much sense. Additionally, be sure to refer to Wands & Wizards: The Monster Book of Monsters to find the fantastic beasts you can pit against your players.

You will find three parts to this guide. The first part is purely setting information, giving a crash course in Harry Potter and filling in any blanks you might have about the series. The second part is variant rules, resources and activities; it contains all the little things for a campaign that will keep your players enchanted. The third and final part is dedicated entirely to locations. The magical world in Britain revolves around a few key locations, which your players will want to explore and experience.

## THE ROLE OF THE HM

HM stands for Headmaster or Headmistress, which is used specifically to represent the Game Master running the game of W&W. That abbreviation is used throughout the document to refer to this person, whereas the term "headmaster" will mean the head professor of Hogwarts.

## UNDERSTANDING CHARACTER LEVELS

The recommended character level to Hogwarts year mapping is found in the following table. A typical student at Hogwarts would graduate as a level 10 character. Most adults in wizarding society would be between levels 10 and 12 (or perhaps lower, if they're particularly unskilled with magic). This is very different to the world of D&D, where commoners do not have PC levels and are significantly weaker than even a fledgling adventurer. However, the average adult wizard would not know any Dark magic, and may be entirely unpracticed in combative spells. Keep this in mind when constructing conflicts and while your players interact with the world.

### CHARACTER LEVELS TO HOGWARTS YEARS

Level	Hogwarts Year
1	First Year
2	First Year (end of year)
3	Second Year (mid-year)
4	Third Year (mid-year)
5	Fourth Year (mid-year)
6	Fifth Year (mid-year)
7	Fifth Year (end of year)
8	Sixth Year (mid-year)
9	Sixth Year (end of year)
10	Seventh Year (mid-year)
11	Hogwarts Graduates

# CHAPTER 1: THE HISTORY OF MAGIC

Welcome to the Wizarding World of Harry Potter! If you'd like to familiarize yourself with the canon of the series, read on. This section does not contain any information originating from the Play-That-Must-Not-Be-Named, and no references to such a thing will be found anywhere else.

## A HIDDEN WORLD

The very concept of the wizarding world is its coexistence alongside the "real world." You and I are considered muggles, a nickname given to non-magical folk by the very magical folk of the United Kingdom. American wizards like the term no-maj, as a shortened slang version of no magic. Muggles never see the magical world, for we're too busy with our own. It's quite difficult to overcome the cognitive dissonance introduced by discovering something that breaks all laws of physics and shatters our understanding of reality.

As we go about our days sitting in classrooms, commuting to work, and flying on airplanes to distant destinations, we are surrounded by small pockets of magic. Just over a one-hundredth of a percent of the world's population is magical, a witch or a wizard. Just like the fairy tales, these witches and wizards wave wands, ride flying broomsticks, chant ancient incantations, fight fire-breathing dragons, brew bubbling potions and wield incredible power.

## THE INTERNATIONAL STATUTE OF WIZARDING SECRECY OF 1689

The reason the entire magical world is so well-hidden from muggle eyes is because of the International Statute of Wizarding Secrecy. This edict was put in place to protect the magical world, as a reaction to the witch-hunts prevalent throughout the medieval era. Muggles had proved themselves dangerous to wizard-kind, and so, using magic, a veil of secrecy separated the two worlds. This statute means that non-magical people absolutely cannot know about the magical world in any way, and if a wizard behaves in a way or says something that reveals its existence, they've committed a crime.

Fortunately, with their vast powers, wizards and witches have invented many ways to hide things from muggles. A grand castle might be enchanted to appear to be nothing but ruins and rubble. A small pub door on a busy street is so unobtrusive that the public's gaze seems to slide right past it, out of their control. If a muggle steps foot in the wrong area, they might get a compulsive, irresistible thought that they've left their door unlocked, left the oven on, or just remembered a forgotten appointment. All of these are completely undetectable.

However, it's impossible to keep the magical world hidden for long. There are innocent casualties in wizarding wars. A dragon might break out of a reserve and fly over a village. A young muggle-born wizard can lose control over his emotions and perform accidental magic, like inflating an incredibly rude aunt until she floats across the countryside like a balloon. For these situations, memory charms help maintain the Statute of Secrecy.

A memory charm is a spell that allows for the manipulation of the target's memories, often wiping a single object, event, or concept from a person's mind. Named after the spell's incantation, teams of Obliviators are dispatched to crime scenes and wizarding households to erase the memory of any nearby muggles who witnessed the event.

If the damage was severe and lives were lost, a cover story might be adopted, like a gas explosion or an unexplained animal attack. The Obliviators use spells to put things in their proper place or stage a scene that makes sense to muggles. Everyone believes that they saw what the Obliviators suggested, and life goes back to normal.

## MUGGLE STORIES

Despite the efforts of the Statute of Secrecy and the wizards enforcing it, a lot of the magical world is quite visible to muggles through one medium: fiction. Whether the idea was passed down from stories told centuries ago or a poorly cast memory charm starts to wear off, muggle stories are filled with magic and creatures from the wizarding world.

The reason muggles are so interested in myths like vampires, dragons, magical forests and goblins is because in reality, they aren't myths. Villagers in Romania truly were terrorized by vampires, but by the time the Statute of Secrecy was put in place, the concept of a vampire was so widespread that it was impossible to remove via memory charm. The same goes for dragons, ferocious beasts that lead secluded lives in mountain ranges, and as a matter of fact, Merlin really was one of the most powerful wizards of all time.

The only thing wizards can do is protect muggles from these mythical creatures and continue to cover up any new incidents. As long as these things remain as "myths," the Statute of Secrecy is maintained.

However, just because these creatures survive in muggle tales, that doesn't mean muggle fiction is entirely correct. There are many inaccuracies that have been added from all the retellings, and inspired by the magical world, muggles have invented quite a few things on their own. Most of muggle fantasy is rooted in reality, but it doesn't represent the magical world perfectly.



# **THE STORY OF THE BOY WHO LIVED**

One of the most famous wizards in the modern wizarding world and the only known survivor of the Killing Curse, Harry James Potter is credited with twice defeating the Dark wizard Tom Riddle, also referred to as He-Who-Shall-Not-Be-Named, You Know Who and Voldemort. Harry Potter now heads the Department of Magical Law Enforcement and is happily married to former Holyhead Harpies Chaser Ginny Weasley. However, Harry Potter's childhood and school years are the subject of international curiosity and countless historical accounts. To fully understand the story of Harry Potter, one must begin with Tom Riddle's rise to power.

## **THE RISE OF THE DEATH EATERS**

---

Not unlike Harry Potter, Tom Riddle was a half-blood orphan who showed great potential at the esteemed Hogwarts School of Witchcraft and Wizardry. As those close to Albus Percival Wulfric Brian Dumbledore, O.M. (First Class) would attest, Dumbledore closely watched Riddle and was troubled by Riddle's manipulative and vindictive tendencies. On paper, Riddle was a model student, earning several awards and serving as Head Boy. In reality, he cultivated forbidden knowledge and turned bullies into devoted extremists, until his graduation in the mid-1940s.

Upon leaving Hogwarts, Riddle spent several decades studying Dark Arts and forging alliances with dangerous magical beings and creatures. Branding his lackeys Death Eaters, Riddle pursued power under the guise of blood purity, the disproven superstition that pure-blooded witches and wizards were magically superior to Muggleborn peers. This proved effective in galvanizing members of the wizarding elite, motivating the Death Eaters through hatred and fear.

It is undeniable that Riddle's sorting into and recruiting from the house of Slytherin led to Slytherin's decades-long reputation for producing Dark wizards. This reputation served as a self-fulfilling prophecy, with generations of Riddle's supporters preferring Slytherin. Although modern wizards have tried to sever Slytherin's association with the Dark Arts, Tom Riddle's crimes are not easily forgotten.

## **END OF THE FIRST WIZARDING WAR**

---

## **THE SECOND WIZARDING WAR**

---

Coming soon!



# **GRINDELWALD'S WAR**

**THE FOLLY OF YOUTH**

---

**FOR THE GREATER GOOD**

---

**THE IMPRISONMENT OF GRINDELWALD**

---

Coming soon!

# CHAPTER 2: THE WIZARDING WORLD

## HOW MAGIC WORKS

### MAGIC AND ELECTROMAGNETISM

Coming soon!



# **MAGICAL SCHOOLS AND INTERNATIONAL RELATIONS**

**MAGICAL EDUCATION IN EUROPE**

---

**WIZARDING SCHOOLS ABROAD**

---

**THE ICW**

---

Coming soon!

# **THE NON-HUMANS OF HARRY POTTER**

**CENTAURS**

---

**GIANTS**

---

**GOBLINS**

---

**HAGS**

---



**HOUSE-ELVES**

---

**MERPEOPLE**

---

**VAMPIRES**

---

**VEELAS**

---

**WEREWOLVES**

---

Coming soon!

# CHAPTER 3: VARIANT RULES

**F**rom the beginning, Wands & Wizards was designed to be as compatible with 5e as possible. As a result, certain sacrifices have been made for simplicity, and sometimes, it's going to feel a little bit more like D&D than Harry Potter. If your table is looking to tip the scales in the other direction and play a game that more closely aligns with the Wizarding World they know and love, these variant rules are designed to more closely align the game to Harry Potter's canon.

## DIFFICULT NON-VERBAL CASTING

In Wands & Wizards, you obtain your metamagic at 3rd level, which is roughly around the middle of your second year at Hogwarts. Second years aren't running around non-verbally hexing each other with Subtle Spell, so with this variant, young witches and wizards will learn non-verbal casting at a more age-appropriate level.

### VARIANT: SUBTLE SPELL

You must reach the 7th level before you can select Subtle Spell as a Metamagic option.

If you are a Willpower Caster, you can choose to replace one of your existing Metamagic options with Subtle Spell when you reach the 7th level.

## EXTRA CRITS

Everyone loves a good critical hit, some more than others. Unfortunately, Wands & Wizards has nearly done away with crits by switching to magic-only. If you miss the thrill of a nat 20, there are extra criticals you can apply in two different scenarios.

### VARIANT: CRITICAL HITS

When you score a critical hit with a spell that does not deal damage, the spell is automatically cast one level higher than the consumed spell slot, not exceeding the highest available level of spell slots you have. If the spell's language does not allow it to be cast one level higher, the target makes their next saving throw against the effects of that spell (if applicable) at disadvantage.

### VARIANT: SAVING THROW CRITICAL FAIL

When a target of a spell rolls a 1 on their first saving throw, that spell is treated as if it scored a critical hit. This can be combined with the variant rule for critical hits, and those rules apply when a target critically fails on their saving throw against a spell that does not deal damage.

## MARAUDING ANIMAGI

If your party wants to roam the grounds of Hogwarts as a pack of animagi, grant them the following Animagus feat – after they've earned it, of course. A character studying Transfiguration will feel a little less special. To remedy this, a variant version of the *Animagus Transformation* will allow them to transform three times as frequently as their unspecialized comrades, preserving the uniqueness of Transfiguration.

### VARIANT: ANIMAGUS FEAT

Your dedicated study of self-transfiguration has culminated in the animagus ceremony. Regardless of your School of Magic, you gain the *Animagus Transformation* feature, but you can only use this feature once per short or long rest.

### VARIANT: ANIMAGUS TRANSFORMATION

You can use your action to magically assume the shape of your animagus form (see *Your Animagus Form*). You can use this feature three times. You regain expended uses when you finish a short or long rest.

## MID-CAMPAIGN SKILL PROGRESSION

In 5e, your adventurers typically start at 1st level as adults with complete backstories and some basic skills to help them in their journeys. In Wands & Wizards, your 1st-level adventurers are 11-12 year old children. With less time to build up specialized skills and learn about themselves, it may be a little strange to start with 4+ skill proficiencies.

