

# HOWDY THERE, FELLOW WIZARDS AND WITCHES!

## CURRENTLY PLANNED NPCs

- Gilderoy Lockhart
- Pomona Sprout
- Quirinus Quirrell
- Remus Lupin
- Severus Snape
- Sybill Trelawney
- Rubeus Hagrid
- Septima Vector - Arithmatic
- Filius Flitwick
- Dolores Umbridge
- Cuthbert Binns - History of Magic
- Charity Burbage - Muggle Studies 1993-1997
- Bathsheda Babbling - Study of Ancient Runes
- Aurora Sinistra - Astronomy Department
- Albus Dumbledore
- Prefects
- Unsorted Student
- The Unholy amount of Hogwarts Students in Harry's class
- Pure-Blood races civilians (Goblin, Giant, Velaa)
- Hogsmead/Diagon Alley Vendor
- Centuar forest dwellers
- Aurors
- Death Eaters
- Dark Wizards

## HAVE ANY IDEAS?

You can @ me on the public W&W Discord server and talk about ideas with other Wizards and Witches. My Discord name is Alt-Tab#6247, I prefer to avoid DMs due to problems I'm having with it.

## NEW ADDITIONS

- The rest of the Generic Professors
- Grounds Keeper
- Castle Caretaker
- Wizard/Witches NPCs

## OLD ADDITIONS

- Muggle Fixes

## CONTRIBUTIONS & SPECIAL THANKS

- KryptidCreeper: Moral Support & Balancing
- Dezidério: Generic Students
- Rache74 & Zenphire: Centuar Statblock Ideas
- Block\_nessie: Goblin Rebellion stats and Google Spread sheet
- Rest of the W&W Discord & Reddit for ideas and feedback

# GENERIC PROFESSORS

## TRANSFIGURATION PROFESSOR

Armor Class 16

Hit Points 82 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	14 (+2)	18 (+4)	17 (+3)	15 (+2)

**Saving Throws** Int + 9, Wis + 8, Cha + 7

**Skills** Perception + 8, History of Magic + 9

**Senses** Passive Perception 18

**Animagus Transformation** The Professor can use their action to magically assume the shape of their animagus form (Select from the Animagus Forms available in the Handbook).

**Partial Transfiguration** Any transfiguration spell can be intentionally cast as a partial transfiguration, converting only the desired portion of the target. All the same capabilities and restrictions of casting those spells at higher levels apply.

### Actions

**Spellcasting** The Professor is a 13th level spellcaster (spell save DC 17, +9 to hit with spell attacks). The Professor can cast any spell from the spell list, including the School of Magic Spells from the Transfiguration subclass.

## ZOOLOGY PROFESSOR

Armor Class 16

Hit Points 87 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	15 (+2)	17 (+3)	16 (+3)	13 (+1)

**Saving Throws** Con + 7, Int + 8, Wis + 8

**Skills** Magical Creatures + 8, Survival + 8, Intimidation + 6

**Senses** Passive Perception 13

## CHARMS PROFESSOR

Armor Class 16

Hit Points 84 (13d6 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+2)	16 (+3)	17 (+3)	19 (+4)	13 (+1)

**Saving Throws** Dex + 7, Int + 8, Wis + 9

**Skills** History of Magic + 8, Insight + 9

**Senses** Passive Perception 14

**Called Shot** The Professor can target certain parts of a body or specific items on the body with their spells.

**Target Practice** Add a +2 to all spell attack rolls

### Actions

**Spellcasting** The Professor is a 13th level spellcaster (spell save DC 17, +9 to hit with spell attacks). The Professor can cast any spell from the spell list, including the School of Magic Spells from the Charms subclass.

**Spell Deflection** The Professor can deflect a spell as a reaction if the spell a level 3 or lower. They can only use this action 3 times a day

**Folio Brutis** Whenever the professor adds a Magical Creatures proficiency to an Ability check, add their Intelligence modifier as a bonus as well.

**Animal Assistant** The professor has a small to medium creature as a beastly companion. In combat, the creature goes directly after the professor and can only move. As a bonus action, the professor can make the Animal Assistant attack.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 16, + 8 to hit with spell attacks). The Professor can cast any spell from the spell list.

## DEFENSE AGAINST THE DARK ARTS PROFESSOR

Armor Class 17

Hit Points 112 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	14 (+2)	16 (+3)	18 (+4)

**Saving Throws** Con + 8, Wis + 8 Cha + 9

**Skills** Athletics + 6, Acrobatics + 7, Insight + 8, Perception + 8

**Senses** Passive Perception 17

**Forceful Magic** When the professor casts a spell that deals damage, add 1d6 to one damage roll.

**Dark Traces** The professor has advantage on any Investigation, Insight, or Perception roll that is involved with detecting Dark magic or a Dark wizard.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 17, + 9 to hit with spell attacks). The Professor can cast any spell from the spell list, including the School of Magic Spells from the Jinxes, Hexes, and Curses subclass.

## DIVINATION PROFESSOR

Armor Class 15

Hit Points 67 (13d6 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	13 (+1)	16 (+3)	20 (+5)	13 (+2)

**Saving Throws** Int + 7, Wis + 10

**Skills** History of Magic + 7, Insight + 10, Perception + 10

**Senses** Passive Perception 20

## POTIONS PROFESSOR

Armor Class 16

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	14 (+2)	17 (+3)	16 (+3)	14 (+2)

**Saving Throws** Int + 8, Wis + 8, Con + 7

**Skills** Herbology + 8, Magical Creatures + 8, Medicine + 8, Potion-Making + 8

**Senses** Passive Perception 13

**Alchemy Safety** *Helping students after Potion-Making mishaps comes with the territory* Whenever the professor adds a Medicine or Potion-Making proficiency to an ability check relating to counteracting or neutralizing an effect of a potion or poison, they can double their proficiency bonus for the roll.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 16, + 8 to hit with spell attacks). The Professor can cast any spell from the spell list.

