

Lvl	Spell name <i>Incantation</i>	Description	Spell Type & Power roll	Resistance or Resistance roll	DR increase	Damage	Other effects In combat	Other effects Out of combat	Notes
1	Extinguishing Charm	Extinguishes fires.	MP + TRA	Flames' strength					
1	Hot-Air Charm	Produces a jet of hot air.	MP + CHM						Hot enough to dry, but not to burn
1	Fire-Making Spell <i>Incendio</i>	Produces a jet of flames.	MP + TRA	CON + Fire Resist (if any)		1 d4 / suc. Recurring (fire)			
1	Levitation Charm <i>Wingardium Leviosa</i>	Makes an object float. It can also be slowly move while in the air.	MP + CHM		Target's weight				Doesn't work on living creatures.
1	Locking Charm <i>Colloportus</i>	Locks a lock and adds a magical protection preventing the lock to be physically unlocked.	MP + CHM						Works on any type of physical lock.
1	Leg-Locker Curse <i>Locomotor Mortis</i>	Binds the target's leg together.	MP + DA	CON / 2			Duration: 2 rounds / suc.	Duration: 20 minutes / suc.	
1	<i>Pack</i>	Packs luggage.	CHM						
1	Mending Charm Reparo	Repairs objects.	MP + CHM		Size and damage taken				
1	Severing Charm <i>Diffindo</i>	Cuts the target.	MP + CHM	Resistance of the object or CON		1 d4 / suc. Recurring (bleeding)			
1	Sparks <i>Vermilious</i> (red) <i>Periculum</i> (green)	Produces a jet of sparks. Can be used as a flare.	MP + CHM	CON		1 d4 / 3 suc.			
1	<i>Spongify</i>	Softens the target and gives it a rubbery and bouncy texture.	MP + CHM						
1	Unlocking Charm <i>Alohomora</i>	Unlocks a lock.	MP + CHM	Strength of the magical lock (if any)					Works on any type of physical lock.
1	Wand-Lighting Charm <i>Lumos</i> <i>Nox</i> (counter-spell)	Produces light at the tip of the caster's wand.	-						

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1*	<i>Lumos Solem</i>	Conjures a powerful ray of light, similar to sunlight.	MP + TRA	CON		If targeting the eyes : 1 Serious Wound If the creature has a light sensitivity 1 d4 / suc.	If targeting the eyes : DR+3 to Accuracy rolls Duration : until cured	If targeting the eyes, burns the target's retinas and can only be cured with specialized magical care.	1
1*	Unlocking Charm <i>Open Sesame</i>	Opens a door by removing it from its hinges and tearing it to shreds	MP + CHM	Door's strength					Works on any type of physical doors.
1*	Unlocking Charm <i>Portaberto</i>	Opens a door by breaking its lock.	MP + CHM	Lock's strength					Works on any type of physical lock.
2	Amplifying Charm <i>Sonus</i> <i>Quietus</i> (counter-spell)	Amplifies the target's sound volume.	MP + CHM						
2	<i>Arresto Momentum</i>	Reduces the target's velocity. If forceful enough, it can stop the target.	MP + CHM				1/3 of the target speed / suc. Duration: 1 round / suc.	1/3 of the target speed / suc. Duration: 10 minutes / suc.	The speed reduction applies to every movement, which effectively decrease the target's OA and DA per round and Initiative roll, if any.
2	<i>Avifors</i>	Morphs an object into a bird.	MP + TRA		Size + Complexity				
2	Bluebell Flames	Produces warm waterproof blue flames that do not burn.	MP + CHM						
2	<i>Colovaria</i>	Changes the target's color.	MP + CHM						
2	Dancing Feet Spell <i>Tarantallegra</i>	Makes the target's feet dance uncontrollably.	MP + CHM	CON / 2			Duration: 1 round / suc. which moving voluntarily is impossible DR +2 Dodge rolls	Duration: 10 minutes / suc. which moving voluntarily is impossible	