### VARIANT: SKILL PROFICIENCIES

During character creation, choose one skill proficiency from Casting Style instead of the normal amount. You will not gain any other skill proficiencies from Casting Style or from Background.

At 2nd level, choose one of the two skill proficiencies granted by your Background and you gain any applicable tool proficiencies.

At 4th level, choose a second skill proficiency from Casting Style.

At 5th level, you gain proficiency in the other skill granted by your Background.

If you are an Intellect Caster, choose a third skill proficiency from Casting Style at 7th level.

## REALISTIC LYCANTHROPY

Lycanthropy in W&W is designed to be a viable feat that allows a player to realize a specific character concept and not feel less effective or punished for doing so. If you prefer lycanthropy to be represented more like its appearance in canon—it's a terrible curse that changes a person's life for the worse—you can use this variant rule.

### VARIANT: LYCANTHROPY

You've been attacked by a transformed werewolf, infecting you with the blood curse of lycanthropy. You gain the following penalties:

- From sunset to sunrise on the night of the full moon, you undergo your werewolf transformation. During the transformation, your alignment changes to Chaotic Evil and your character is placed under HM control.
- For the day of and three days after your werewolf transformation, you suffer a -3 penalty to your Constitution score, gain two levels of exhaustion that cannot be removed and have disadvantage on Constitution saving throws.
- If your condition becomes known, fellow witches and wizards might fear or discriminate against you.

## RELIABLE DAMAGE

If your players are struggling with the lack of weapons and need a reliable source of minimum damage, this will help them without forcing them to pay a cantrip tax.

### VARIANT: DEVICTO

At level 1, every character adds the *devicto* spell to their list of known spells. It does not count against their number of cantrips known, and cannot be forgotten to learn another cantrip.

## SCHOOLS OF INDECISION

Choosing the field of study for the rest of your life is no easy feat for a wizard, especially at the young age of 11. Use this variant rule if you'd like to give your players a bit more time to try out different schools of magic.

### VARIANT: SCHOOL OF MAGIC SELECTION

By spending a week studying in your free time, you can change your school of magic to any available option, losing anything gained from your previous school of magic (features, school of magic spells, abilities, equipment). Once you reach the 3rd level, your school of magic is locked in permanently.

## SPELL CREATION

Although highly dangerous and discouraged, experimental charms and the invention of spells are a very real part of the world of Harry Potter. For players who want to dabble in magic theory and be the next Half-Blood Prince, HMs will have to provide guidance on what's a "realistic" spell to create and how to balance it.

Coming soon!

## SPELL-LOCKS AND DUELING

Coming soon!

# CHAPTER 4: TREASURE

## WAND ADVANCEMENT

As a witch or wizard uses their wand, they begin to learn its idiosyncrasies and change the way they cast spells in order to produce the best results. In a peculiar way, wands will do the same things with their wielders. Wands may more easily cast the type of spells that their owners favor, or they might behave strangely in a stranger's hands. Wandmakers will often describe wands as if they have their own innate personality, and they believe the wizard's values, actions and magic will shape that personality.

Although wands react to their ideal wizard during wand selection, wands will be in a **dormant state** for a very long time. A dormant wand has no particular preferences over who is using it, and that is when the wand is most neutral. As a witch bonds with her wand, she may feel more in tune with it, her magic could grow more potent, or the wand can exhibit new behavior when casting a spell. When the wand and the wizard start to become one, the wand is described as being in an **awakened state**. These benefits depend on the wand's trait, based on its personality. As the wizard reaches a very high level of mastery in their magical pursuits, a wand can become even more magically enhanced in the **exalted state**. The bonuses of a wand's advancement are not cumulative and cannot be combined.

Any benefits a wizard gains from wand advancement is permanent for as long as that wizard is attuned to that wand. It does not matter whether or not the wizard has that particular wand in their possession. However, if a wizard attunes to a different wand, that wizard will lose the benefits from their previous wand and their new wand will be dormant. If the wizard ever attunes back to their first wand, the bond will have to be reformed and it will be dormant; however, the wand may quickly recognize its old owner and advance at a faster rate than before.

## MATCHING THE TRAITS TO THE WAND

Typical for the enigmatic study of wand lore, there is no rigid system for identifying the traits a wand has before it awakens. The wand's components play a significant role in the wand's developed trait.

For instance, wands with a core of Dragon Heartstring do not have a reputation for allegiance to their first owner, so it would be uncommon to find one with the Loyal trait. However, if that Dragon Heartstring is found within a Spruce wand that commits itself fully to a well-disciplined wizard, that wizard may find his wand to be truly Loyal. As another example, a Unicorn Hair wand is not known for having a Powerful trait like Dragon Heartstring or Phoenix Feather is, but it's possible in a particularly "outspoken" wood like Blackthorn or Cherry. A Unicorn Hair wand has never been known to be Savage, though.

It's ultimately the combination of the wand's components and the wizard's personality. Each wand trait has two suggested Backgrounds that would be appropriate for that specific wand trait, but any Background or wand wood can be matched with any trait based on how that wand has been used and how it has learned from its wielder.

All wand traits are assigned by the HM and the time of advancement is decided by the HM. A wand's trait cannot be changed once it's been assigned, but a wand's exalted trait may be different from its awakened trait. Since effects are not cumulative, the awakened benefit is lost if the wand's trait evolves in this way.

### WHEN A WAND ADVANCES

A wand only reaches its awakened state once it has truly bonded with its owner, typically through a life-defining event, such as:

- A character digs deep in a time of need and discovers something new about themselves.
- A character achieves a new level of magical mastery that brings them closer to achieving their lifelong goals.
- A character faces their inner demons for the sake of their companions, their family or their own happiness.
- A character finally resolves a burning question that has tormented them for years.
- A character forms a new purpose or philosophy after going through a crisis.

Most accomplished adult wizards should awaken their wands through their travels and adventures (between levels 8 and 14), but very few wands reach an exalted state. A wizard with an exalted wand is often a household name or bears serious influence in the magical world (between levels 15 and 20).

## WAND TRAITS

### ALERT

*Backgrounds:* Bookworm, Troublemaker

**Awakened.** You have advantage when rolling initiative.

**Exalted.** You and one creature you can see both have advantage when rolling for initiative.

### CARING

*Backgrounds:* Dreamer, Groundskeeper

**Awakened.** When you restore your own or another creature's hit points, you can add a d6 roll to the amount healed. You can't use this ability again until you finish a short or long rest.

**Exalted.** When you restore your own or another creature's hit points, you can add a d12 roll to the amount healed. You can't use this ability again until you finish a short or long rest.

### CLEVER

*Backgrounds:* Bookworm, Potioneer

**Awakened.** Add one new cantrip to your known spells.

**Exalted.** Add three new cantrips to your known spells.

### CONSISTENT

*Backgrounds:* Groundskeeper, Potioneer

**Awakened.** When you roll a 1 on the d20 for an attack roll or an ability check involved with casting a spell, you can reroll the die and must use the new roll.

**Exalted.** When you roll a 1 or 2 on the d20 for an attack roll or an ability check involved with casting a spell, you can reroll the die and must use the new roll.

### INNOVATIVE

*Backgrounds:* Dreamer, Potioneer

**Awakened.** You can cast a spell with a known metamagic without expending any sorcery points. You can't use this ability again until you finish a short or long rest.

**Exalted.** You can cast a spell with any metamagic from the Sorcerer metamagic list without expending any sorcery points. You can't use this ability again until you finish a short or long rest.

### LOGICAL

*Backgrounds:* Bookworm, Socialite

**Awakened.** When you roll a 1 on the d20 for an ability check, you can reroll the die and must use the new roll.

**Exalted.** When you roll a 1 or 2 on the d20 for an ability check, you can reroll the die and must use the new roll.

### LOYAL

*Backgrounds:* Dreamer, Quidditch Fan

**Awakened.** Your wand will refuse to perform magic for any other caster than you and anyone you designate.

**Exalted.** Your wand will refuse to perform magic for any other caster than you and anyone you designate. If someone disarms you or tries to otherwise take your wand, the wand will issue a zap dealing 1d12 lightning damage.

### LUCKY

*Backgrounds:* Dreamer, Troublemaker

**Awakened.** Whenever you make an attack roll, an ability check, or a saving throw, you can add a d4 roll to the result. You can't use this ability again until you finish a short or long rest.

**Exalted.** Whenever you make an attack roll, an ability check, or a saving throw, you can add a d8 roll to the result. You can't use this ability again until you finish a short or long rest.

### NON-VERBAL

*Backgrounds:* Bookworm, Socialite

**Awakened.** You gain the Subtle Spell metamagic and it does not count against your number of metamagics.

**Exalted.** You gain the Subtle Spell metamagic and it does not count against your number of metamagics. Anyone's attempt to perceive your non-verbal casting is made at disadvantage.

### POWERFUL

*Backgrounds:* Quidditch Fan, Socialite

**Awakened.** When you deal damage, you can add a d6 roll to the damage. You can't use this ability again until you finish a short or long rest.

**Exalted.** When you deal damage, you can add a d12 roll to the damage. You can't use this ability again until you finish a short or long rest.

### SAVAGE

*Backgrounds:* Quidditch Fan, Socialite

**Awakened.** Whenever you score a critical hit with a spell attack, add one more damage die to your damage roll.

**Exalted.** Whenever you score a critical hit with a spell attack, add three more damage die to your damage roll.

### SKILLFUL

*Backgrounds:* Potioneer, Troublemaker

**Awakened.** Gain proficiency in one skill of your choice.

**Exalted.** Gain proficiency in two skills of your choice.

### STUBBORN

*Backgrounds:* Groundskeeper, Quidditch Fan

**Awakened.** When you roll a 1 on the d20 for a saving throw, you can reroll the die and must use the new roll.

**Exalted.** When you roll a 1 or 2 on the d20 for a saving throw, you can reroll the die and must use the new roll.

### TOUGH

*Backgrounds:* Groundskeeper, Troublemaker

**Awakened.** Your hit point maximum increases by an amount equal to your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional one hit point.

**Exalted.** Your hit point maximum increases by an amount equal to twice your level when you gain this feat. Whenever you gain a level thereafter, your hit point maximum increases by an additional 2 hit points.

## MAGIC ITEMS AND ARTIFACTS

Coming soon!



# POTIONS AND BREWING

## THE ROLE OF POTIONS BREWING POTIONS

POTION-MAKING + POTIONEER'S KIT PROFICIENCIES AND POTION QUALITY			
Proficiency	Poor Ingredients	Normal Ingredients	Superior Ingredients
None	Flawed	Flawed	Normal
One	Flawed	Normal	Normal
Both	Normal	Normal	Exceptional

It's not uncommon for suppliers or prolific potion brewers to form agreements with adventuring wizards to purchase the particularly rare potion ingredients they find.

