

System Developed by Sara Jones and Kendra Mealy, 2005

Spells/Potions for you to know- You are applicable for some above of your year, but they will be more costly. Others not on the curriculum may be bought as well, but only with ST approval and a short explanation of why you have that particular spell. After Char Gen, anyone might be able to learn a spell or potion, but only in class or through research, or possibly from a student who is teaching them.

Key- C= Charms, D= DADA, T= Transfiguration

Spells you can just have- free, and free to use:

- Lumos - Creates light at wand tip C
- Nox - Counter to Lumos C

Spells you can just buy- 1 point each, free to use:

- Quietus- Counter spell for Sonorus C
- Relashio - Releases jets of red sparks. Used as beacons C
- Scourgify – cleaning charm C
- Sonorus - Amplifies voice C

Level 1: Age 14, or Third Form Spells

- Avis- Launches birds from your wand C
- Asulflagra– a portable fire used by Hermione in the PS on Snape's Robes C
- Arrete Crassus – used on broomsticks to help in stopping accurately C
- Oculus Conjunctiv- Damages opponents eyesight C
- Densaugeo - Enlarges Teeth T
- Diffindo- Splits seams C
- Engorgio - Enlarges and item T
- Extinguo– used to put out fires C
- Furnunculus - Produces boils on opponent T
- Fera ____ -turns objects into other objects T
- Flagrate – used to draw firey lines (used by Hermione in the MOM) C
- Magnante– turns wand into a compass (same as point me?) C
- Impervius - Makes an object repel water C
- Incendio - Starts a fire C
- Atremblo– makes legs wobbly uncontrollably C
- Davidatum – causes leeks to sprout from the person's ears C
- Orchideous - Conjures a bunch of flowers C
- Reducio - Returns items to original size. Counters Engorgio T
- Reparo - repairs broken objects (minor) C
- Rictusempra - Tickles opponent C
- Regurgiescarga– causes target to vomit slugs C
- Wingardium Leviosa - Makes on object fly C

Potions

- Levitating Potion- allows the drinker to levitate for half an hour of game time. Be forewarned. Improper brewing will result in not being able to return to the ground, and if you are outside can be most... unfortunate.

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- Hiccupping Potion- the drinker will begin hiccupping violently. If misbrewed, the drinker will become very aware of noises and hear imagined sounds as well. Warning, this potion, if not dealt with or taken only in small doses can lead to spontaneous combustion.
- Potion of Ambrosia- The drinker of this potion will enjoy the taste of everything that they eat or drink for the rest of the hour. Be forewarned, to take too much of a properly brewed potion within one day will make the drinker crave more food than he or she requires, and they may begin to attempt to eat inedible objects. Also, an improperly brewed potion will have the reverse of the intended effect, and these effects may last longer, causing the drinker to not wish to eat for days on end.

Level 2: Age 15, or Fourth Form

- Alohomora - Opens locked objects C
- Aparecium - Reveals invisible ink C
- Fledermastrate – creates bats that attack the face. C
- Auroro– sends person into a bewitched sleep. C
- Confundus - Used to confuse opponent C
- Gigigulum– used to make people happy C
- Dissendium - Opens hidden passages and or compartments nearby (“One eyed witch” hump) C
- Expelliarmus - Disarms your opponent C
- Fera _____ - turns animals (not people) into objects T
- Flipendo - Knocks an object backwards C
- Froicendio– used to turn the fire’s heat to a warm breeze, used by witches being burned at the stake C
- Estucadio- used mainly on quaffles. Enables charmed object to stick lightly to whatever it touches C
- Impedimenta- Slows an advancing object C
- Riddikulus - Use this spell and laugh to defeat a boggart T
- Severius– used to cut things C
- Waddiwasi - Unsticks an object C

Potions

- Nerve calming potion- Good to take before an exam, but if improperly brewed, it causes the drinker not to care about anything (physical harm, the exam they are taking, underage wizarding law...) for the hour duration. It is a very nasty shock to awake from a Nerve Stupor and find that one has been doodling pictures of fish all over one’s History of Magic exam and now only has 15 minutes left in the exam.
- Shrinking Potion- Will shrink the size of the drinker for a short while. To shrink objects, one must pour the potion on the object and speak an incantation. If misbrewed, it will cause one part of the object or person to shrink, but not all of them.
- Potion of Rage- often increases the strength of the drinker for the hour they are under the influence. However such a potion can be devastating if used on someone in a situation in which they need their calm wits about them.