**Fortune Teller** The Professor has a Diviner's Kit and proficiency in using a Diviner's Kit.

**Skilled Occlumens** The Professor cannot be affected by Legilimens and Veritaserum, unless they allow it. You can choose to let legilimens continue and reveal false information, false emotions, or false memories of the professor's choosing.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 18, + 10 to hit with spell attacks). The Professor can cast any spell from the spell list, including the School of Magic Spells from the Divination subclass.

## HERBOLOGY PROFESSOR

Armor Class 15

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	18 (+4)	17 (+3)	14 (+2)

**Saving Throws** Int + 8, Wis + 9

**Skills** Slight of Hand + 8, Herbology + 9, Medicine + 9

**Senses** Passive Perception 14

**Gardening Experience** After many years being surrounded by plants, understanding how to avoid their unsavory habits become second nature. The Professor has advantage on saving throws against plants (e.g. Mandrakes/Whomping Willow) and effects directly created by plant life (e.g. Pollen clouds/Toxic spores)

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 17, + 9 to hit with spell attacks). The Professor can cast any spell from the spell list, including the School of Magic Spells from the Healing subclass.

## MAGIC HISTORY PROFESSOR

Armor Class 15

Hit Points 78 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	17 (+3)	17 (+3)	16 (+3)

**Saving Throws** Int + 8, Cha + 8

**Skills** History of Magic + 8, Investigation + 8, Muggle Studies + 8

**Senses** Passive Perception 13

**"History Repeats Itself"** Learning from past mistakes is the most important thing to learn from history. The Professor gains advantage on ability checks and saving throws after failing a roll and trying again, until the professor passes a check.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 16, + 8 to hit with spell attacks). The Professor can cast any spell from the spell list.

## ARTS PROFESSOR

Armor Class 16

Hit Points 92 (13d10 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	17 (+3)	14 (+2)	14 (+4)	15 (+2)	19 (+4)

**Saving Throws** Wis + 7, Cha + 9

**Skills** Slight of Hand + 8, Perception + 7, Performance + 9

**Senses** Passive Perception 17

**Artist Eyes** Seeing the details is important when creating from life. The Professor has advantage on ability checks when discerning if a student is plagiarizing or turning in another student's work.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 17, + 9 to hit with spell attacks). The Professor can cast any spell from the spell list.

## MUGGLE STUDIES PROFESSOR

**Armor Class** 15  
**Hit Points** 80 (13d8 + 26)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	16 (+3)	15 (+2)	13 (+1)

**Saving Throws** Str + 7, Int + 8  
**Skills** History of Magic + 8, Investigation + 8,  
Muggle Studies + 8  
**Senses** Passive Perception 12

**Muggle Research** The Professor gains advantage on ability checks relating to speaking to Muggle or researching Muggle related objects.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 16, + 8 to hit with spell attacks). The Professor can cast any spell from the spell list.

**Toy Duck** As an action, the Professor can show or throw a rubber duck. Wizards/Witches unfamiliar with the concept of a rubber duck are confused and intrigued by the toy and gain disadvantage on their next roll. This action can only be done once a day and only once on the same Wizard/Witch.

## STUDY OF ANCIENT RUNES PROFESSOR

**Armor Class** 15  
**Hit Points** 68 (13d8 + 13)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	13 (+1)	19 (+4)	16 (+3)	15 (+2)

**Saving Throws** Int + 9, Wis + 8, Cha + 7  
**Skills** Investigation + 9, History of Magic + 9  
**Senses** Passive Perception 13

**Multi-lingual** The process of translating runes is a similar process for other languages, right? If given an hour, the professor can translate any documented language that is written down, up to 10 pages at a time.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 17, + 9 to hit with spell attacks). The Professor can cast any spell from the spell list.

## MAGIC MUSIC PROFESSOR

**Armor Class** 15  
**Hit Points** 91 (13d10 + 26)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	14 (+2)	15 (+2)	18 (+4)

**Saving Throws** Con + 7, Cha + 9  
**Skills** Slight of Hand + 7, Intimidation + 9,  
Performance + 9  
**Senses** Passive Perception 12

**Musician's Unrelenting Force** The Professor gains advantage on all ability checks and saving throws while performing or teaching/guiding performing students.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 17, + 9 to hit with spell attacks). The Professor can cast any spell from the spell list.

## ARITHMETIC PROFESSOR

**Armor Class** 16  
**Hit Points** 82 (13d8 + 26)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	15 (+2)	17 (+3)	15 (+2)	13 (+1)

**Saving Throws** Int + 8, Wis + 7  
**Skills** Perception + 7,  
**Senses** Passive Perception 17

**Keen Mind** The Professor have a mind that can track time, direction, and detail with uncanny precision. They have the following benefits:

- They always know which way is north.
- They always know the number of hours left before the next sunrise or sunset.
- They can accurately recall anything They have seen or heard within the past month.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 16, + 8 to hit with spell attacks). The Professor can cast any spell from the spell list.

## ASTRONOMY PROFESSOR

**Armor Class** 15  
**Hit Points** 65 (13d6 + 13)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	14 (+2)	13 (+1)	18 (+4)	18 (+4)	14 (+2)

**Saving Throws** Int + 9, Wis + 8, Cha + 7  
**Skills** Insight + 9, Perception + 9, Survival + 9  
**Senses** Passive Perception 19

**Star Gazer** The Professor can accurately tell what consolations and planets are out by gazing into the sky, day or night, as long the sky isn't completely covered.

### Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 17, + 9 to hit with spell attacks). The Professor can cast any spell from the spell list.

## OPTIONAL RULE: A TEACHER'S DETERMINATION FEAT

This is something I believe professors should have because of their status as the faces of their school. But at the same time, I understand if GMs don't care/don't need something like this in place. This is also for when you know your players are going to be little gremlins and cause problems. This is the W&W equivalent of a Legendary Resistance

**A Teacher's Determination** A professor needs to maintain dignity and professionalism in their classroom. They mustn't let those who wish to disturb class affect them while teaching. If the professor fails a saving throw while in their classroom or teaching to a class, the professor can choose to succeed instead. Once they use this feature, the professor can't use it again until they finish a long rest.