# POTION LIST

## COMMON POTIONS

Antidote of Common Poisons <sup>1st</sup>  
Babbling Beverage  
Baneberry Poison <sup>3rd</sup>  
Blemish Blitzer <sup>1st</sup>  
Confusing Concoction <sup>1st</sup>  
Cupid Crystals  
Doxycide <sup>2nd</sup>  
Dr. Ubbly's Oblivious Unction  
Dreamless Sleep Potion <sup>2nd</sup>  
Elixir to Induce Euphoria <sup>2nd</sup>  
Forgetfulness Potion <sup>1st</sup>  
Fungiface Potion  
Garrotting Gas <sup>4th</sup>  
Heartbreak Teardrops  
Herbicide Potion <sup>1st</sup>  
Hiccoughing Solution  
Moonseed Poison  
Oculus Potion  
Pepperup Potion <sup>4th</sup>  
Pet Tonic  
Regerminating Potion  
Shrinking Solution <sup>3rd</sup>  
Star Grass Salve  
Swelling Solution <sup>2nd</sup>  
Wound-Cleaning Potion <sup>4th</sup>

## UNCOMMON POTIONS

Aging Potion <sup>4th</sup>  
Antidote of Uncommon Poisons <sup>3rd</sup>  
Baruffio's Brain Elixir  
Beautification Potion  
Befuddlement Draught <sup>5th</sup>  
Beguiling Bubbles  
Blood-Replenishing Potion  
Bloodroot Poison  
Draught of Peace <sup>5th</sup>  
Exstimulo Potion  
Fatiguing Fusion  
Fire Protection Potion <sup>4th</sup>  
Gillyweed  
Girding Potion <sup>3rd</sup>  
Gregory's Unctuous Unction  
Memory Potion <sup>6th</sup>  
Murtlap Essence <sup>5th</sup>  
Noxious Potion <sup>5th</sup>  
Sleeping Draught <sup>2nd</sup>  
Strengthening Solution <sup>5th</sup>  
Twilight Moonbeams  
Vitamix Potion  
Volubilis Potion  
Wideye Potion  
Wiggenweld Potion <sup>3rd</sup>

## RARE POTIONS

Erumpent Potion <sup>6th</sup>  
Essence of Insanity <sup>7th</sup>  
Hate Potion  
Invigoration Draught  
Invisibility Potion <sup>7th</sup>  
Kissing Concoction  
Mandrake Restorative Draught <sup>7th</sup>  
Skele-Gro <sup>6th</sup>  
Weedosoros <sup>7th</sup>  
Wit-Sharpening Potion <sup>7th</sup>

## VERY RARE POTIONS

Amortentia  
Death-Cap Draught  
Draught of Living Death <sup>6th</sup>  
Essence of Dittany  
Polyjuice Potion <sup>6th</sup>  
Wolfsbane Potion

## LEGENDARY POTIONS

Drink of Despair  
Felix Felicis  
Veritaserum



### POTION CONVERSIONS

New Potion	Equivalent 5e Potion/Spell
Antidote of Common Poisons	Antitoxin
Baruffio's Brain Elixir	Enhance Ability
Confusing Concoction	Confusion
Draught of Peace	Calm Emotions
Essence of Dittany	Potion of Supreme Healing, Regenerate
Felix Felicis	Foresight
Fire Protection Potion	Potion of Fire Resistance
Fungiface Potion	Vicious Mockery
Gillyweed	Alter Self
Girding Potion	False Life
Invigoration Draught	Potion of Superior Healing
Murtlap Essence	Potion of Greater Healing
Shrinking Solution	Potion of Diminution
Sleeping Draught	Sleep
Star Grass Salve	Potion of Healing
Strengthening Solution	Potion of Hill Giant Strength
Swelling Solution	Potion of Growth
Veritaserum	Zone of Truth
Vitamix Potion	Enhance Ability
Volubilis Potion	Actor (Feat)
Wideye Potion	Potion of Vitality
Wound-cleaning Potion	Healer's Kit

### POISON CONVERSIONS

New Potion	Equivalent 5e Potion/Spell
Bloodroot Poison	Pale Tincture
Death-Cap Draught	Purple Worm Poison
Draught of Living Death	Imprisonment
Essence of Insanity	Eyebite
Garrotting Gas	Drow Poison
Herbicide Potion	Blight
Moonseed Poison	Serpent's Venom
Noxious Potion	Burnt Othur Fumes
Weedosoros	Wyvern Poison

### LOOKING AT LOVE POTIONS

The morality of love potions is questionable at best. While love potions are often handled humorously in the original series, we must recognize the importance of consent. Love potions do not allow for consent and should not be used to cross any character's boundaries. If you are going to play W&W with love potions, please have a conversation with your table to ensure everyone is comfortable and will behave respectfully. Otherwise, do not include them in your game.

### LOVE POTION CONVERSIONS

New Potion	Equivalent 5e Potion/Spell
Amortentia	Dominate Person
Beguiling Bubbles	Philter of Love
Gregory's Unctuous Unction	Charm Person
Heartbreak Teardrops	Suggestion
Kissing Concoction	Compulsion
Twilight Moonbeams	Enthrall

# POTION DESCRIPTIONS

## COMMON POTIONS

Common potions are typically introduced to young witches and wizards in the first three years of their education at Hogwarts. Brewing these potions is relatively easy, given the correct ingredients and a standard cauldron. Most key ingredients for common potions are widely distributed within wizarding society or commonly found in nature.

### ANTIDOTE OF COMMON POISONS

*Potion, common* When you drink this potion, simple poisons in your system are neutralized and you gain advantage on saving throws against poison for 1 hour. If you took poison damage in the previous minute, you regain half of your hit points lost to poison damage, up to a maximum of 15 hit points.

**Antidote to:** Baneberry Poison, Doxycide, Garrotting Gas, Moonseed Poison

#### Recipe:

- 1 bundle of galanthus nivalis
- 1 cluster of mistletoe berries
- 1 flask of honeywater
- 1 vial of billywig stings

#### Flawed Antidote of Common Poisons:

No hit points are regained.

#### Exceptional Antidote of Common Poisons:

The duration is 2 hours, instead of 1 hour.

### BABBLING BEVERAGE

*Potion, common*

When you drink this potion, every word you try to say comes out as gibberish or complete nonsense for the next 1 minute.

#### Recipe:

- 1 bat spleen
- 1 bundle of gurdyroots
- 1 bundle of poppy heads
- 1 flask of ethanol

#### Flawed Babbling Beverage:

The duration is 12 seconds, instead of 1 minute.

#### Exceptional Babbling Beverage:

The duration is 10 minutes, instead of 1 minute.

### BANEBERRY POISON

*Poison, common*

While this poison doesn't actually cause any harm in the body, its toxins interfere with blood clotting and produce an overall sickly feeling. A creature that ingests this poison must succeed on a DC 13 Constitution saving throw or become poisoned. The poisoned creature must repeat the saving throw every 24 hours.

Until this poison ends, the creature can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

#### Recipe:

- 1 bundle of cowbane
- 1 bundle of shrivelfigs
- 2 clusters of baneberries

#### Flawed Baneberry Poison:

The saving throw's DC is 10, instead of 13.

#### Exceptional Baneberry Poison:

The saving throw's DC is 15, instead of 13.

### BLEMISH BLITZER

*Potion, common*

This specially formulated potion will magically remove any acne or blemishes from your face when applied.

**Antidote to:** Fungiface Potion, *furnunculus*

#### Recipe:

- 1 bundle of nettles
- 1 flask of bubotuber pus
- 1 flask of flobberworm mucus
- 1 porcupine quill

### CONFUSING CONCOCTION

*Potion, common* When you drink this potion, you become utterly discombobulated for 6 seconds. You can't take actions or reactions and you roll a d10. If you roll 1-8, you must use all of your movement to move in a random direction. To determine the direction, assign a direction to each number 1-8. If you roll a 9-10, you don't move.

#### Recipe:

- 1 bundle of gurdyroots
- 2 bundles of lovage
- 1 Flask of ethanol

#### Flawed Confusing Concoction:

You can't take actions, but you can still take a reaction.

#### Exceptional Confusing Concoction:

The duration is 12 seconds, instead of 6 seconds.

## CUPID CRYSTALS

*Potion, common*

When a being drinks this potion, they will become infatuated with the next being they see within 10 minutes. They become charmed by that being for 1 hour.

### Recipe:

- 1 bundle of peppermint
- 1 cluster of mistletoe berries
- 1 granian hair
- 1 vial of rose oil

### Flawed Cupid Crystals:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Cupid Crystals:

The duration is 2 hours, instead of 1 hour.

## DOXYCIDE

*Poison, common*

Delivered as a mist via a spray bottle, this mild potion is a household staple to deal with pests. A creature that inhales this poison must succeed on a DC 13 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one.

If the victim of this poison is a tiny Beast, it is paralyzed for 1 hour on a failed save.

### Recipe:

- 1 bundle of cowbane
- 1 bundle of hemlock
- 1 flask of bundimun secretion
- 1 powdered streeler shell

### Flawed Doxycide:

The saving throw's DC is 10, instead of 13.

### Exceptional Doxycide:

The saving throw's DC is 15, instead of 13.

## DR. UBBLY'S OBLIVIOUS UNCTION

*Potion, common*

When you drink this potion, your brain's perception is softened for 1 hour, to protect it from harmful thoughts. For the duration, you have disadvantage on Wisdom checks. If you are targeted by *legilimens*, you can make a Wisdom saving throw to resist its initial effects, and if you are targeted by *imperio*, you have advantage on the first Charisma saving throw.

### Recipe:

- 1 flask of Lethe River water
- 1 flask of vervain infusion
- 1 frog brain
- 1 granian hair

## FLAWED DR. UBBLY'S OBLIVIOUS UNCTION:

The duration is 10 minutes, instead of 1 hour.

## EXCEPTIONAL DR. UBBLY'S OBLIVIOUS UNCTION:

The duration is 2 hours, instead of 1 hour.

## DREAMLESS SLEEP POTION

*Potion, common*

When you drink this potion, you immediately fall asleep and gain the benefits of a long rest after 4 hours of uninterrupted sleep. However, your sleep is far deeper than usual, and someone using their action to shake you or taking damage is the only way for you to wake before 4 hours have passed.

### Recipe:

- 1 bundle of poppy heads
- 1 cluster of baneberries
- 1 frog brain
- 1 powdered octopus

### Flawed Dreamless Sleep Potion:

The required amount of uninterrupted sleep is 6 hours.

### Exceptional Dreamless Sleep Potion:

The required amount of uninterrupted sleep is 3 hours.

## ELIXIR TO INDUCE EUPHORIA

*Potion, common*

When you drink this potion, your mind is flooded with a sudden inexplicable happiness, overpowering many other emotions with the side effects of spontaneous singing and nose-tweaking. You gain resistance to psychic damage for 1 hour. For the duration, you have disadvantage on Dexterity (Stealth), Charisma (Intimidation), and Charisma (Deception) checks.

### Recipe:

- 1 bundle of peppermint
- 1 bundle of shrivelfigs
- 1 flask of wormwood infusion
- 1 porcupine quill

### Flawed Elixir to Induce Euphoria:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Elixir to Induce Euphoria:

The duration is 2 hours, instead of 1 hour.

## FORGETFULNESS POTION

*Potion, common*

When you drink this potion, you forget everything you perceived in the last minute and you won't be able to remember anything you perceive in the next 10 minutes.

**Recipe:**

- 1 bundle of lovage
- 1 cluster of mistletoe berries
- 2 flasks of Lethe River water

**Flawed Forgetfulness Potion:**

The duration of forgetfulness is the next 1 minute.

**Exceptional Forgetfulness Potion:**

The retroactive forgetfulness applies to the last 10 minutes.

**FUNGIFACE POTION**

*Potion, common*

When you drink this potion, you gain the effects of the *furnunculus* spell, sprouting dense and itchy mushrooms on your face instead of pimples. These mushrooms will last 1 hour.

**Recipe:**

- 1 flask of bubotuber pus
- 1 giant purple toad wart
- 1 staghorn mushroom
- 1 vial of woodlouse extract

**Flawed Fungiface Potion:**

The duration is 10 minutes, instead of 1 hour.

**Exceptional Fungiface Potion:**

The duration is 2 hours, instead of 1 hour.

**GARROTTING GAS**

*Poison, common*

This gas produces a choking or suffocating sensation, which, given the fact it's colorless, can be quite dangerous. A creature that inhales this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

As an action, you can throw a bottle of Garrotting Gas at a point up to 60 feet away, releasing the gas and exposing creatures within 5 feet of that point.