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2	Hex-deflection Spell <i>Salvio Hexia</i>	Deflects spells.	MP + CHM	Strength deflected spell		The Defender starts with their Deflection spell Power roll. If it is equal or greater than that of the deflected spell strength, the deflection succeeds. If the deflection fails, half the successes (rounded down) of the Deflection spell mitigate the Attacker's spell. When the deflection succeeds, the Defender choose a target and do an Accuracy roll as if they casted the spell. The Spell strength stays the same.			
2	Descendo	Applies a downward force to the target.	MP + CHM	Strength	Size	1 d4 / 2 suc.			
2	Disarming Charm <i>Expelliarmus</i>	Disarms the target.	MP + CHM	Magical grip, if any			Object flung at 1 m / suc. At 4 or more successes, the disarmed object can be flung toward the caster.		
2	Engorgement Charm <i>Engorgio</i>	Enlarges the target.	MP + CHM	CON / 2			20 % size increase / suc. Duration: 3 rounds / suc.	20 % size increase / suc. Duration: 30 minutes / suc.	If the spell is too forceful, the target may pop.
2	<i>Everte Statum</i>	Forcefully knocks the target backward.	MP + CHM	STR / 2  If the spell is successful, CON if the target hits something		Depends on the strength and hardness of the surface of impact and the velocity.	Success: 1 = 10 m; 2 = 20 m; 3 = 40 m; 4 = 80 m; 5 = 160 m		
2	Feather-light Charm	Reduces the target's weight	MP + CHM	CON / 2			20% weight reduction / suc. Duration: 2 rounds / suc.	20% weight reduction / suc. Duration: 10 rounds / suc.	
2	Fire-Freezing Charm	Renders flames harmless	MP + CHM	Strength of the flames					
2	<i>Flipendo</i>	Knocks back the target.	MP + CHM	STR / 2			1 m / suc.		
2	General Counter-Spell <i>Finite Incantatem</i>	Cancels the effect of spells.	MP + CHM	Strength of the original spell					The successes are cumulative.

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2	<i>Immobulus</i>	Immobilizes one or many moving targets (in mid-air, if applicable) and can also deactivate electronics like alarm panels.	MP + CHM	CON / 2			Duration: 1 round / suc. Spread of 1 m / suc.	Duration: 10 minutes / suc. Spread of 1 m / suc.	The target cannot move at all.
2	<i>Locomotor</i>	Levitates the target a few inches from the ground so it can be moved by the caster's will.	MP + CHM		Weight		Moving speed is increased with each success		More accurate and quicker than Wingardium Leviosa. Works on living being.
2	<i>Lumos Maxima</i>	Emits a powerful and blinding flash of light.	MP + CHM	Wits (to think to close their eyes). If failed, CON / 2		If the creature has a light sensitivity 1 d4 / 2 suc.	Adds a 1 d10 pain penalty to all rolls and DR+3 to Accuracy rolls Duration : 1 round / suc.	Adds a 1 d10 pain penalty to all rolls and DR+3 to Accuracy rolls Duration : 10 minutes / suc.	Targets everyone in a 20 m radius, allies and foes.
2	<i>Mobiliarbus</i>	Levitates plants a few inches from the ground so they can be moved.	MP + CHM	Roots strength	Plant's weight				More efficient for plants than Locomotor and Wingardium Leviosa. Can also uproot plant.
2	<i>Orchideous</i>	Conjures a flower bouquet.	MP + TRA						
2	Revealing Charm <i>Aparecium</i>	Cancels invisibility or concealing spells on the target.	MP + CHM	Strength of the concealing spell					
2	Shrinking Charm <i>Reducio</i>	Shrinks an object. Can be used on living beings, but it is extremely complex and dangerous.	MP + CHM	CON / 2	DR +4 if a living being		-20 % size / suc.		
2	<i>Snufflifors</i>	Morphs an object into a mouse.	MP + TRA		Size + Complexity				
2	Tickling Charm <i>Rictusempra</i>	Tickles the target intensely.	MP + DA	Willpower to negate the effect for one action			DR +1 / 2 suc. for all rolls Duration : 2 rounds	DR +1 / 2 suc. for all rolls Duration : 20 minutes	