# HOGWARTS STAFF/NON-PROFESSORS

## HOUSE ELF

Small humanoid (Elf), Lawful Neutral

**Armor Class** 14  
**Hit Points** 29 (7d8 - 9)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (0)	9 (-1)	14 (+2)	23 (+6)	8 (-1)

**Saving Throws** Int + 6, Wis + 10  
**Skills** History of Magic + 6, Magical Creatures + 10  
**Senses** Passive Perception 16

**Wandless Magic** The House Elf doesn't need the requirement of Wands to perform spells

**Nimble Escape.** The House Elf can take the Disengage or Hide action as a bonus action on each of its turns.

**Elf Magical Resistance** The House Elf gains advantage on saving throws against spells.

## Actions

**Apparition** As an action, the House Elf can apparate up to 200 miles away as an action. House Elves can bypass any areas that restrict the use of Apparition.

**Spellcasting** The House Elf is a 7th level spellcaster (spell save DC 18, +10 to hit with spell attacks).

**At Will:** Devicto, Lumos/Nox, Scourgify, Wingardium Leviosa, Locomotor Wibbly

**4/day each:** Flipendo, Locomotor, Protego, Vigilatus

**3/day each:** Expelliarmus, Stupefy, Partis Temporus, Protego Maxima

**2/day each:** Depulso, Dissonus Ululatus, Herbivicus

## MEDICAL WARD NURSE

**Armor Class** 15  
**Hit Points** 44 (8d8 + 16)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-2)	13 (+1)	15 (+2)	16 (+3)	14 (+2)	13 (+1)

**Saving Throws** Con + 6, Int + 7, Wis + 6  
**Skills** Herbology + 7, Medicine + 6, Potion-Making + 6  
**Senses** Passive Perception 12

**Medical Knowledge** The Medical Ward Nurse gains advantage on Intelligence and Wisdom skill checks when located in a medical ward or similar location.

**Accelerated Recovery** Whenever the Nurse use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to 2 + the spell's level.

## Actions

**Spellcasting** Medical Ward Nurse is a 8th level spellcaster (spell save DC 15, +7 to hit with spell attacks).

**At Will:** Anapneo, Devicto, Scourgify, Rennervate, Wingardium Leviosa

**4/day each:** Colloshoo, Episkey, Ferula, Reparifors

**3/day each:** Expelliarmus, Immobulus, Reparo

**2/day each:** Intus Sunt, Repello Inimicum

**2/day each:** Brackium Emendo, Levicorpus/Liberacorpus

# HOGWARTS EXPRESS

## HOGWARTS EXPRESS CONDUCTOR

Armor Class 16

Hit Points 62 (10d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	15 (+3)	13 (+2)	19 (+4)

**Saving Throws** Con +6, Cha +8

**Skills** Muggle Studies +7, Perception +6, Persuasion +8

**Senses** Passive Perception 16

**Train Maintenance** As a Bonus Action, the Train Conductor can cast *Reparo*.

**Tasty Cameras** The Train Conductor can control double the amount of objects with *Piertotum Locomotor* while on the train.

### Actions

**Spellcasting** The Train Conductor is a 10th level spellcaster (spell save DC 16, +8 to hit with spell attacks).

**At Will:** *Devicto*, *Scourgify*, *Spongify*, *Wingardium Leviosa*

**4/day each:** *Colloshoo*, *Perfusorius*, *Locomotor*, *Vigilatus*

**3/day each:** *Engorgio*, *Expelliarmus*, *Fumos*, *Reparo*, *Ventus*

**3/day each:** *Fianto Duri*, *Fortissimum*, *Expulso*, *Impedimenta*

**3/day each:** *Repello Muggletum*, *Reducto*,

**2/day each:** *Piertotum Locomotor*, *Salvio Hexia*

## TROLLEY WITCH

Armor Class 15

Hit Points 48 (11d6 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	7 (-2)	12 (+1)	13 (+1)	18 (+4)	16 (+3)

**Saving Throws** Wis +8, Cha +7

**Skills** Insight +8, Intimidation +7, Persuasion +7

**Senses** Passive Perception 14

**Animagus Transformation** The Trolley Witch can use their action to magically assume the shape of their animagus form (Select from the Animagus Forms available in the Handbook).

**Partial Transfiguration** Any transfiguration spell can be intentionally cast as a partial transfiguration, converting only the desired portion of the target. All the same capabilities and restrictions of casting those spells at higher levels apply.

### Actions

**Spellcasting** The Trolley Witch is a 11th level spellcaster (spell save DC 16, +8 to hit with spell attacks). The Professor can cast any spell from the spell list, including the School of Magic Spells from the Transfiguration subclass.

**Pumpkin Treat Hand-Grenade** As an action, the Trolley Witch can throw a Pumpkin Treat Grenade up to 30 ft away. Upon impact, creatures within a 10ft radius suffer 3d10 bludgeoning damage on a failed Dex saving throw and half on a successful throw.

**Scary Fingers** As an action, the Trolley Witch stretches out her fingers to try to scare kids back to their seats. All creatures that can see the Trolley Witch must make a Cha saving throw. On a failed saving throw, all failed creatures become frightened until the end of the Witches' next turn.

**Summon Chocolate Frog Swarm**

## GAMES KEEPER/KEEPER OF THE GROUNDS

(The same role of Hagrid)

**Armor Class** 17

**Hit Points** 121 (13d10 + 39)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (0)	15 (+2)	16 (+3)

**Saving Throws** Str + 8, Con + 8, Wis + 8

**Skills** Athletics + 8, Herbology + 5, Magical Creatures + 8, Survival + 8,

**Senses** Passive Perception 13

**Grounds Familiarity** The Grounds Keeper ignores difficult terrain associated with outside the school.

**Forbidden Forest Explorer** The first time is always scary when entering the Forbidden Forest.

Eventually you how to navigate and move through the forest, but you never really get used to it The Grounds Keeper gains the following benefits when in the Forbidden Forest:

- Gains advantage on Survival and Magical Creature checks
- They know how to get out of the forest with relative ease.
- Gains proficiency in stealth and all creatures they choose within 20ft gain advantage on stealth checks
- Knows the camp grounds and popular areas of the centaurs

## Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 16, + 8 to hit with spell attacks). The Professor can cast any spell from the spell list.