**Recipe:**

- 1 flask of bundimun secretion
- 1 flask of ethanol
- 1 powdered wartcap
- 1 vial of exploding ginger eyelashes

**Flawed Garrotting Gas:**

The potion does not have the unconscious effect.

**Exceptional Garrotting Gas:**

The saving throw's DC is 15, instead of 13.

**HEARTBREAK TEARDROPS**

*Love potion, common*

When a being drinks this potion, they are overcome with the fear of being rejected by the object of their desire for 1 hour. If no relationship or attraction exists, a new one will be magically created. The being is susceptible to the next suggested course of action to try to avoid rejection. The suggestion does not need to logically prevent rejection, but it must be reasonable and not be obviously harmful. It pursues the course of action you described to the best of its ability, until the course of action is complete or until the potion's effect wears off.

**Recipe:**

- 1 bundle of peppermint
- 1 cluster of boom berries
- 1 powdered lionfish spine
- 1 vial of rose oil

**Flawed Heartbreak Teardrops:**

The duration is 10 minutes, instead of 1 hour.

**Exceptional Heartbreak Teardrops:**

The duration is 2 hours, instead of 1 hour.

**HERBICIDE POTION**

*Poison, common*

When this poison is poured directly on a magical plant, the plant immediately withers and dies. There is only enough poison to affect a plant that fits within a 5 foot cube. If the magical plant is larger than a 5 foot cube, the affected area will wither, but the plant will not die until the entire plant is withered.

**Recipe:**

- 1 flask of honeywater
- 1 powdered lionfish spine
- 1 powdered streeler shell
- 1 vial of doxy eggs

**HICCOUGHING SOLUTION**

*Potion, common*

When you drink this potion, you come down with a bad case of the hiccups for 1 hour. For the duration, you have disadvantage on Charisma checks. If you try to cast a spell verbally, roll a d10. On a 1, the casting fails and the spell is wasted.

**Recipe:**

- 1 powdered lionfish spine
- 1 powdered vipers-flesh
- 1 powdered wartcap
- 1 staghorn mushroom

**Flawed Hiccupping Solution:**

The duration is 10 minutes, instead of 1 hour.

**Exceptional Hiccupping Solution:**

Part 2 | Potions and Brewing



## MOONSEED POISON

*Potion, common*

The moonseed vine, its leaves and its berries give their toxicity to this basic poison. A creature that ingests this poison must succeed on a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

### Recipe:

- 1 bundle of hemlock
- 2 clusters of moonseed berries
- 1 flask of pufferfish eyes

### Flawed Moonseed Poison:

The damage is 15 (6d4) instead of 21 (6d6), and the saving throw's DC is 9 instead of 11.

### Exceptional Moonseed Poison:

The damage is 27 (6d8) instead of 21 (6d6), and the saving throw's DC is 12 instead of 11.

## OCULUS POTION

*Potion, common*

Drinking this deep orange potion removes the blind condition, restoring your eyesight to its normal state.

**Antidote to:** *conjunctivitis*

### Recipe:

- 1 bundle of nettles
- 1 flask of pufferfish eyes
- 1 newt spleen
- 1 powdered octopus

## PEPPERUP POTION

*Potion, common*

When you drink this deep red potion, jets of steam shoot out of your ears, you're cured of the common cold and you feel quite warm throughout your body, rendering you immune to gaining exhaustion from cold environments for 1 hour. One level of exhaustion is removed for the duration, but it is regained at the end of the potion's effects.

### Recipe:

- 1 cluster of boom berries
- 1 flask of ethanol
- 1 flask of vervain infusion
- 1 powdered octopus

### Flawed Pepperup Potion:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Pepperup Potion:

The duration is 2 hours, instead of 1 hour.

## PET TONIC

*Potion, common*

When this potion is given to a magical pet, all of its hit points are restored, any diseases and conditions are removed and it gains 1d4 temporary hit points for 1 hour.

### Recipe:

- 1 bat spleen
- 1 powdered vipers-flesh
- 1 vial of fanged geranium fangs
- 1 vial of rose oil

### Flawed Pet Tonic:

There are no temporary hit points gained.

### Exceptional Pet Tonic:

The temporary hit points gained are 2d4 instead of 1d4, and the duration is 2 hours.

## REGERMINATING POTION

*Potion, common*

When this potion is poured over the roots of a dying plant, it is revitalized. It also accelerates the growth of healthy seedlings.

**Antidote to:** *Herbicide Potion*

### Recipe:

- 1 bundle of galanthus nivalis
- 1 bundle of nettles
- 1 giant purple toad wart
- 1 vial of fanged geranium fangs

## SHRINKING SOLUTION

*Potion, common*

When you drink this potion, you gain the effects of the *diminuendo* spell for 1d4 hours (no concentration required). This potion can also be poured over an object for the effects of *reducio*.

**Antidote to:** *engorgio, Swelling Solution*

### Recipe:

- 1 bundle of cowbane
- 1 bundle of shrivefigs
- 1 flask of wormwood infusion
- 1 vial of woodlice extract

### Flawed Shrinking Solution:

The duration 1d4 is divided by 2 (rounded up).

### Exceptional Shrinking Solution:

The duration is 2d4 hours, instead of 1d4 hours.



## STAR GRASS SALVE

*Potion, common*

You regain  $2d4 + 2$  hit points when you apply this medicinal balm to your injuries.

### Recipe:

- 3 bundles of star grass
- 1 flask of bubotuber pus

### Flawed Star Grass Salve:

The hit points healed are  $2d4$ , instead of  $2d4 + 2$ .

### Exceptional Star Grass Salve:

The hit points healed are  $2d4 + 3$ , instead of  $2d4 + 2$ .

## SWELLING SOLUTION

*Potion, common*

When you drink this potion, you gain the effects of the *engorgio* spell for  $1d4$  hours (no concentration required). This potion can also be poured over an object for a similar effect.

**Antidote to:** *diminuendo, reducio*, Shrinking Solution

### Recipe:

- 1 bat spleen
- 1 bundle of nettles
- 1 flask of pufferfish eyes
- 1 vial of exploding ginger eyelashes

### Flawed Swelling Solution:

The duration  $1d4$  is divided by 2 (rounded up).

### Exceptional Swelling Solution:

The duration is  $2d4$  hours, instead of  $1d4$  hours.

## WOUND-CLEANING POTION

*Potion, common*

When you apply this potion to open wounds, it stings, smokes and perfectly sterilizes the area. A bottle contains ten doses, and one dose stabilizes a creature that has 0 Hit Points, without needing to make a Wisdom (Medicine) check.

### Recipe:

- 1 bundle of star grass
- 1 flask of vervain infusion
- 1 staghorn mushroom
- 1 vial of spirit of myrrh

### Flawed Wound-Cleaning Potion:

The bottle has four doses.

### Exceptional Wound-Cleaning Potion:

The bottle has thirteen doses.

## UNCOMMON POTIONS

Uncommon potions are taught to fourth and fifth-year Hogwarts students to prepare for their OWLs. The ingredients to brew uncommon potions are often more difficult to find or come from an uncooperative magical creature. Attention must be paid to preparing and brewing the ingredients.

### AGING POTION

*Potion, uncommon*

When you drink this potion, your age is increased by 4d10 years for 1 hour. This effect authentically changes your age, but doesn't reduce your lifespan or introduce any maladies due to aging. One quarter, one half, or three quarters of this potion may be drunk at a time, modifying the age effect to 1d10, 2d10, or 3d10.

#### Recipe:

- 1 bursting mushroom
- 1 newt spleen
- 1 vial of chizpurple carapaces

#### Flawed Aging Potion:

Use d4 dice instead of d10 dice.

#### Exceptional Aging Potion:

Use d12 dice instead of d10 dice.

### ANTIDOTE OF UNCOMMON POISONS

*Potion, uncommon*

When you drink this potion, this more potent antidote counteracts poisons and you gain advantage on saving throws against poison for 1 hour. If you took poison damage in the previous minute, you regain all of your hit points lost to poison damage, up to a maximum of 30 hit points.

**Antidote to:** Baneberry Poison, Bloodroot Poison, Doxycide, Garroting Gas, Moonseed Poison, Noxious Potion

#### Recipe:

- 1 flask of fire seeds
- 1 vial of billywig stings
- 1 vial of chizpurple carapaces

#### Flawed Antidote of Uncommon Poisons:

No hit points are regained.

#### Exceptional Antidote of Uncommon Poisons:

The duration is 2 hours, instead of 1 hour.

### BARUFFIO'S BRAIN ELIXIR

*Potion, uncommon*

When you drink this potion, you have advantage on Intelligence checks for 1 hour. Your thoughts become louder and faster, making it easy to focus.

**Antidote to:** Befuddlement Draught, *confundo*, Confusing Concoction, \**infirma cerebra*

#### Recipe:

- 1 frog brain
- 1 powdered dragon claw
- 1 powdered flying seahorse

#### Flawed Baruffio's Brain Elixir :

The duration is 10 minutes, instead of 1 hour.

#### Exceptional Baruffio's Brain Elixir :

The duration is 2 hours, instead of 1 hour.

### BEAUTIFICATION POTION

*Potion, uncommon*

When you drink this potion, your appearance is transformed to be more attractive for 10 minutes. For the duration, when you make a Charisma (Deception), Charisma (Performance) or Charisma (Persuasion) check, you roll a d4 and add the number rolled to the check.

#### Recipe:

- 1 bundle of lady's mantle
- 1 granian hair
- 1 set of fairy wings

#### Flawed Beautification Potion:

Divide the d4 result by 2 (rounded up).

#### Exceptional Beautification Potion:

Use a d8 instead of a d4.

### BEFUDDLEMENT DRAUGHT

*Potion, uncommon*

When you drink this potion, you become belligerent and reckless for 1 hour. For the duration, you have disadvantage on Intelligence checks and Wisdom checks, and you have advantage on saving throws against being frightened from any source other than a Dementor.

#### Recipe:

- 1 bundle of lovage
- 1 bundle of scurvy grass
- 1 bundle of sneezewort

#### Flawed Befuddlement Draught:

There is no advantage on saving throws against being frightened.

#### Exceptional Befuddlement Draught:

The duration is 2 hours, instead of 1 hour.



## BEGUILING BUBBLES

*Love potion, uncommon*

When a being drinks this potion, they become charmed by a chosen being for 1 hour. The chosen being is selected by the brewer speaking their name into the potion during brewing. If the chosen being is someone the charmed subject would normally be attracted to, they regard that being as their true love while they are charmed.

### Recipe:

- 1 abraxan hair
- 1 bundle of peppermint
- 1 bundle of sneezewort

### Flawed Beguiling Bubbles:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Beguiling Bubbles:

The duration is 2 hours, instead of 1 hour.

## BLOODROOT POISON

*Poison, uncommon*

The Bloodroot Poison gets into the bloodstream and causes a very gradual internal necrosis. A creature that ingests this poison must succeed on a DC 16 Constitution saving throw or take 7 (2d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 7 (2d6) poison damage on a failed save.

Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

### Recipe:

- 2 bundles of bloodroot
- 1 powdered streeeler shell

### Flawed Bloodroot Poison:

The damage is 5 (2d4), instead of 7 (2d6).

### Exceptional Bloodroot Poison:

The damage is 11 (2d10), instead of 7 (2d6).

## BLOOD-REPLENISHING POTION

*Potion, uncommon*

Typically administered in an emergency, this healing potion helps replenish blood lost from injuries. If the next rest you take is a short rest, the amount of hit points gained from rolling hit dice is doubled during that short rest. If the next rest you take is a long rest, you regain all spent hit dice.