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2	<i>Vera Verbo</i>	Morphs a small animal into a glass.	MP + TRA		Complexity				
2*	<i>Arania Exumai</i>	Forcefully knocks arachnids backward.	MP + CHM	Willpower			The arachnid must make a Willpower roll to stand its ground.		
2*	Babbling Curse	Makes the target babble incoherently.	MP + DA	CON / 2			1 round / suc. can't talk properly	10 minutes / suc. can't talk properly	
2*	<i>Calvorio</i>	Makes the target's hair fall off.	MP + CHM	CON / 2					
2*	<i>Colloshoo</i>	Sticks the feet or shoes of the target to the floor as if they were glued.	MP + CHM	STR / 2			DR +3 for Dodge rolls Duration : 1 round / suc.	DR +3 Dodge rolls Duration : 10 minutes / suc.	
2*	Ear-Shrivelling Curse	Shrivels the target's ears.	MP + DA	CON / 2			DR +1 for general Awareness rolls DR +3 for sound Awareness rolls Duration : until cured		Can be cured with a general counter-spell.
2*	<i>Erecto</i>	Erects tents or other structures.	MP + CHM	Size of the structure					
2*	Finger-Removing Jinx	Removes the target's fingers, without pain.	MP + DA				Until undone		
2*	<i>Furnunculus</i>	Covers the target in boils.	MP + DA	CON / 2			1 d10 / 3 suc. penalty to all rolls		Painful, without wounds. Can only be cured with potions.
2*	Jelly-Fingers Curse	Renders the target's fingers like jelly, so they can't be used.	MP + DA	CON / 2			DR +4 DEX rolls involving hands Duration : until cured		Can be cured with a general counter-spell.
2*	Jelly-Legs Curse <i>Locomotor Wibbly</i>	Renders the target's legs unable to support weight for a few seconds, causing the target to fall down.	MP + DA	CON / 2			Falls down. Legs can't support weight. DR +3 for any rolls involving leg movement Duration : 10 sec. (1 round)		
2*	Knee-Reversal Hex	Reverses the target's knee, so that they're at the back of the legs, without pain.	MP + DA	CON / 2			DEX + Athleticism roll to stay standing DR +3 for any rolls involving leg movement		The same spell can be used as a counter-spell.
2*	<i>Serpensortia</i>	Conjures a snake.	MP + TRA				The better the roll, the bigger and more dangerous the snake.		

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2*	<i>Slugulus Eructo</i>	Makes the target puke slugs.	MP + DA	CON / 2			DR +2 all rolls Duration : 1 round / suc.	DR +2 all rolls Duration : 10 minutes / suc.	No counter-spell works to cure it, only time.
2*	<i>Steleus</i>	Makes the target sneeze uncontrollably.	MP + DA	CON / 2			DR +1 all rolls DR +4 Stealth rolls Duration: 1 round / suc.	DR +1 all rolls DR +4 Stealth rolls Duration: 10 minutes / suc.	
2*	Tongue-Tying Curse <i>Mimblewimble</i>	Prevents the target to speak (and to cast verbal spells)	MP + DA	CON / 2			Duration: 1 round / suc.	Duration: 10 minutes / suc.	
3	<i>Ascendio</i>	Propels the caster upward.	MP + CHM				10 m / suc.		Can only be used on the caster himself.
3	<i>Bombarda</i>	Blasts the target, as if it was hit by a blunt object, ranging from a punch to a cannonball.	MP + CHM	CON		2 d4 / suc.	Knocks the target backward 1 m / suc.		
3	<i>Carpe Retractum</i>	Conjures a magical energy rope in the form of a lasso, from the tip of the wand.	MP + TRA	STR and/or Weight (against caster's STR)					While the lasso is active, the caster cannot cast any other spells with this wand
3	<i>Draconifors</i>	Morphs an object into a dragon of the same size.	MP + TRA		Size + Complexity				
3	<i>Ducklifors</i>	Morphs an object into a rubber duck.	MP + TRA		Size + Complexity				
3	<i>Ferula</i>	Conjures a splint on a wounded limb and reduce the pain.	MP + CHM				Reduce one limb wound penalty by 2.		Doesn't heal wound.
3	<i>Flagrate</i>	Used to make fiery tracing in the air (letters, drawings, etc.)	MP + TRA		Complexity of the tracing				The tracings are harmless and can be moved around by the caster.
3	Full-Body Bind Curse <i>Petrificus Totalus</i>	Locks the target's limbs to their body and immobilize it. The target stays conscious. Works on targets the size of an adult human or smaller.	MP + DA	CON / 2			Duration: 1 round / suc.	Duration: 10 minutes / suc.	