## CASTLE CARETAKER

(Same role of Argus Filch)

**Armor Class** 16

**Hit Points** 91 (13d6 + 39)

**Speed** 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 11 (0) 16 (+3) 13 (+1) 17 (+3) 15 (+2)

**Saving Throws** Con + 8, Wis + 8, Cha + 7

**Skills** Insight + 8, Perception + 8, Intimidation + 7

**Senses** Passive Perception 18

**Castle Knowledge** Hufflepuff students might know about the secret entrance to the kitchen, but they don't know just how many secret tunnels this castle has. The Caretaker can traverse though multiple secret tunnels throughout the castle, allowing them to cut the time in half when traveling directly to another room. They can also avoid being seen when traveling by this method.

**Frightening Presence** Nobody wants to be caught out past hours by the caretaker. The Caretaker doubles their proficiency bonus to their Intimidation ability checks when patrolling at night.

## Actions

**Spell Casting** The Professor is a 13th level spellcaster (spell save DC 16, + 8 to hit with spell attacks). The Professor can cast any spell from the spell list.

# GENERIC STUDENTS

## GRIFFINDOR STUDENTS



Griffindor students are a brave and bold house within Hogwarts. They aren't afraid to speak out against injustice. They are your stereotypical idiots as well, getting into shenanigans and normally thinking with action instead of brains.

### CASTING STYLE

Griffindor Students use the Willpower casting style. You may change it or not even use the Willpower features at all like the Fierce Spell ability.

## FIRST YEAR GRIFFINDOR STUDENT

**Armor Class** 14

**Hit Points** 12 (1d10 + 2)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	7 (-2)	9 (-1)	14 (+2)

**Saving Throws** Str + 3, Char + 4

**Skills** Athletics + 3

**Senses** Passive Perception 9

**Bravehearted** Gain advantage against being frightened

### Actions

**Spellcasting** The Student is a 1st level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

## SECOND YEAR GRIFFINDOR STUDENT

**Armor Class** 14

**Hit Points** 21 (3d10 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	15 (+2)	7 (-2)	9 (-1)	14 (+2)

**Saving Throws** Str + 3, Char + 4

**Skills** Athletics + 3

**Senses** Passive Perception 9

**Bravehearted** Gain advantage against being frightened

**Fierce Spell** Once per day, the student can cast a spell one level higher than normal

### Actions

**Spellcasting** The Student is a 3rd level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Slot Reminder** 4 1st level slots, 2 2nd level slots

## THIRD YEAR GRIFFINDOR STUDENT

**Armor Class** 14  
**Hit Points** 29 (4d10 + 12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	15 (+2)	7 (-2)	9 (-1)	16 (+3)

**Saving Throws** Str + 4, Char + 6  
**Skills** Athletics + 4  
**Senses** Passive Perception 9

**Bravehearted** Gain advantage against being frightened

**Fierce Spell** Twice per day, the student can cast a spell one level higher than normal

### Actions

**Spellcasting** The Student is a 4th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots

## FOURTH YEAR GRIFFINDOR STUDENT

**Armor Class** 15  
**Hit Points** 37 (5d10 + 15)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	9 (-1)	16 (+3)

**Saving Throws** Str + 4, Char + 6  
**Skills** Athletics + 4, Intimidation + 6  
**Senses** Passive Perception 9

**Bravehearted** Gain advantage against being frightened

**Fierce Spell** Twice per day, the student can cast a spell one level higher than normal

### Actions

**Spellcasting** The Student is a 5th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 2 3rd slots

## FIFTH YEAR GRIFFINDOR STUDENT

**Armor Class** 15  
**Hit Points** 51 (7d10 + 21)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (0)	16 (+3)

**Saving Throws** Str + 4, Char + 6  
**Skills** Athletics + 4, Intimidation + 6  
**Senses** Passive Perception 10

**Bravehearted** Gain advantage against being frightened

**Fierce Spell** Twice per day, the student can cast a spell one level higher than normal

### Actions

**Spellcasting** The Student is a 7th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 1 4th level slot

## SIXTH YEAR GRIFFINDOR STUDENT

Armor Class 16

Hit Points 58 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	7 (-2)	10 (0)	18 (+4)

Saving Throws Str + 4, Char + 7

Skills Athletics + 4, Intimidation + 7

Senses Passive Perception 10

**Bravehearted** Gain advantage against being frightened

**Fierce Spell** Twice per day, the student can cast a spell one level higher than normal

### Actions

**Spellcasting** The Student is a 8th level spellcaster (spell save DC 15, +7 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 2 4th level slots

## SEVENTH YEAR GRIFFINDOR STUDENT

Armor Class 16

Hit Points 80 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	16 (+3)	8 (-1)	10 (0)	18 (+4)

Saving Throws Str + 4, Char + 8

Skills Athletics + 4, Intimidation + 8

Senses Passive Perception 10

**Bravehearted** Gain advantage against being frightened

**Fierce Spell** Three times per day, the student can cast a spell one level higher than normal

### Actions

**Spellcasting** The Student is a 10th level spellcaster (spell save DC 16, +8 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 3 4th level slots, 2 5th level slots

### ILVERMORY VARIANT : WAMPUS

It's recommended to use the Griffindor Student NPCs as a substitute for the *Wampus* since they would be similar in stats (in my opinion). If you do use these stats, you can change out the

**Bravehearted** feat for the equivalent feat. **Warrior's Endurance** If they roll a 16 or higher on a death saving throw, they instantly gain 1 hit point. Once per long rest

# HUFFLEPUFF STUDENTS

## CASTING STYLE

Hufflepuff Students use the Technique casting style. You may change it or not even use the Technique features at all like the Spell Deflection ability.