**Antidote to:** Baneberry Poison, Bloodroot Poison

### Recipe:

- 1 bundle of wiggentreer bark
- 1 flask of vervain infusion
- 1 powdered bicorn horn

## Flawed Blood-Replenishing Potion:

There is no effect on the amount of hit points gained during a short rest.

## Exceptional Blood-Replenishing Potion:

The amount of hit points gains from rolling hit dice is tripled.

## DRAUGHT OF PEACE

*Potion, uncommon*

When you drink this potion, all strong emotions are suppressed for 1 hour, putting you into a neutral and relaxed disposition. Any charmed or frightened condition is removed and you have advantage on saving throws against being charmed or frightened. Unfortunately, the feeling of this potion wearing off has been described as experiencing all of the suppressed emotions at once.

Additionally, if you are hostile, you will become indifferent to the targets of your hostility. This indifference ends if you are attacked or harmed by a spell or if you witness any of your friends being harmed.

**Antidote to:** Common and Uncommon Love Potions, Elixir to Induce Euphoria, *exhilaro*

### Recipe:

- 1 porcupine quill
- 1 powdered moonstone
- 1 vial of syrup of hellebore

### Flawed Draught of Peace:

There are no effects on the charmed condition.

### Exceptional Draught of Peace:

The duration is 2 hours, instead of 1 hour.

## EXTIMULO POTION

*Potion, uncommon*

When you drink this potion, the next spell you cast will be as if it were cast using a spell slot one level higher than its original level.

### Recipe:

- 1 abraxan Hair
- 1 bundle of galanthus nivalis
- 1 flask of re'em blood

### Flawed Extimulo Potion:

The potion only affects spells of the 3rd level or lower.

### Exceptional Extimulo Potion:

For spells of the 3rd level or lower, they are cast two levels higher.

## FATIGUING FUSION

*Poison, uncommon*

A creature that ingests or inhales this tiresome poison must succeed on a DC 13 Constitution saving throw or gain 3 levels of exhaustion. This poison cannot cause you to reach more than 5 levels of exhaustion.

### Recipe:

- 1 bundle of angel's trumpet
- 1 vial of chizpurple carapaces
- 1 vial of syrup of arnica

### Flawed Fatiguing Fusion:

The potion's effect is 2 levels of exhaustion, instead of 3 levels.

### Exceptional Fatiguing Fusion:

The saving throw's DC is 15, instead of 13.

## FIRE PROTECTION POTION

*Potion, uncommon*

When you drink this potion, you gain resistance to fire damage for 1 hour.

### Recipe:

- 1 bursting mushroom
- 1 powdered wartcap
- 1 vial of salamander blood

### Flawed Fire Protection Potion:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Fire Protection Potion:

The duration is 2 hours, instead of 1 hour.

## GILLYWEED

*Potion, uncommon*

When you eat this plant, your body adapts to an aquatic environment, sprouting gills and growing webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. However, you also lose the ability to breathe air, following the rules for suffocating if you emerge from water.

### Flawed Gillyweed:

The duration is 30 minutes, instead of 1 hour.

### Exceptional Gillyweed:

The duration is 75 minutes, instead of 1 hour.

## GIRDING POTION

*Potion, uncommon*

When you drink this potion, you gain  $6d4 + 6$  temporary hit points for 1 hour. This feels like an abnormal amount of physical stamina and pain tolerance.

### Recipe:

- 1 powdered flying seahorse
- 1 set of fairy wings
- 1 vial of doxy eggs

### Flawed Girding Potion:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Girding Potion:

The duration is 2 hours, instead of 1 hour.

## GREGORY'S UNCTUOUS UNCTION

*Love potion, uncommon*

When you drink this potion, you are charmed by the giver of the potion for 1 hour. The charmed subject believes the giver is their very best friend.

### Recipe:

- 1 abraxan Hair
- 1 bundle of poppy heads
- 1 bundle of scurvy grass

### Flawed Gregory's Unctuous Unction:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Gregory's Unctuous Unction:

The duration is 2 hours, instead of 1 hour.

## MEMORY POTION

*Potion, uncommon*

When you drink this potion, any lost memories are restored to you and you're able to recall more details than usual. You have advantage on Intelligence (Herbology), Intelligence (History of Magic) and Intelligence (Muggle Studies) checks for 10 minutes.

**Antidote to:** Forgetfulness Potion, *obliviate*

### Recipe:

- 1 bundle of galanthus nivalis
- 1 bundle of sneezewort
- 1 jobberknoll feather

### Flawed Memory Potion:

The duration is 1 minute, instead of 10 minutes.

### Exceptional Memory Potion:

The duration is 1 hour, instead of 10 minutes.

## MURTLAP ESSENCE

*Potion, uncommon*

This solution of strained and pickled tentacles of Murtlaps soothes painful cuts and abrasions, helping you regain  $4d4 + 4$  hit points when applied.

**Recipe:**

- 2 murtlap tentacles
- 1 vial of spirit of myrrh

**Flawed Murtlap Essence:**

The hit points healed are  $4d4$ , instead of  $4d4 + 4$ .

**Exceptional Murtlap Essence:**

The hit points healed are  $4d4 + 6$ , instead of  $4d4 + 4$ .

**Noxious Potion**

*Poison, uncommon*

The liquid and fumes of this potion are equally dangerous, allowing for creatively nefarious uses. A creature that ingests or inhales this poison must succeed on a DC 13 Constitution saving throw or take  $21$  ( $6d6$ ) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes  $7$  ( $2d6$ ) poison damage. After three successful saves, the poison ends.

As an action, you can throw a bottle of Noxious Potion at a point up to 60 feet away, releasing the gas and exposing creatures within 5 feet of that point.

**Recipe:**

- 1 bundle of angel's trumpet
- 1 cluster of moonseed berries
- 1 vial of syrup of hellebore

**Flawed Noxious Potion:**

The saving throw's DC is 10, instead of 13.

**Exceptional Noxious Potion:**

The saving throw's DC is 15, instead of 13.

**Sleeping Draught**

*Potion, uncommon*

When you drink this potion, you fall unconscious into a deep sleep. You can't be awoken by any means for 1 hour, aside from administering an antidote. After that, the sleep is natural, so you would sleep only as long as you normally would or until woken by taking damage or someone shaking or slapping you awake.

**Recipe:**

- 1 bundle of angel's trumpet
- 1 bundle of scurvy grass
- 1 flask of flobberworm mucus

**Flawed Sleeping Draught:**

After 1 hour, you immediately awaken.

**Exceptional Sleeping Draught:**

The initial unwakeable time lasts for 8 hours.

**STRENGTHENING SOLUTION**

*Potion, uncommon*

When you drink this potion, your Strength score is raised to 21 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

**Recipe:**

- 1 flask of re'em blood
- 1 vial of fanged geranium fangs
- 1 vial of salamander blood

**Flawed Strengthening Solution:**

The duration is 10 minutes, instead of 1 hour.

**Exceptional Strengthening Solution:**

The duration is 2 hours, instead of 1 hour.

**TWILIGHT MOONBEAMS**

*Love potion, uncommon*

When a being drinks this potion, they become charmed by a chosen being for 1 hour. The chosen being is selected by the brewer speaking their name into the potion during brewing. The charmed subject's mind is clouded with daydreams and has disadvantage on Wisdom (Perception) checks to notice anything other than the chosen being.

**Recipe:**

- 1 bundle of lady's mantle
- 1 flask of Lethe River water
- 1 set of fairy wings

**Flawed Twilight Moonbeams:**

The duration is 10 minutes, instead of 1 hour.

**Exceptional Twilight Moonbeams:**

The duration is 2 hours, instead of 1 hour.

**VITAMIX POTION**

*Potion, uncommon*

When you drink this potion, you have advantage on Dexterity checks for 1 hour. Drinking it feels like 'a burst of energy', greatly sharpening one's reflexes.

**Antidote to:** *digitus wibbly, locomotor wibbly*

**Recipe:**

- 1 bundle of aconite
- 1 flask of wormwood infusion
- 1 powdered root of asphodel

**Flawed Vitamix Potion:**

The duration is 10 minutes, instead of 1 hour.

**Exceptional Vitamix Potion:**

The duration is 2 hours, instead of 1 hour.

## VOLUBILIS POTION

*Potion, uncommon*

When you drink this potion, you have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person. It magically alters your voice to sound like someone else's, or if your voice is lost, it will restore it.

**Antidote to:** *silencio*

### Recipe:

- 1 flask of honeywater
- 1 jobberknoll feather
- 1 vial of syrup of hellebore

### Flawed Volubilis Potion:

The duration is 5 minutes, instead of 10 minutes.

### Exceptional Volubilis Potion:

The duration is 1 hour, instead of 10 minutes.

## WIDEYE POTION

*Potion, uncommon*

Also known as the Awakening Potion, drinking this potion removes up to two levels of exhaustion. Other uses are awakening someone from non-magical drugging or concussion, and side effects include restlessness and insomnia.

### Recipe:

- 1 bundle of aconite
- 1 powdered flying seahorse
- 1 vial of billywig stings

### Flawed Wideye Potion:

One level of exhaustion is removed, instead of two.

### Exceptional Wideye Potion:

Three levels of exhaustion are removed, instead of two.

## WIGGENWELD POTION

*Potion, uncommon*

This healing potion is the antidote for magically induced sleep, immediately waking the victim.

**Antidote to:** Draught of Living Death, Sleeping Draught, *stupefy*

### Recipe:

- 1 bundle of wiggentreer bark
- 1 flask of honeywater
- 1 powdered root of asphodel

### Flawed Wiggenweld Potion:

The potion is not an Antidote to Draught of Living Death.

### Exceptional Wiggenweld Potion:

The potion serves as an antidote for a duration of 8 hours.

## RARE POTIONS

Rare potions are NEWT-level recipes taught to sixth or seventh-year Hogwarts students, requiring expensive and difficult to handle ingredients. These are quite difficult to brew—even if using properly prepared ingredients—and may require specialized brewing equipment.

### ERUMPENT POTION

*Potion, rare*

As an action, you can throw a bottle of Erumpent Potion at a point up to 60 feet away, releasing a violent explosion and shockwave. Each creature within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 10d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Each creature within 30 feet of that point takes 4d8 thunder damage. This potion is highly volatile and will explode if it is poured out of its container.

#### Recipe:

- 1 bundle of venomous tentacula leaves
- 1 flask of fire seeds
- 2 powdered erumpent horns
- 1 vial of exploding ginger eyelashes

#### Flawed Erumpent Potion:

The explosion's DC is 11 instead of 14, and the shockwave damage is 10 (4d4) instead of 18 (4d8).

#### Exceptional Erumpent Potion:

The explosion's range is 15 feet and its DC is 16, and the shockwave's range is 45 feet.

### ESSENCE OF INSANITY

*Poison, rare*

Instead of attacking the body, this oil attacks the mind. A creature that makes contact with this poison is overwhelmed with paranoia and becomes poisoned for 1 hour, becoming irrationally frightened of the nearest creature. On its next turn, the victim must take the dash action and move away from that creature by the safest and shortest available route, unless there is nowhere to move.

#### Recipe:

- 1 bundle of weed-of-sorrows
- 1 clutch of runespoor eggs
- 1 essence of Belladonna
- 1 giant purple toad wart
- 1 vial of syrup of arnica

#### Flawed Essence of Insanity:

The duration is 10 minutes, instead of 1 hour.

#### Exceptional Essence of Insanity:

The duration is 2 hours, instead of 1 hour.

### HATE POTION

*Love potion, rare*

When a being drinks this potion, they view a chosen being as their most hated enemy for 10 minutes. If the brewer does not select a chosen being by speaking their name into the potion during brewing, the drinker will be hostile towards the next being they see within the potion's duration. If this potion is used as an antidote, it has no effect beyond acting as an antidote for the same duration.