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3	<i>Fumos</i>	Conjures a smoke cloud from the tip of the caster's wand.	MP + CHM				DR +1 / suc. Accuracy rolls (in or through the smoke)		
3	<i>Glacius</i>	Conjures extreme cold in from of the caster's wand (does not create ice)	MP + CHM	CON + Cold Resistance		1 d4 / 2 suc.			
3	<i>Herbifors</i>	Morphs the target's hair into flowers.	MP + TRA						
3	<i>Impedimenta</i>	Immobilizes the target.	MP + CHM	CON / 2			Duration: 2 rounds / suc.	Duration: 20 minutes / suc.	
3	<i>Impervius</i>	Renders the target waterproof.	MP + CHM						
3	<i>Lapifors</i>	Morphs an object into a rabbit.	MP + TRA		Size + Complexity				
3	<i>Revelio</i>	Cancels the effect of concealing and invisibility spells around the caster.	MP + CHM	Spell Strength of the concealment			Radius of 10 m		
3	<i>Riddikulus</i>	Banish a Boggart by giving it ridiculous look.	MP + CHM						The caster must first succeed a WP roll, DR 8. They must also laugh at the Boggart after casting the spell.
3	<i>Scourgify</i>	Scours the target.	MP + CHM						
3	<i>Ventus</i>	Conjures a strong gust of wind.	MP + CHM						
3*	<i>Anteoculatia</i>	Grows antlers of the target's head.	MP + TRA				DR +1 Stealth rolls		
3*	Anti-Cheating Spell	Prevents cheating. Casted on parchments, quills, etc.	MP + CHM						
3*	<i>Cistem Aperio</i>	Forcefully opens a container, locked or not.	MP + CHM						
3*	Cribbing Spell	Used to counter anti-cheating spells.	MP + CHM	Spell Strength of the Anti- Cheating spell					

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3*	<i>Epoximise</i>	Sticks the target to something, as if superglued.	MP + CHM	STR					
3*	<i>Oscausi</i>	Seals someone's mouth shut. The victim's mouth would appear as if it was never there, with skin covering the area.	DA + CHM	CON / 2			Mutes the target (cannot cast verbal spells).		A counter-spell, such as is Finite Incantatem, necessary to remove its effect.
3*	Sardine Hex	Makes the target sneeze sardines.	MP + DA	CON / 2			DR +2 for all rolls DR +4 for Stealth rolls Duration : 2 rounds / suc.	DR +2 for all rolls DR +4 for Stealth rolls Duration : 20 minutes / suc.	
4	<i>Alarte Ascendare</i>	Propels the target straight up into the air.	MP + CHM				10 m / suc.		
4	Banishing Charm <i>Depulso</i>	Propels the target towards a specific location in the caster's field of view.	MP + CHM						
4	Conjunctivitis Curse	Afflicts the target with conjunctivitis. Must target the eyes.	MP + DA	CON / 2	DR +2 to hit the eyes	2 Light Wounds	DR +4 Accuracy rolls and PER rolls (eyes only)		Can be cured with an Oculus potion.
4	Flying Charm	Gives the target the ability to fly (with a wizard pilot).	MP + CHM		Size + Complexity		The target's handling (DR of the DEX + Athleticism rolls) is 10 minus 1 / 2 suc.		
4	<i>Herbivicus</i>	Makes a plant grow very quickly.	MP + CHM						
4	<i>Mobilicorpus</i>	Levitates living being or corpses in an upright position.	MP + CHM	CON / 2	Weight				More efficient to move people than Locomotor, target cannot move freely.
4	<i>Orbis</i>	Sucks the target into the ground.	MP + CHM	STR (to get out of soft ground)			30 cm / suc.		
4	<i>Relashio</i>	Releases the target from any physical bindings (ropes, chains, etc.).	MP + CHM						