## FIRST YEAR HUFFLEPUFF STUDENT

Armor Class 13  
Hit Points 7 (1d6 + 1)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	14 (+2)	10 (0)	14 (+2)	11 (0)

**Saving Throws** Int + 4, Wis + 4

**Skills** Perception + 4

**Senses** Passive Perception 14

**Steadfast Loyalty** Gain advantage against being Charmed

## Actions

**Spellcasting** The Student is a 1st level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

## SECOND YEAR HUFFLEPUFF STUDENT

Armor Class 13  
Hit Points 13 (3d6 + 3)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	12 (+1)	14 (+2)	14 (+2)	11 (0)

**Saving Throws** Int + 4, Wis + 4  
**Skills** Perception + 4  
**Senses** Passive Perception 14

**Steadfast Loyalty** Gain advantage against being Charmed

## Actions

**Spellcasting** The Student is a 3rd level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell is a level 3 or lower. If it is an area of effect spell, they're the only one that isn't affected by the spell. They can only use this action once per day.

**Spell Slot Reminder** 4 1st level slots, 2 2nd level slots

## THIRD YEAR HUFFLEPUFF STUDENT

Armor Class 14

Hit Points 21 (4d6 + 8 )

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	14 (+2)	14 (+2)	16 (+3)	11 (0)

Saving Throws Int + 4, Wis + 5

Skills Perception + 5

Senses Passive Perception 15

**Steadfast Loyalty** Gain advantage against being Charmed

### Actions

**Spellcasting** The Student is a 4th level spellcaster (spell save DC 13, +5 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action once per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots

## FOURTH YEAR HUFFLEPUFF STUDENT

Armor Class 14

Hit Points 25 (5d6 + 8 )

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	14 (+2)	14 (+2)	16 (+3)	11 (0)

Saving Throws Int + 5, Wis + 6

Skills Perception + 6

Senses Passive Perception 16

**Steadfast Loyalty** Gain advantage against being Charmed

### Actions

**Spellcasting** The Student is a 5th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action once per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 2 3rd slots

## FIFTH YEAR HUFFLEPUFF STUDENT

Armor Class 14

Hit Points 37 (7d6 + 14 )

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	14 (+2)	15 (+2)	16 (+3)	11 (0)

Saving Throws Int + 4, Wis + 6

Skills Perception + 6

Senses Passive Perception 16

**Steadfast Loyalty** Gain advantage against being Charmed

### Actions

**Spellcasting** The Student is a 7th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action once per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 1 4th level slot

## SIXTH YEAR HUFFLEPUFF STUDENT

Armor Class 15

Hit Points 44 (8d6 + 16 )

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	14 (+2)	15 (+2)	18 (+4)	11 (0)

Saving Throws Int + 5, Wis + 7

Skills Perception + 7

Senses Passive Perception 17

**Steadfast Loyalty** Gain advantage against being Charmed

### Actions

**Spellcasting** The Student is a 8th level spellcaster (spell save DC 15, +7 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action twice per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 2 4th level slots

## SEVENTH YEAR HUFFLEPUFF STUDENT

Armor Class 15

Hit Points 52 (10d6 + 20 )

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (0)	14 (+2)	15 (+2)	18 (+4)	11 (0)

Saving Throws Int + 6, Wis + 8

Skills Perception + 8

Senses Passive Perception 18

**Steadfast Loyalty** Gain advantage against being Charmed

### Actions

**Spellcasting** The Student is a 10th level spellcaster (spell save DC 16, +8 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action twice per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 3 4th level slots, 2 5th level slots

### ILVERMORNY VARIANT :

#### PUKWUDGIE

It's recommended to use the Hufflepuff Student NPCs as a substitute for the *Pukwudgie* since they would be similar in stats (in my opinion). If you do use these stats, you can change out the **Steadfast Loyalty** feat for the equivalent feat. **Healer's Knack** Add half of the student's proficiency bonus to a medicine check

# RAVENCLAW STUDENTS

## CASTING STYLE

Ravenclaw Students use the Intellect casting style.  
You may change it or not even use the Intellect abilities

## FIRST YEAR RAVENCLAW STUDENT

Armor Class 13  
Hit Points 9 (1d8 + 2)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	7 (-2)

**Saving Throws** Dex + 3, Int + 4  
**Skills** Investigation + 4, Medicine + 4  
**Senses** Passive Perception 11

**In-Depth Knowledge** Int and Wis checks can't roll lower than a 6.

## Actions

**Spellcasting** The Student is a 1st level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

## SECOND YEAR RAVENCLAW STUDENT

Armor Class 13  
Hit Points 17 (3d8 + 6)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	14 (+2)	14 (+2)	12 (+1)	7 (-2)

**Saving Throws** Dex + 3, Int + 4

**Skills** Investigation + 4, Medicine + 4  
**Senses** Passive Perception 11

**In-Depth Knowledge** Int and Wis checks can't roll lower than a 6.

## Actions

**Spellcasting** The Student is a 3rd level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Slot Reminder** 4 1st level slots, 2 2nd level slots

## THIRD YEAR RAVENCLAW STUDENT

Armor Class 14  
Hit Points 23 (4d8 + 8)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	14 (+2)	14 (+2)	12 (+1)	8 (-1)

Saving Throws Dex + 3, Int + 5

Skills Investigation + 5, Medicine + 5  
Senses Passive Perception 11

**In-Depth Knowledge** Int and Wis checks can't roll lower than a 6.

### Actions

**Spellcasting** The Student is a 4th level spellcaster (spell save DC 13, +5 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Slot Reminder** 4 1st level slots, 3 2nd level slots

## FOURTH YEAR RAVENCLAW STUDENT

Armor Class 14  
Hit Points 23 (5d8 + 10)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	14 (+2)	14 (+2)	12 (+1)	8 (-1)

Saving Throws Dex + 3, Int + 5

Skills Investigation + 5, Medicine + 5  
Senses Passive Perception 11

**In-Depth Knowledge** Int and Wis checks can't roll lower than a 6.

### Actions

**Spellcasting** The Student is a 4th level spellcaster (spell save DC 13, +5 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 2 3rd slots

## FIFTH YEAR RAVENCLAW STUDENT

Armor Class 14  
Hit Points 42 (7d8 + 14)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	14 (+2)	16 (+3)	12 (+1)	8 (-1)