**Antidote to:** Amortentia, Beguiling Bubbles, Cupid Crystals, Gregory's Unctuous Unction, Heartbreak Teardrops, Kissing Concoction, Twilight Moonbeams

#### Recipe:

- 1 bundle of gurdyroots
- 1 bundle of wiggentreer bark
- 1 flask of lacewing flies
- 1 sloth brain
- 1 vial of pearl dust

#### Flawed Hate Potion:

The duration is 1 minute, instead of 10 minutes.

#### Exceptional Hate Potion:

The duration is 1 hour, instead of 10 minutes.

### INVIGORATION DRAUGHT

*Potion, rare*

You regain  $8d4 + 8$  hit points when you drink this shimmering orange potion.

#### Recipe:

- 1 bundle of alihotsy leaves
- 1 dragon liver
- 1 flask of honeywater
- 1 mandrake root
- 1 vial of salamander blood

#### Flawed Invigoration Draught:

The hit points healed are  $8d4$ , instead of  $8d4 + 8$ .

#### Exceptional Invigoration Draught:

The hit points healed are  $8d4 + 14$ , instead of  $8d4 + 8$ .

### INVISIBILITY POTION

*Potion, rare*

When you drink this silvery potion, you gain the effects of *pellucidi pellis* for 10 minutes (no concentration required). The potion's effect ends if you attack or cast a spell. This potion can also be poured over an object for a similar effect.

#### Recipe:

- 2 boomslang skins
- 1 unicorn hair
- 1 vial of African sea salt
- 1 vial of doxy eggs

### **Flawed Invisibility Potion:**

The duration is 5 minutes, instead of 10 minutes.

### **Exceptional Invisibility Potion:**

The duration is 15 minutes, instead of 10 minutes.

## **KISSING CONCOCTION**

*Love potion, rare*

When a being drinks this potion, they become charmed by a chosen being and powerfully compelled to kiss them for 1 hour. The chosen being is selected by the brewer speaking their name into the potion during brewing. If the charmed subject sees the chosen being, they must use as much of their movement as possible to move to the chosen being and kiss them, ending the potion's effect.

If the brewer uses a bonus action to tell the charmed subject where the chosen being might be, the charmed subject must use as much of their movement as possible to move in that direction on their next turn. They can take their action before they move. They won't be compelled to move into an obviously deadly hazard, but they will provoke opportunity attacks.

### **Recipe:**

- 1 bundle of alihotsy leaves
- 1 cluster of mistletoe berries
- 1 powdered moonstone
- 2 vials of pearl dust

### **Flawed Kissing Concoction:**

The duration is 10 minutes, instead of 1 hour.

### **Exceptional Kissing Concoction:**

The duration is 2 hours, instead of 1 hour.

## **MANDRAKE RESTORATIVE DRAUGHT**

*Potion, rare*

When this healing potion is administered, it ends one of the following effects on the target:

- One effect that charmed, paralyzed or petrified the target.
- One Transfiguration spell that has changed the form of the target.

### **Recipe:**

- 3 mandrake roots
- 1 vial of chizpurple carapaces
- 1 vial of spirit of myrrh

### **Flawed Mandrake Restorative Draught:**

The potion loses its untransfiguration effect.

### **Exceptional Mandrake Restorative Draught:**

The potion ends both types of effects, or two of one type of effect.

## **SKELE-GRO**

*Potion, rare*

Used to rapidly regrow and repair bones, this healing potion is a staple in a mediwizard's potion case. If the next rest you take is a short rest, you regain hit points equal to half your hit point maximum. If the next rest you take is a long rest, you regain all spent hit dice and gain temporary hit points equal to twice your caster level.

### **Recipe:**

- 1 Chinese chomping cabbage
- 1 flask of pufferfish eyes
- 1 murtlap tentacle
- 1 powdered griffin claw
- 1 powdered scarab beetle

### **Flawed Skele-Gro:**

The temporary hit points gained are equal to your caster level, instead of twice your caster level.

### **Exceptional Skele-Gro:**

The temporary hit points gained are equal to triple your caster level, instead of twice your caster level.

## **WEEDOSOROS**

*Poison, rare*

Named after the mysterious magical plant, weed of sorrows, this poison is reputed to fill the victim with deep regret in their final moments. A creature that ingests this poison must make a DC 15 Constitution saving throw, taking 49 (14d6) poison damage and being poisoned for 1 day on a failed save, or half as much damage and poisoned for 1 minute on a successful one.

### **Recipe:**

- 1 bundle of hemlock
- 1 bundle of valerian roots
- 1 bundle of weed-of-sorrows
- 1 essence of Belladonna
- 1 vial of syrup of arnica

### **Flawed Weedsoros:**

The damage is 35 (14d4) instead of 49 (14d6), and the saving throw's DC is 13 instead of 15.

### **Exceptional Weedsoros:**

The damage is 63 (14d8) instead of 49 (14d6), and the saving throw's DC is 16 instead of 15.

## WIT-SHARPENING POTION

Potion, rare

When you drink this potion, your brain's neurological functioning is maximized, raising your Intelligence and Wisdom scores to 20 for 1 hour. The potion has no effect if your ability scores are equal to or greater than that score.

**Antidote to:** Befuddlement Draught, Common and Uncommon Love Potions, *confundo*, Confusing Concoction, *infirma cerebra*

### Recipe:

- 1 clutch of runespoor eggs
- 1 newt spleen
- 1 powdered dragon claw
- 1 powdered scarab beetle
- 1 sloth brain

### Flawed Wit-Sharpening Potion:

The duration is 10 minutes, instead of 1 hour.

### Exceptional Wit-Sharpening Potion:

The duration is 2 hours, instead of 1 hour.

## VERY RARE POTIONS

Very rare potions are only taught to exceptional seventh-year students at Hogwarts or shared among professional potioneers. These potions are distinguished by their exceptionally hard-to-find ingredients and extremely complicated brewing procedures and timelines.

### AMORTENTIA

Love potion, very rare

When a being drinks this potion, they are overwhelmingly charmed by the brewer of this potion for 1 week. The charmed subject believes the brewer to be their one true love and will perform any request the brewer asks, to the best of their ability. All thoughts will be colored by a powerful obsession with the brewer, but their personality will otherwise be unchanged. This charmed effect can only be removed by an antidote to this potion.

### Recipe:

- 1 bundle of alihotsy leaves
- 1 bundle of dittany
- 1 bundle of knotgrass
- 1 clutch of ashwinder eggs
- 1 powdered moonstone
- 2 vials of pearl dust

### Flawed Amortentia:

The duration is 1 day, instead of 1 week.

### Exceptional Amortentia:

The duration is 2 weeks, instead of 1 week.

## DEATH-CAP DRAUGHT

Poison, very rare

Death cap mushrooms are the key ingredient to one of the most deadly poisons. A creature that ingests this poison must make a DC 19 Constitution saving throw, taking 84 (24d6) poison damage and becoming poisoned for 1 day on a failed save, or half as much damage and poisoned for 1 minute on a successful one.

### Recipe:

- 1 bundle of angel's trumpet
- 2 bundles of venomous tentacula leaves
- 1 Chinese chomping cabbage
- 1 death cap mushroom
- 1 vial of acromantula venom
- 1 vial of African sea salt

### Flawed Death-Cap Draught:

The damage is 60 (24d4) instead of 84 (24d6), and the saving throw's DC is 17 instead of 19.

### Exceptional Death-Cap Draught:

The damage is 108 (24d8) instead of 84 (24d6), and the saving throw's DC is 20 instead of 19.

## DRAUGHT OF LIVING DEATH

Poison, very rare

The drinker of this infamous and challenging poison falls into a deep sleep and can't be awoken by any means, aside from administering an antidote. The creature will breathe normally, but cannot be suffocated in this state. It also doesn't need to eat or drink. The creature will age normally, and it is possible to die of old age while under the effects of this poison.

### Recipe:

- 2 bundles of valerian roots
- 1 powdered root of asphodel
- 1 sloth brain
- 2 soporiferous beans
- 1 vial of African sea salt

### Flawed Draught of Living Death:

The potion's effect has a duration of 24 hours.

### Exceptional Draught of Living Death:

Additionally, the creature takes 35 (10d6) necrotic damage.

## ESSENCE OF DITTANY

*Potion, very rare*

This highly concentrated liquid rapidly heals and regenerates open wounds, helping you regain  $10d4 + 20$  hit points when applied. If the target has lost body members (fingers, legs, and so on) and the severed part is held to its place, applying Essence of Dittany causes the limb to heal back on immediately.

### Recipe:

- 2 bundles of dittany
- 1 powdered griffin claw
- 2 powdered unicorn horns
- 1 unicorn hair
- 1 vial of African sea salt

### Flawed Essence of Dittany:

The hit points healed are  $10d4 + 5$ , instead of  $10d4 + 20$ .

### Exceptional Essence of Dittany:

The hit points healed are  $10d4 + 30$ , instead of  $10d4 + 20$ .

## POLYJUICE POTION

*Potion, very rare*

After adding the hair, nail clipping, or other part of a human, drinking this potion perfectly transforms you into that human for 1 hour, changing your height, weight, facial features, sound of your voice, hair length and coloration. None of your statistics change, but your size may change to match the targeted human.

The potion works for part-humans, but not half-humans. The consistency of the potion is always like a thick mud, but the color and flavor change based on the targeted human, typically tasting very unpleasant.

### Recipe:

### Flawed Polyjuice Potion:

The duration is 30 minutes, instead of 1 hour.

### Exceptional Polyjuice Potion:

The duration is 75 minutes, instead of 1 hour.

## WOLFSBANE POTION

*Potion, very rare*

When a lycanthrope drinks this potion once a day for the entire week before the full moon, their alignment does not change and they are not placed under HM control during their transformation. If the drinker misses a single dose in the preceding week, the potion has no effect.

### Recipe:

- 1 bundle of aconite
- 1 bundle of niffler's fancy
- 2 clutches of runespooor eggs
- 1 dragon liver
- 1 powdered graphorn horn
- 1 powdered unicorn horn

### Flawed Wolfsbane Potion:

A second dose must be administered for this day.

### Exceptional Wolfsbane Potion:

If the previous dose was missed, this dose compensates for it.

## LEGENDARY POTIONS

Legendary potions aren't taught at Hogwarts, and often, only a handful of potioneers have the required knowledge to successfully brew them. The ingredients are all but impossible to acquire, cost a small fortune, are extremely difficult to handle or require months-long brewing procedures.

### DRINK OF DESPAIR

*Poison, legendary*

When a creature drinks this fabled poison, it hallucinates all of its worst fears and memories, vividly reexperiencing its deepest regrets and darkest traumas. It is incapacitated for 30 seconds, it is reduced to 1 hit point and its gains 4 levels of exhaustion.

#### Recipe:

- 1 bundle of bloodroot
- 1 bundle of venomous tentacula leaves
- 1 flask of pitcher's porritch ooze
- 1 powdered graphorn horn
- 2 vials of acromantula venom
- 2 vials of belladonna essence

#### Flawed Drink of Despair:

The incapacitation lasts for 6 seconds, instead of 30 seconds.

#### Exceptional Drink of Despair:

The incapacitation lasts for 1 minute, instead of 30 seconds.

### FELIX FELICIS

*Potion, legendary*

Also known as "liquid luck," this potion makes you exceptionally lucky for 1d4 hours, to the point of succeeding at everything you attempt. For the duration, your Charisma score is raised to 21, you can't be surprised and have advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against you for the duration.

This potion has been stated to greatly resemble molten gold. It is meant to be used sparingly, however, as it causes giddiness, recklessness, and dangerous overconfidence if taken in excess. Felix Felicis is highly toxic in large quantities.