Level 3: Age 16, or Fifth Form

- Accio ____- Summons an object C
- Babelonius – Causes target to talk uncontrollably and not be able to get out what they wish to say. C
- Refusio - sends objects away from you (opposite of the summoning charm) C
- Colloportus – used to seal doors. C
- Cache – used to hide things of a magical nature C
- Kalahari – dries up water C
- Evansco – a vanishing spell C
- Fera _____ - turns object into animal (not person) T
- Portfusuo –causes a person to grow fur. T
- Lenguo Perce – grows horn on the tongue of the target T
- Convectus - makes objects hover in the air C
- Wowowobius - (Hurling Hex) causes a broomstick to throw off its rider C
- Incarcerous – conjures thick ropes to bind C

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- Walabitus - reverses knees on victim. T
- Locomotor Mortis - Locks opponents legs C
- Mobiliarbus - Moves objects with wand C
- Protegeo – a shield charm D
- Serpensortia - Produces Snake C
- Whippetate – causes a part of the body of target to twitch uncontrollably C

Potions

- Anti-Gravity Mist- reverses gravity when walked on. Must be poured on an area to affect it. If improperly brewed, this potion will function as the knee reversing hex on anyone who walks on it.
- Potion of Imitation- This potion allows the drinker to imitate the voice of the person or thing that made the first sound that the potion is exposed to. Naturally, this potion must be brewed in complete silence, and is thus very difficult to brew correctly, as at any point after it has reached a boil (and it must simmer for a half hour at the least) the potion will absorb the sounds in the room. If it is brewed in complete silence, then the potion can be bottled and opened when the desired voice is being used to absorb the sound. The drinker can recork the potion to be used at a later time. Be forewarned, it is possible to create the potion well and still have a fatal error- the potion may absorb the voice of the imitator and temporarily (until the potion is drunk and used for the duration of an hour) rob the imitator of their own voice. The perpetrator will often be caught.
- Potion of Energy- This potion, when properly brewed, will give the drinker a fair amount of energy (excellent for a hard day of spell casting) and stamina, but the ingredients are difficult to find and if improperly brewed the potion will temporarily turn the drinker into a fish.

Level 4: Age 17 or Lower Sixth Form (“Pre-NEWTs”)

- Subaquanus – encloses head in a bubble of air C
- Enervate - Counters Stupefy C
- Fera _____ - turns self into something else T
- Finite Incantatum - Stops any current spells C
- Imperturbable – magical barrier to prevent eavesdropping C
- Mobilicorpus - Moves unconscious bodies C
- Petrificus Totalus - Body-Bind C
- Immobilus – (Permanent Sticking Charm) sticks item making it extremely difficult to remove C
- Reducto - Blasts solid objects aside C
- Silencio – used to silence something C
- Tarantallegra - Forces opponent to dance C

Potions

- Sleeping Draught- Causes drinker to fall asleep for 10 minutes of game time. If improperly brewed, the drinker’s voice will be amplified and shrill and cause a health level of damage to any who hear them speak over the next 10 minutes.
- “Bodyswap” Potion- when taken by two drinkers who have each put in a drop of blood, these two can switch bodies for a short while. It is not a potion of transfiguration, rather, it is a potion that allows a sort of mind swap, and the drinkers will find their minds in each others bodies. NOT TO BE DRUNK BY MORE THAN TWO WIZARDS AT A TIME. This potion must be rebrewed for each use. If wizard one drinks before wizard two, then the result will be that wizard two ends up sharing their body with wizard one. This can be dangerous if Wizard two is unwilling, and weaker, as Wizard one will essentially have control of Wizard two’s body for a period of an hour or so. If only a small portion of the potion is drunk, then the effect can be more of a synergy. A form of weak telepathy, if you will, again, lasting only an hour. NB- it is possible for a third party to tell if this potion has been used either by using veritaserum, which immediately sends wizards jolting back to their own bodies, or by a spell known primarily by aurors called the “Virtucorpus” spell, which causes a person who is not in their correct body to appear blurry.
- Aging Potion- allows the drinker to be aged temporarily (ask ST for duration). If improperly done, it will cause the drinker to age backwards in evolution.