Saving Throws Dex + 4, Int + 6

Skills Investigation + 6, Medicine + 6  
Senses Passive Perception 11

**In-Depth Knowledge** Int and Wis checks can't roll lower than a 6.

### Actions

**Spellcasting** The Student is a 7th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 1 4th level slot

## SIXTH YEAR RAVENCLAW STUDENT

Armor Class 16

Hit Points 47 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	14 (+2)	19 (+4)	12 (+1)	8 (-1)

Saving Throws Dex + 4, Int + 7

Skills Investigation + 7, Medicine + 7  
Senses Passive Perception 11

**In-Depth Knowledge** Int and Wis checks can't roll lower than a 6.

### Actions

**Spellcasting** The Student is a 8th level spellcaster (spell save DC 15, +7 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 2 4th level slots

## SEVENTH YEAR RAVENCLAW STUDENT

Armor Class 16

Hit Points 59 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	14 (+2)	20 (+5)	13 (+1)	8 (-1)

Saving Throws Dex + 5, Int + 9

Skills Investigation + 9, Medicine + 9  
Senses Passive Perception 11

**In-Depth Knowledge** Int and Wis checks can't roll lower than a 6.

### Actions

**Spellcasting** The Student is a 8th level spellcaster (spell save DC 17, +9 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 3 4th level slots, 2 5th level slots

## ILVERMORNY VARIANT : HORNED SERPENT

It's recommended to use the Ravenclaw Student NPCs as a substitute for the *Horned Serpent* since they would be similar in stats (in my opinion). If you do use these stats, you can change out the **In-Depth Knowledge** feat for the equivalent feat.

**Scholar's Mind** Add half of the student's proficiency bonus to non-proficient skill checks.

# SLYTHERIN STUDENTS

## CASTING STYLE

Slytherin Students use the Technique casting style. You may change it or not even use the Technique features at all like the Spell Deflection ability.

## FIRST YEAR SLYTHERIN STUDENT

Armor Class 13  
Hit Points 7 (1d6 + 2)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	14 (+2)	10 (0)	14 (+2)	13 (+1)

**Saving Throws** Int + 2, Wis + 4  
**Skills** Deception + 3, Persuasion + 3  
**Senses** Passive Perception 12

**Compromising Information** Gain advantage on persuasion and deception checks if it involves secrets

## Actions

**Spellcasting** The Student is a 1st level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

## SECOND YEAR SLYTHERIN STUDENT

Armor Class 13  
Hit Points 14 (3d6 + 6)  
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	14 (+2)	10 (0)	14 (+2)	13 (+1)

**Saving Throws** Int + 2, Wis + 4  
**Skills** Deception + 3, Persuasion + 3

**Senses** Passive Perception 12

**Compromising Information** Gain advantage on persuasion and deception checks if it involves secrets

## Actions

**Spellcasting** The Student is a 3rd level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Deflection** The Student can deflect a spell as a reaction if the spell is a level 3 or lower. If it is an area of effect spell, they're the only one that isn't affected by the spell. They can only use this action once per day.

## THIRD YEAR SLYTHERIN STUDENT

**Armor Class** 13  
**Hit Points** 21 (4d6 + 8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	14 (+2)	12 (+1)	14 (+2)	13 (+1)

**Saving Throws** Int + 3, Wis + 5  
**Skills** Deception + 4, Persuasion + 4  
**Senses** Passive Perception 12

**Compromising Information** Gain advantage on persuasion and deception checks if it involves secrets

### Actions

**Spellcasting** The Student is a 4th level spellcaster (spell save DC 13, +5 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action once per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots

## FOURTH YEAR SLYTHERIN STUDENT

**Armor Class** 14  
**Hit Points** 21 (5d6 + 8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

**Saving Throws** Int + 5, Wis + 6  
**Skills** Deception + 5, Persuasion + 5  
**Senses** Passive Perception 13

**Compromising Information** Gain advantage on persuasion and deception checks if it involves secrets

### Actions

**Spellcasting** The Student is a 5th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action once per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 2 3rd slots

## FIFTH YEAR SLYTHERIN STUDENT

**Armor Class** 14  
**Hit Points** 37 (7d6 + 14)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	14 (+2)	12 (+1)	16 (+3)	14 (+2)

**Saving Throws** Int + 5, Wis + 6  
**Skills** Deception + 5, Persuasion + 5  
**Senses** Passive Perception 13

**Compromising Information** Gain advantage on persuasion and deception checks if it involves secrets

### Actions

**Spellcasting** The Student is a 5th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

**Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action once per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 1 4th level slot \pagebreak

## SIXTH YEAR SLYTHERIN STUDENT

Armor Class 15

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (0)	14 (+2)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Int + 4, Wis + 7

Skills Deception + 6, Persuasion + 6

Senses Passive Perception 14

**Compromising Information** Gain advantage on persuasion and deception checks if it involves secrets

### Actions

**Spellcasting** The Student is a 8th level spellcaster (spell save DC 15, +7 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action twice per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 2 4th level slots

## SEVENTH YEAR SLYTHERIN STUDENT

Armor Class 15

Hit Points 52 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	11 (0)	14 (+2)	12 (+1)	18 (+4)	16 (+3)

Saving Throws Int + 6, Wis + 8

Skills Deception + 6, Persuasion + 6

Senses Passive Perception 14

**Compromising Information** Gain advantage on persuasion and deception checks if it involves secrets

### Actions

**Spellcasting** The Student is a 10th level spellcaster (spell save DC 16, +8 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass. **Spell Deflection** The Student can deflect a spell as a reaction if the spell a level 3 or lower. If it is a area of affect spell, they're the only one the isn't affected by the spell. They can only use this action twice per day.

**Spell Slot Reminder** 4 1st level slots, 3 2nd level slots, 3 3rd slots, 3 4th level slots, 2 5th level slots

### ILVERMORNY VARIANT : THUNDERBIRD

It's recommended to use the Slytherin Student NPCs as a substitute for the *Thunderbird* since they would be similar in stats (in my opinion). If you do use these stats, you can change out the **Compromising Information** feat for the equivalent feat. **Adventurer's Footing** Loses no extra movement through non-magical terrain.