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4	Reviving Spell <i>Rennervate</i>	Awakens the target, or makes it regain consciousness.	MP + CHM						Can be used as a counter-spell to the Stunning Spell.
4	Shield Charm <i>Protego</i>	Conjures an invisible and temporary shield that blocks spells and physical threats, in a semi-spherical shape in front of the caster's wand.	MP + CHM				1 suc. of magic attack blocked / suc. OR 2 suc. of physical attack blocked / suc.		
4	Stunning Spell <i>Stupefy</i>	Dazes or knocks out the target.	MP + CHM	CON		1 d4 / 2 suc.	1 round / suc. unconscious DR +1 all rolls -1 initiative / suc. for 1 round / suc. after regaining consciousness	10 minutes / suc. unconscious DR +1 all rolls for 10 minutes after regaining consciousness	
4	Summoning Charm <i>Accio</i>	Summons a specific object to the caster.	MP + CHM		Distance from the caster + Accuracy of the call				Some magical objects may be protected against such summons.
4	Switching Spell	Switches the location of two objects of similar size.	MP + TRA		Size + Complexity				The caster must know where the two objects are located, and one must be within line of sight.
4*	Killing Curse <i>Avada Kedavra</i>	Kills the target instantaneously, without pain. Cannot be blocked with protective spells.	MP + DA						A Willpower roll of 4 successes is necessary to cast that spell. The caster must truly want the target dead.
4*	Bag-Bogey Hex	Morphs the targets boogers into bats that then attack it.	MP + DA	CON / 2			DR +2 all rolls		

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4*	Cruciatus Curse <i>Crucio</i>	Inflicts intense pain to the target. Cannot be blocked or dodged. The target must only be in the caster's field of view.	MP + DA	WP		-1 Willpower point / suc. If not more points are available, the target loses a level of Willpower permanently	Lose 1 round if not completely resisted.		A Willpower roll of 3 successes if necessary to cast that spell. The caster must truly want the target to suffer.
4*	<i>Densaugeo</i>	Makes the target's front teeth grow quickly to about 10 cm.	MP + DA				DR +1 to Social rolls DR +2 to Power rolls for spells		The Shrinking Charm can be used as a counter-spell.
4*	Four-Point Charm <i>Point Me</i>	After casting this spell, the wand, placed in the caster's hand, will act as a compass, pointing north.	MP + CHM						
4*	Gripping Charm	Makes the target easier to grip.	MP + CHM						
4*	Hurling Hex	Makes an object shakes violently. Cannot be dodged.	MP + DA	STR or DEX + Magical grip (to hold on to it)					
4*	<i>Illegibilus</i>	Renders a text unreadable.	MP + CHM						