#### Recipe:

- 1 bundle of niffler's fancy
- 2 clutches of ashwinder eggs
- 1 murtlap tentacle
- 1 powdered erumpent horn
- 2 powdered griffin claw
- 1 powdered occamy eggshells

#### Flawed Felix Felicis:

The potion has no effect.

### Exceptional Felix Felicis:

The duration is 2d4 hours, instead of 1d4 hours.

### VERITASERUM

*Potion, legendary*

A creature subjected to this potion must succeed on a DC 21 Charisma saving throw. On a failed save, the creature is compelled to tell the whole truth to any questions asked of it within the next 10 minutes. You know whether the creature succeeds or fails on its saving throw, based on the dull and dazed look in its eyes.

On a successful save, the creature is aware of the potion's effect for the next 10 minutes, and can avoid answering questions to which it would normally respond with a lie. Such creatures can be evasive in their answers as long as they remains within the boundaries of the truth.

#### Recipe:

- 1 bundle of alihotsy leaves
- 2 bundles of thaumatagoria
- 1 death cap mushroom
- 1 jobberknoll feather
- 1 powdered scarab beetle
- 1 sloth brain
- 1 tincture of demiguise

#### Flawed Veritaserum:

The duration is 1 minute, instead of 10 minutes.

#### Exceptional Veritaserum:

The duration is 1 hour, instead of 10 minutes.

# INGREDIENT LIST

COMMON INGREDIENTS	UNCOMMON INGREDIENTS	RARE INGREDIENTS	VERY RARE INGREDIENTS
Bat spleen	Abraxan hair	Boomslang skin	Bundle of dittany
Bundle of cowbane	Bundle of aconite	Bundle of alihotsy leaves	Bundle of full-moon fluxweed
Bundle of galanthus nivalis	Bundle of angel's trumpet	Bundle of knotgrass	Bundle of niffler's fancy
Bundle of gurdyroots	Bundle of bloodroot	Bundle of valerian roots	Bundle of thaumatagoria
Bundle of hemlock	Bundle of lady's mantle	Bundle of venomous tentacula leaves	Clutch of ashwinder eggs
Bundle of lovage	Bundle of scurvy grass	Bundle of weed-of-sorrows	Death cap mushroom
Bundle of nettles	Bundle of sneezewort	Chinese chomping cabbage	Powdered graphorn horn
Bundle of peppermint	Bundle of wiggentreep bark	Clutch of runespoor eggs	Soporophorous bean
Bundle of poppy heads	Bursting mushroom	Dragon liver	Vial of acromantula venom
Bundle of shrivelfigs	Flask of fire seeds	Flask of lacewing flies	<b>LEGENDARY INGREDIENTS</b>
Bundle of star grass	Flask of re'em blood	Mandrake root	Flask of pitcher's porritch ooze
Cluster of baneberries	Jobberknoll feather	Powdered erumpent horn	Powdered occamy eggshells
Cluster of boom berries	Murtlap tentacle	Powdered griffin claw	Tincture of demiguise
Cluster of mistletoe berries	Powdered bicorn horn	Powdered scarab beetle	
Cluster of moonseed berries	Powdered dragon claw	Powdered unicorn horn	
Flask of bubotuber pus	Powdered flying seahorse	Sloth brain	
Flask of bundimun secretion	Powdered moonstone	Vial of African sea salt	
Flask of ethanol	Powdered root of asphodel	Vial of belladonna essence	
Flask of flobberworm mucus	Unicorn hair	Vial of pearl dust	
Flask of honeywater	Vial of chizpurple carapaces		
Flask of Lethe river water	Vial of doxy eggs		
Flask of pufferfish eyes	Vial of salamander blood		
Flask of vervain infusion	Vial of syrup of arnica		
Flask of wormwood infusion	Vial of syrup of hellebore		
Frog brain			
Giant purple toad wart			
Granian hair			
Newt spleen			
Porcupine quill			
Powdered lionfish spine			
Powdered octopus			
Powdered streeler shell			
Powdered vipers-flesh			
Powdered wartcap			
Set of fairy wings			
Staghorn mushroom			
Vial of billywig stings			
Vial of exploding ginger eyelashes			
Vial of fanged geranium fangs			
Vial of rose oil			
Vial of spirit of myrrh			
Vial of woodlice extract			







# **6: ACTIVITIES AND ADVENTURES**

## **BUILDING ENCOUNTERS FOR WITCHES AND WIZARDS**

Coming soon!

## **HOMEWORK, CLASSES, AND DOWNTIME**

Coming soon!

## **INCORPORATING DIVINATION**

Coming soon!

## **TRAPS, CURSES, AND WARDS**

Coming soon!

# CASUAL QUIDDITCH

Depending on your desired experience, there are two versions of Quidditch played. "Casual" Quidditch is a simpler and fast-paced version designed for larger tables or players who want a light mini-game to play in their downtime. "Pro" Quidditch is a more complex way of running the sport designed to simulate 5e combat and turn-based strategy. Either method can be used in a non-competitive, scrimmage context or in a very important spectator championship.

Casual Quidditch is primarily made up of ability checks and skill contests, following usual 5e rules. The only new rule is the possibility of adding the proficiency bonus twice to a single roll. If a character is proficient in a skill (like Athletics) and in using broomsticks, that character is going to add their proficiency bonus to their roll twice when they make an Athletics check while playing Quidditch. If a character is proficient in only one of those two things, they're going to add the proficiency bonus once, as usual.

## THE FOUR POSITIONS' ROLES

### A CHASER'S ROLE:

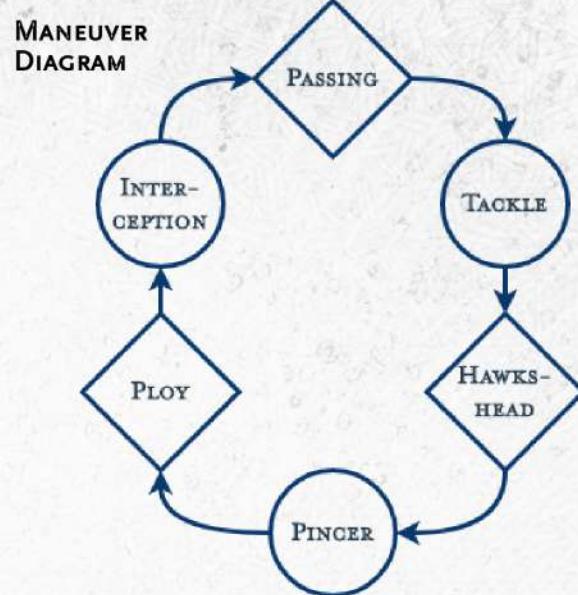
- When a Chaser has the quaffle, they're the Offensive Chasers. They engage in a contest using the skill associated with their chosen offensive maneuver to get past the opposing Chasers and get a scoring chance.
- In a scoring chance, the Chaser in possession of the quaffle uses their choice of Athletics or Sleight of Hand in the skill contest with the opposing Keeper, to successfully shoot the quaffle through one of the goal posts.
- The Chasers on the team that does not have the quaffle are the Defensive Chasers. They engage in a contest using the skill associated with their chosen defensive maneuver to block the Offensive Chasers and steal the quaffle from them.

### OFFENSIVE CHASER MANEUVERS

Name	Description	Skill
Rapid Passing	Swirling formations and multiple passes between chasers	Acrobatics
Hawkshead Formation	An arrowhead formation with the quaffle in the middle	Athletics
The Porskoff Ploy	A faked forward pass, into a drop pass to a Chaser below	Sleight of Hand

### DEFENSIVE CHASER MANEUVERS

Name	Description	Skill
Body Tackle	Physically blocking the opposing chasers and snatching the quaffle	Athletics
Parkin's Pincer	Two Chasers box in the quaffle, and a third flies straight at them	Athletics
Pass Interception	An open, flexible formation to cut off passing lanes	Acrobatics



- The arrow indicates which maneuver wins against which. Rapid Passing wins against Body Tackle, but loses against Pass Interception.
- If any of the above maneuvers do not interact, like Rapid Passing and Parkin's Pincer, the maneuvers tie.

### A BEATER'S ROLE:

- The Beater must make an Athletics check to successfully hit the bludger. If they fail the check, they either miss the bludger or the bludger misses the target, and they have no impact on that round.
- Whoever the Beaters successfully target suffers disadvantage on their roll. If Offensive Chasers are targeted, they receive disadvantage on the Chaser contest, not on the scoring chance. If enemy Beaters are targeted, the enemy Beaters suffer disadvantage on their Athletics check (roll again and take the lower of the two rolls). If the two teams' Beaters target each other, they cancel each other out and no Beater rolls need to be made.
- If there are enough players to play each individual Beater on a team, one can be an Attacking Beater and the other can be a Defending Beater. The Attacking Beater functions like a normal Beater. The Defending Beater must choose a target on their team to defend from incoming bludgers. If the Defending Beater successfully guesses the target of the opposing Beaters, the bludger is blocked and disadvantage is not applied to the target's roll.

### BEATER TARGETS

Opposing Position	Target's DC
Chasers	18
Beaters	15
Keeper	13
Seeker	16

### A KEEPER'S ROLE:

- A Keeper only comes into play if the opposing Chasers have bested the Defensive Chasers, earning a scoring chance. A Keeper must use Acrobatics in the skill contest with the Offensive Chasers, to successfully react, maneuver their broomstick, and reach for the quaffle.

### A SEEKER'S ROLE:

- After 10 rounds have been completed, the snitch is released onto the pitch.
- Once the snitch has been released, each Seeker rolls a d20 at the beginning of each round. A Seeker must roll a 20 to spot the snitch, or a 19 or 20 if they're proficient in the Perception skill.
- If a Seeker spots the snitch, they can either initiate a Snitch Chase or pretend they didn't see it, in which case play continues as normal.
- If a Seeker gets a chance to catch the snitch in a Snitch Chase, the Seeker must succeed on a DC 18 Sleight of Hand check to catch it.
- Before any roll to spot the snitch, a Seeker can decide to perform the Wronski Feint, initiating a false Snitch Chase. That Seeker must forgo their snitch roll that round.

## THE SEQUENCE OF PLAY

### BEGINNING OF THE MATCH:

- A Chaser from each team rolls initiative to decide who starts with the quaffle.

### STARTING A ROUND

- The Chasers on each team secretly choose a maneuver, and the Beaters on each team secretly choose their targets (one maneuver and target per team).
- All of the chosen maneuvers and targets are revealed at once. The Beaters immediately roll their Athletics checks. If anyone is successfully targeted by a bludger, they suffer disadvantage on their roll. Based on the maneuvers chosen, the Chaser contest is affected by these outcomes:

**Offensive Maneuver Wins.** The offensive Chasers successfully bypass all of the defensive Chasers and automatically proceed to a scoring chance. The Chaser contest is skipped, and the Chasers gain advantage on the scoring chance.

**Chaser Maneuvers Tie.** The offensive Chasers gain advantage on the Chaser contest, and a Chaser from each team rolls.

**Defensive Maneuver Wins.** Neither team has advantage on the Chaser contest, and a Chaser from each team rolls.

### IF OFFENSIVE CHASERS WIN THE CONTEST:

- The Chaser with the quaffle gets a scoring chance.
- The Chaser has a skill contest with the opposing Keeper.
- If the Chaser wins the skill contest, they score 10 points.
- The defending team takes possession of the quaffle, this round ends, and a new round begins.

### IF DEFENSIVE CHASERS WIN THE CONTEST, OR

### IF THE KEEPER WINS THE CONTEST:

- The defensive team gains possession of the quaffle.
- This round ends and a new round begins.