# CONDENSED VERSIONS OF STUDENTS

If the use of exact years for students aren't helping due to needing a spell list, these condensed versions of students might help. Simple fodder or if PCs like to explore areas that you tried leading them out because you didn't write those areas yet. All Condensed Students are Intellect for the sake of health and to use the most beneficial proficiencies uses. Keep in mind what level correlates to what year students should be. *Thanks to Dezidério for helping PLEASE ADJUST THESE AS SEE FIT IN YOUR CAMPAIGN.*

## INITIATE STUDENT

**Armor Class** 13  
**Hit Points** 17 (2d8 + 4)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	14 (+2)	14 (+2)	13 (+1)	11 (0)

**Saving Throws** Int + 4, Wis + 3  
**Skills** History of Magic + 4, Medicine + 4  
**Senses** Passive Perception 11

**Spellcasting** The Student is a 2nd level spellcaster (spell save DC 12, +4 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

### Recommended Spells

*Cantrips* (at will): Accio, Devicto, Lumos/Nox  
*1st level* (3 slots): Digitus Wibbly, Episkey, Finite Incantatem, Locomotor Mortis

### Actions

**Melee Attack.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: (1d4 - 1) bludgeoning damage.

## INTERMEDIATE STUDENT

**Armor Class** 14  
**Hit Points** 42 (6d8 + 12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	14 (+2)	16 (+3)	14 (+2)	11 (0)

**Saving Throws** Int + 6, Wis + 5  
**Skills** History of Magic + 6, Medicine + 6  
**Senses** Passive Perception 12

**Spellcasting** The Student is a 6th level spellcaster (spell save DC 14, +6 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

### Recommended Spells

*Cantrips* (at will): Accio, Cistem Aperio, Bombardo, Defodio, Lumos/Nox, Periculum/Verdimillious

*1st level* (4 slots): Digitus Wibbly, Episkey, Finite Incantatem, Incendio, Locomotor Mortis, Obscuro, Protego

*2nd level* (3 slots): Expelliarmus, Oppugno, Protego Maxima, Stupefy

*3rd level* (3 slots): Confringo, Expulso, Ignis Laqueis

### Actions

**Melee Attack.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d4) bludgeoning damage.

# ADVANCE STUDENT

**Armor Class** 15

**Hit Points** 66 (9d8 + 18)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	13 (+1)	14 (+2)	17 (+3)	14 (+2)	12 (+1)

**Saving Throws** Int + 7, Wis + 6

**Skills** History of Magic + 7, Medicine + 7

**Senses** Passive Perception 12

**Spellcasting** The Student is a 9th level spellcaster (spell save DC 15, +7 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

## Recommended Spells

*Cantrips* (at will): Accio, Cistem Aperio, Bombardo, Defodio, Lumos/Nox, Periculum/Verdimillious

*1st level* (4 slots): Digitus Wibbly, Episkey, Finite Incantatem, Incendio, Locomotor Mortis, Obscuro, Protego

*2nd level* (3 slots): Expelliarmus, Oppugno, Protego Maxima, Stupefy

*3rd level* (3 slots): Confringo, Expulso, Ignis Laqueis

*4th level* (3 slots) Sectumsempra, Muco Volatilis, Reducto

*5th level* (1 slot) Ne Ustio, Salvio Hexia

## Actions

**Melee Attack.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: (1d4) bludgeoning damage

# UNCATEGORIZED STUDENTS

## HEAD BOY/GIRL

**Armor Class** 16

**Hit Points** 73 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	14 (+2)	15 (+2)	18 (+4)	16 (+3)	12 (+1)

**Saving Throws** Int + 8, Wis + 7

**Skills** History of Magic + 8, Perception + 7

**Senses** Passive Perception 17

**Spellcasting** The Student is a 10th level spellcaster (spell save DC 16, +8 to hit with spell attacks). The Student can cast any spell from the spell list that's not limited by a School of Magic subclass.

### Recommended Spells

**Cantrips** (at will): Accio, Cistern Aperio, Bombardo, Defodio, Lumos/Nox, Periculum/Verdimillious

**1st level** (4 slots): Digitus Wibbly, Episkey, Finite Incantatem, Incendio, Locomotor Mortis, Obscuro, Protego

**2nd level** (3 slots): Expelliarmus, Oppugno, Protego Maxima, Stupefy

**3rd level** (3 slots): Confringo, Expulso, Ignis Laqueis

**4th level** (3 slots) Sectumsempra, Muco Volatilis, Reducto

**5th level** (1 slot) Ne Ustio, Salvio Hexia

### Actions

**Melee Attack.** Melee Weapon Attack: +4 to hit, reach 5 ft, one target. Hit: (1d4) bludgeoning damage

# BEINGS/HUMANOID CREATURES

## WIZARDS/WITCHES

### REGULAR WIZARD/WITCH CITIZEN

*The W&W equivalent to a peasant*

**Armor Class** 10  
**Hit Points** 4 (1d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (0)	10 (0)	10 (0)	10 (0)	10 (0)	10 (0)

**Languages** English  
**Senses** Passive Perception 10

#### Actions

**Spell Casting** The Citizen is a 1st level spellcaster (spell save DC 10, + 2 to hit with spell attacks). The Citizen can cast any appropriate level spell from the spell list.

### TRAINED WIZARD/WITCH CITIZEN

*The W&W equivalent to a town guard*

**Armor Class** 13  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	13 (+1)	14 (+2)	13 (+1)	12 (+1)	10 (0)

**Languages** English  
**Senses** Passive Perception 11

#### Actions

**Spell Casting** The Citizen is a 8th level spellcaster (spell save DC 11, + 3 to hit with spell attacks). The Citizen can cast any appropriate level spell from the spell list.