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- Mending Potion- can be used to mend broken bones if ingested, poured on wounds to close them. However, if this potion is not properly brewed, it may cause memory loss, or worse, a worsening of the injury.

Level 5: Age 18, or Upper Sixth Form (“NEWTs”)

- Attacio – used to tie or bind things with magical ropes or chains. C
- Destruo - used to destroy objects or blast people to the ground C
- Expecto Patronem - Creates a Patronus D
- Fera _____ - turns someone else into something else T
- Homorphus – Restores Transfigured people to original state T
- Ennuibium – used to repel Muggles from Wizard gatherings C

- Stupefy - Knocks out opponent C

- Legerdimio – used in Transfiguration to switch objects

- Diamante - causes an item to become unbreakable C

Potions

- Heightening Potion- this potion will provide the drinker with better hearing, smell, taste, vision, etc. for half an hour of game time. If improperly brewed, the drinker will hear voices and suffer paranoia until the effects wear off.
- Polyjuice Potion- allows the drinker to change form for one hour into a person whose hair (or some other bit of them) they have added to the potion. WARNING- FOR HUMAN TRANSFORMATIONS ONLY.
- Befriending Brew- Convinces drinker that the first person they see is their best friend. Negative effects from improper creation will cause the drinker to believe that the first person they see is a disgruntled hinkypunk.

Spells and Potions not on the Curriculum

Note- some students may wish to make up their own spells or potions. It may be possible, but we'll require a story (transmitted verbally or by e-mail) that we feel is appropriate to the creation of such a potion or spell.

Spells

- Majoritus – Creates a barrier unpassable by people below a certain age C
- Tattitellus – Anti Cheating spell C
- Avada Kedavra- kills someone C (unforgivable)
- Crucio- causes excruciating pain C (unforgivable)
- Deletrius - Counters "Prior Incatato" C
- Fidelius - Hides a secret within someone C
- Imperio - Controls a person C (unforgivable)
- Inebrium- Makes the target drunk C
- Obliviate Charm - Erases memories C
- Portus – transforms object into a Portkey T
- Prior Incantato Spell - Reveals the last spell the wand cast C

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- Unbreakable Vow – (No verbal charm) The charm has three principals- the recipient and oathgiver, and the bonder, who places the tip of their wand over the clasped hands of the recipient and oathgiver and summons the power of their wand to enforce the vow, which must be constructed in three statements.
- Sinloca – used to hide Magical areas such as Hogwarts, 12 Grimmauld Place, Drumslange & Beaubaxons C

Potions

- Elixir of Love “Amortentia”- the first person that the drinker sees will become the object of the drinker’s affections. The drinker will have a hard time keeping their adoration quiet and if properly brewed, the potion can be quite lasting. If improperly brewed the drinker will turn a violent shade of Orange and sing loveballads off key. This may not sound that awful, but many know the affects of a poorly made love potion, and to use it on someone unwilling is not punished lightly.
- Felix Felicatus- is imbued with luck and will get 3 free retests where we normally don’t allow them. Bear in mind that this potion is difficult to brew, and takes at least a month. And if overused, the side affects can be lousy, and will ST discretion.
- Shriveling potion- Causes some portion of the drinker to shrivel and turn black. Specific bodyparts are not specified.
- Veritaserum- the drinker will be forced to answer truthfully any question put to them for the next 10 minutes game time.

Special Abilities

Metamorphmagus- able to change appearance

Animagus- able to change into a specific animal

Legilimency- able to read others emotions and, to a lesser degree, thoughts using the charm “legilimens.”

Occlumency- able to conceal one’s thoughts and emotions from those with legilimency.

Parseltongue- able to understand the language of snakes