### IF A SNITCH CHASE BEGINS

- The two Seekers participate in a Dexterity contest each round for the next three rounds.
- The initiating Seeker, the one who spotted the snitch, has advantage on the first Dexterity contest.
- The Seeker who won two out of three Dexterity contests is the first one to the snitch. They get two chances to catch it over the next two rounds. If they fail both chances, the other Seeker gets one chance the next round, or else the snitch loses both Seekers and the Snitch Chase ends.
- If the Snitch Chase was a Wronski Feint, there are no Dexterity contests. The initiating Seeker must succeed on a DC 15 Acrobatics check that round or else crash. If successful, the non-initiating Seeker must immediately succeed on a DC 20 Acrobatics check or else crash. If any Seeker crashes, they suffer disadvantage on their roll to spot the snitch for the following 5 rounds.

### ENDING THE MATCH

- Once one of the Seekers catches the snitch, that team scores 150 points and the match ends.
- If the game is played without Seekers, the players can set a score limit (first to 100 points) or time limit (20 rounds) to determine when the match ends.

### VARIANT: SNITCH POINT VALUE

Catching the snitch is worth 50 points, to make the Chasers' scoring more meaningful.

## VARIANTS FOR DIFFERENT PARTY SIZES

The following types of quidditch allow you to play a friendly game, depending on how many PCs and NPCs are present. Two-a-side, three-a-side, and four-a-side games are typically played in someone's backyard with only a quaffle and maybe a bludger, while regulation quidditch matches are played on an official quidditch pitch with all four balls. Competitive settings like the Hogwarts Inter-House Quidditch Cup only use regulation quidditch rules.

### TWO-A-SIDE QUIDDITCH

**Rules:** Each team is made up of two Chasers, with no Beaters, Keepers or Seekers.

**2 Players:** Each player controls a team. The players play against each other.

## THREE-A-SIDE QUIDDITCH

**Rules:** Each team is made up of two Chasers and one Keeper, with no Beaters or Seekers.

**2 Players:** One player controls the Chasers and one controls the Keeper. The players play against the HM, who controls the other team.

**3 Players:** One player controls the Chasers and one controls the Keeper. The third player controls either the Chaser or the Keeper on the other team, and the HM controls the final position.

**4 Players:** One player controls the Chasers and one controls the Keeper, for each team. The players play against each other.

## FOUR-A-SIDE QUIDDITCH

**Rules:** Each team is made up of two Chasers, a Beater and a Keeper, with no Seekers.

**3 Players:** One player controls the Chasers, one controls the Beater, and one controls the Keeper. The players play against the HM, who controls the other team.

**4-5 Players:** One player controls the Chasers, one controls the Beater, and one controls the Keeper. On the other team, each other player controls one of the other positions, and the HM controls the remaining position(s). The players play against each other, with the HM.

**6 Players:** One player controls the Chasers, one controls the Beater, and one controls the Keeper, for each team. The players play against each other.

## REGULATION QUIDDITCH

**Rules:** Each team is made up of the full seven quidditch players: three Chasers, two Beaters, a Keeper and a Seeker.

**2 Players:** Each player controls two positions within the team (choosing from Chasers, Beaters, Keeper and Seeker), directing the decisions of any NPCs and rolling for them, using their stats. The players play against the HM, who controls the other team.

**3 Players:** Each player controls one position within the team: Chasers, Beaters and Keeper. One of them can control the Seeker, when needed. The players play against the HM, who controls the other team.

**4 Players:** Each player controls one position within the team: Chasers, Beaters, Keeper and Seeker. The players play against the HM, who controls the other team.

**5 Players:** Each player controls one position within the team: Chasers, Attacking Beater, Defending Beater, Keeper and Seeker. The players play against the HM, who controls the other team.

**6 Players:** Each player controls one position within the team, for each team: Chasers, Beaters and Keeper. One player from each team can control the Seeker, when needed. The players play against each other.

**7 Players:** Each player (including the HM) controls one position within the team, for each team: Chasers, Beaters, Keeper and Seeker. The players play against each other, with the HM.

**8 Players:** Each player controls one position within the team, for each team: Chasers, Beaters, Keeper and Seeker. The players play against each other.

## PRO QUIDDITCH

Coming soon!



# CHAPTER 7: DIAGON ALLEY



oming soon!

As with any NPCs, the owners and attendants in the many wizarding shops of Diagon Alley are greatly dependent on the year your campaign takes place. Keep this in mind, and be aware of any times you may need to invent a descendant, ancestor, or replacement of the canon proprietor.

## THE LEAKY CAULDRON

It's a small, grubby-looking pub and inn, with a bar and a number of tables in the shadows of the corners. In stark contrast to the dingy ground floor, there are some unexpectedly pleasant rooms upstairs where passing wizards and witches can stay for the night. These rooms are accessed by a handsome wooden staircase, and contain comfortable beds, highly polished oak furniture, a crackling fire which is always burning in the grate to welcome the visitor to their lodgings, and in certain cases, a talking mirror.

A rather old, scruffy woman stands behind the bar, cleaning a beer mug and paying little attention to you. A few patrons also dot the various tables, but none give you a second look.

## APOTHECARY

It's a fascinating shop this one, though said wonder came with a horrible smell, a mixture of bad eggs and rotted cabbages. Barrels of slimy... stuff stood on the floor. Jars of herbs, dried roots, and bright powders alike lined the walls. Bundles of feathers, strings of fangs, and snarled claws hung from the ceiling. The very definition of a potion-ingredient shop. The spry old man behind the counter smiles at you as you enter.

"Welcome! Young witches and wizards. The name is Harley Hemlock! What can I do for you today?"

## CONCORDIA AND PLUNKETT MUSICAL INSTRUMENTS

Upon walking in, the first thought in your mind is wow, this place is loud. Filled with the... somewhat chaotic noise of several self-playing instruments, you cannot help but admire the sheer number of products that are displayed around the store. Harps, lutes, bagpipes, you name it. At first you don't see an owner, until a young witch pops out from behind one of the large shelves.

## EYLOPS OWL EMPORIUM

It's quite the dim shop compared to the others in Diagon Alley. Small in size, and filled with owls. Of course the latter should be obvious, considering you're in a store that sells owls. The rather old wizard that's currently feeding the owls in the cages just inside the window nods his head upon seeing you walk in

## FLOREAN FORTESCUE'S ICE CREAM PARLOUR

For a wizard's ice cream parlour, this place seems rather similar to a Baskin Robbins. Colourful decorations, seats, tables... everything really. The only thing that actually separates it from muggle ice cream ships were the floating ice cream decorations around the area. The bearded wizard behind the counter offers a warm smile as you enter the shop.

## FLOURISH & BLOTT'S

It's a rather... cramped establishment, with books piled high all over the store. Every shelf in sight was stacked to the ceiling with books that ranged in size from postage stamps in covers of silk, to those as large as paving stones bound in leather. There were books with peculiar symbols on them, and even a few with nothing in them at all. The only peculiar sight is a single shelf, which appears to be not only empty, but damaged.

A rather tired-looking wizard stands behind the counter in the back, saying nothing. Instead, he merely watches you as you peruse the bookstore.

## GAMBOL & JAPES

The store is quite... colourful. Like someone had set off a party in a box in here. A huge variety of items stock the shelves around you, ranging from smoke bombs to fireworks all the way to what was described as headless hats. It makes you curious... but also a bit nervous at the same time. A white-bearded man sits behind the counter, intriguingly watching you.

## GRINGOTT'S

You approach a snowy-white building which towers over the nearby shops of Diagon Alley. A goblin adorned in a scarlet and gold uniform is stationed at the top of the white stone steps, standing beside the establishment's burnished bronze doors. As you walk inside, you come to face a pair of silver doors, with an inscribed warning:

Enter, stranger, but take heed Of what awaits the sin of greed, For those who take, but do not earn, Must pay most dearly in their turn, So if you seek beneath our floors A treasure that was never yours, Thief, you have been warned, beware Of finding more than treasure there.

A pair of goblins usher you through the elaborate threshold into a vast marble hall, wherein over a hundred goblins sit on high stools behind long counters. They go about their business, scribbling in large ledgers, weighing coins on brass scales, examining precious stones through eyeglasses. Many doors lead off the grand hall, and yet more goblins can be seen escorting people in and out of them.

You wait your turn in line for a goblin at a counter to summon you.

## MADAM MALKIN'S ROBES FOR ALL OCCASIONS

The first thing you notice as you enter this shop is that every surface is covered in fabric. Whether it be the walls, the floor, even the tables and chairs. It was like the whole place is carpeted. A variety of differently coloured and designed robes hang from the walls and ceiling, as well as other accessories scattered around the store.

Upon seeing you walk in, the short witch who you can only guess is Madam Malkin smiles at you from across the shop.

## MAGICAL MENAGERIE

The moment you open the door to this shop, you come to realize something: There is not that much room inside. Every inch of wall is hidden by cages. It is smelly and very loud because the occupants of these cages are all squeaking, squawking, jabbering or hissing. You know, the typical noises you would hear in a magical pet shop.

Before you even get a chance to look around, a rather eccentric-looking witch excitedly approaches you.

## OLLIVANDER'S

Now this is a messy shop if you have ever seen one. Multiple floors, shelves reaching from floor to the very top of the building, all filled very messily to the brim with a variety of sized boxes, presumably containing various kinds of wands. The shop appears to be empty, until you hear the sound of wheels, followed by a rolling ladder sliding across the shelves, containing a white-haired man, who, upon seeing you, slowly climbs down.

## POTAGE'S CAULDRON SHOP

This shop is... quite unique compared to the others, such as the tower of cauldrons decorating the entrance. Everything inside appears to be about to collapse, which is not exactly reassuring as you enter. Dozens upon dozens of cauldrons not only lined the walls, but filled the entire room, creating a sort of maze of cauldrons through the store. You are not even able to see the counter, or an owner for that matter.

## QUALITY QUIDDITCH SUPPLIES AND BROOMSTIX

This shop is rather... sporty, though you suppose that makes sense, as this is where you buy broomsticks and Quidditch supplies, which of course, currently fill the area. You will find items ranging from Quidditch balls, to various models of brooms, to service kits, to uniforms and armour, and even safety belts. It's quite the popular place, even when compared to some of the other shops around.

You don't spot an owner, but there are several uniformed workers around to assist you if needed.

## SCRIBBULUS WRITING INSTRUMENTS

A very fine establishment, smelling of fine ink and parchment. The scent is almost a bit overwhelming upon first entering. There is paper of all shapes and sizes around the room, a variety of colours of ink, including several bottles that appear to be changing colours.

An old, stern-looking witch sits behind the desk at the back, curiously eyeing the group of students that just wandered into her store, before returning to her writing.

## SECOND-HAND ROBE SHOP

A rather messy shop this one. Shelves filled the small room, each stacked to the brim with hand-me-down robes. Sure, they are definitely not as nice and pristine as those found in Madam Malkin's, but if you are tight on Galleons, they will certainly do. The young witch currently folding a set of robes offers a kind smile as you walk in before returning to her task.

## KNOCKTURN ALLEY

Coming soon!

## BORGIN & BURKE'S

This shop is quite large, dusty, and dimly lit from only the sunlight outside, with a large stone fireplace near the back. Trinkets and antiques of all shapes and sizes line the shelves and tables around the store. Such a variety that you're not even sure what the theme of this store is supposed to be.

Hearing a couple thumps from the floor above you, a shifty looking wizard walks down the stairs with a cage containing a monster book (levitated by his wand), and upon noticing a group of students in his store, narrows his eyes in suspicion.

# CHAPTER 8: HOGWARTS CASTLE

## PROFESSORS AND STAFF

Coming soon!



# CHAPTER 9: HOGWARTS GROUNDS

## THE FORBIDDEN FOREST

Coming soon!

# CHAPTER 10: HOGSMEADE



oming soon!



# CHAPTER 11: MINISTRY OF MAGIC



oming soon!