### PURE-BLOOD GIANT

*Huge Creature, Chaotic*

**Armor Class** 13  
**Hit Points** 145 (12d12 + 48)  
**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

**Skills** Athletics +2, Perception +2

**Senses** Passive Perception 12

**Languages** Giant

**Challenge Rating** 5 (1,800 XP)

#### Actions

**Multiattack** The giant makes two greatclub attacks.

**Greatclub** Melee Weapon Attack: +8 to hit, reach 10 ft, one target. Hit: (3d8 + 5) bludgeoning damage.

**Rock** Ranged Weapon Attack: +8 to hit, range 60/240ft, one target. Hit: (3d10 + 5) bludgeoning damage.

# GOBLIN BLOOD

Certain stat blocks are taken from the W&W Monster Guide for the sake of a complete guide to NPCs:  
<https://www.gmbinder.com/share/-M-L89xL5z3-Lcl8F7T4#p45>

## GOBLIN BANKER

*Small* Credited from W&W Monster Book

**Armor Class** 10

**Hit Points** 21 (6d6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	11 (+0)	17 (+3)	13 (+1)	14 (+2)

**Saving Throws** Wis +3

**Skills** Stealth +2

**Senses** Darkvision 30 ft., Passive Perception 11

**Languages** Common, Gobbledegook

**Challenge** 1/8 (25 XP)

**Goblin Cunning.** The goblin has advantage on all Intelligence and Wisdom saving throws against magic.

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Fist.** Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 1 bludgeoning damage.

## GOBLIN GUARD

*Small* Credited from W&W Monster Book

**Armor Class** 13 (studded leather)

**Hit Points** 27 (6d6 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	12 (+1)	15 (+2)	14 (+2)	12 (+1)

**Saving Throws** Wis +4

**Skills** Stealth +3, Perception +4

**Senses** Darkvision 30 ft., Passive Perception 14

**Languages** Common, Gobbledegook

**Challenge** 1/2 (100 XP)

**Goblin Cunning.** The goblin has advantage on all Intelligence and Wisdom saving throws against magic.

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Spear.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

## GOBLIN WARRIOR

*Small* Credited from W&W Monster Book

**Armor Class** 15 (chain shirt)

**Hit Points** 36 (8d6 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	16 (+3)	15 (+2)	13 (+1)

**Saving Throws** Wis +4

**Skills** Perception +4

**Senses** Darkvision 30 ft., Passive Perception 14

**Languages** Common, Gobbledegook

**Challenge** 2 (450 XP)

**Goblin Cunning.** The goblin has advantage on all Intelligence and Wisdom saving throws against magic.

**Goblin-Wrought.** Any time the goblin is targeted by a spell that requires a ranged attack roll, roll a d6. On a 1 to 4, the goblin is unaffected. On a 5 to 6, the goblin is affected by the spell.

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

### Actions

**Multiattack.** The goblin makes two attacks with its shortsword.

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Javelin.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

# GOBLIN REBEL

*Small* Credited from Block\_nessie

Armor Class 12

Natural Armor (**Protego Maxima**) 15

Hit Points 55 (10d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (+0)	14 (+2)	14 (+1)	17 (+3)	13 (+2)	14 (+1)

**Saving Throws** Wis +4

**Skills** Magical Theory +6, Stealth +4

**Senses** Darkvision 30 ft., Passive Perception 13

**Languages** Common, Gobbledeigoogk

**Challenge** 5 (1,800 XP)

**Goblin Cunning.** The goblin has advantage on all Intelligence and Wisdom saving throws against magic.

**Goblin-Wrought.** Any time the goblin is targeted by a spell that requires a ranged attack roll, roll a d6. On a 1 to 4, the goblin is unaffected. On a 5 to 6, the goblin is affected by the spell.

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

## Metamagic

**Metamagic** The goblin has 10 sorcery points. it regains all its spent sorcery points when it finishes a long rest. It can spend its sorcery points on the following options:

**Careful Spell.** When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to your spellcasting ability modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw.

**Empowered Spell.** When you roll a spell's damage, you can spend 1 sorcery point to reroll a number of damage dice up to your spellcasting ability modifier (minimum one). You must use the new rolls.

**Quickened Spell.** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 Bonus Action for this casting.

## Actions

**Multiaattack.** The goblin makes two Bombarda attacks or one Bombarad attack and one Spellcasting.

**Bombarda.** Ranged Weapon Attack: +6 to hit, range 60ft., one target., Hit: (2d10) bludgeoning.

**Spellcasting.** The goblin casts one of the following spells using Intelligence (spell save DC 14, +6 to hit with spell attacks):

At Will: *Accio, Alohomora, Wingardium Leviosa*

3/day each: *Episkey, Incendio*

2/day each: *Fumos, Incarcerous, Ventus, Confringo, Confundo, Levicorpus/Liberacorpus*

1/day each: *Draconifors*

## Reactions

**Protego Maxima (2/day).** When a creature the goblin can see attacks it, the goblin can cast a fully encompassing protego around itself. The goblin will have a +3 bonus to AC, including against the triggering attack for up to 10 minutes with dedication. If the goblin is subjected to an effect that allows it to make a Strength or Dexterity saving throw to take only half damage, the goblin instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

# MUGGLE NPCS

## MUGGLE CITIZEN

**Armor Class** 11  
**Hit Points** 6 (1d6 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

**Saving Throws** Con +4  
**Senses** Passive Perception 12  
**Languages** Common

**Magic Prone** The Muggle has disadvantage on all Intelligence and Wisdom saving throws against magic.

**Full-Muggle Blood.** Any spells that target Muggles specifically affects this creature.

## MUGGLE POLICE OFFICER

**Armor Class** 15  
**Hit Points** 16 (3d6 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	15 (+2)	13 (+1)

**Saving Throws** Con +4  
**Skills** Athletics +4, Investigation +3  
**Senses** Passive Perception 12  
**Languages** Common

**Magic Prone** The Muggle has disadvantage on all Intelligence and Wisdom saving throws against magic.

**Full-Muggle Blood.** Any spells that target Muggles specifically affects this creature.

**Nimble** Advantage on Dexterity saving throws.

### Actions

**Nightstick** *Melee Weapon Attack:* +4 to hit, range 5ft., one target., *Hit:* (1d6 +2) bludgeoning.

**Pistol (Rubber Bullets)** *Ranged Weapon Attack:* +4 to hit, range 60ft., one target., *Hit:* (2d10) bludgeoning.

# DARK WIZARDS



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