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4*	Imperius Curse <i>Imperio</i>	Puts the living target into a thrall state. The target must do what the caster wants. The target must be in the caster's field of view.	MP + DA + WIL	WP + OCC Resistance rolls' successes are cumulative. A resistance roll is made for every undesired action demanded from the target or for every wound received.			The target doesn't feel pain (no Wound penalties) and can do stuff that it couldn't normally do.		The target usually doesn't have any memories from the moment when it's been enthralled, but can try to remember things with a Willpower roll. The orders can be given by the caster telepathically across great distances.
4*	Intruder Charm	Placed on a specific location, it detects intruders and sounds an alarm.	MP + CHM						What constitutes an intruder is determined by the caster when casting the spell.
4*	Stinging Jinx	Causes a stinging pain and severe swelling to the target's affected area.	MP + DA				DR +1 / 2 suc. all rolls of affected area only Duration: 10 minutes / suc.		
5	<i>Anapneo</i>	Clears the target's obstructed airways.	MP + CHM						
5	<i>Cantis</i>	Makes the target sing uncontrollably (cannot cast verbal spells)	MP + CHM				No Stealth roll can be made, unless the defender is deaf		
5	Cheering Charm	Makes the target feel content and happy.	MP + CHM				If the spell is too powerful, it can cause hysteria.		
5	<i>Episkey</i>	Heals wounds, but not designed for severe trauma.	MP + CHM				1 Healing Point / suc. (max 3 / roll)		
5	Hardening Charm <i>Duro</i>	Morphs an object into solid stone.	MP + TRA		Size + Complexity				

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5	Human-presence-revealing Spell <i>Homenum Revelio</i>	Reveals a silhouette of humans nearby to the caster, visible through walls.	MP + CHM				20 m range / suc., for 30 seconds.		The target feel the spell if they succeeds a WIT roll, DR 8
5	Patronus Charm <i>Expecto Patronum</i>	Summons a guardian of light made from the caster's positive emotions, to repel evil creatures and their influence.	CHM + WIL	WP					
5	Reductor Curse <i>Reducto</i>	Reduces the target to crumbs or dust. If used on a living being, causes minor internal injuries.	MP + DA	CON (for living beings)	Size	1 d4 / 2 suc.			
5	<i>Reparifarge</i>	Returns the transfigured target to their original form	MP + TRA		Same DR as the initial transfiguration spell				
5	<i>Silencio</i>	Mutes the target (cannot cast verbal spells).	MP + CHM	WP	DR +1 for more talkative creatures (humans, ravens, toads, etc.)		2 round / suc.	20 minutes / suc.	
5	Vanishing Spell <i>Evanescio</i>	Sends the target into non-being, effectively making it disappear.	MP + TRA	CON / 2	Size + Complexity				The vanished target can be summoned back, if the caster knows what it is, where it was and is skilled enough.
5*	Tracking Spell <i>Appare Vestigium</i>	Reveals and illuminates traces of recent magical activity, including magical footprints and track marks.	MP + CHM				5 m / suc.		

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5*	Arrow-Shooting Spell	Conjures and fires physical arrows from the tip of the wand towards a target.	MP + TRA			1 d4 / suc. per arrow	1 arrow / suc. (Multiple wounds)		
5*	Bedazzling Charm	Changes how the target is seen by anyone looking at it, into something innocuous.	MP + CHM	WIT + AWA					
5*	Bubble-Head Charm	Conjures a large air bubble around the target's head.	MP + TRA						
5*	Caterwauling Charm	Placed on a specific location, it detects intruders and sounds as a pack of caterwauling cats.	MP + CHM						What constitute an intruder is determined by the caster when casting the spell.
5*	Cushioning Charm	Conjures an invisible cushion on the target.	MP + CHM						
5*	<i>Glisseo</i>	Morphs a stair into a slide.	MP + TRA						
5*	<i>Oppugno</i>	Makes the target (object or living being) physically attack another target uncontrollably.	MP + CHM	WP if a living being	Size (if an object)				Enchanted objects can fly around to attack their target.
5*	Refilling Charm	Refills a container with the last liquid it contained. Do not work on liquids with magical properties.	MP + CHM						
5*	<i>Reparifors</i>	Heals minor effects from potions or spells, like paralyzis.	MP + CHM						
5*	Supersensory Charm	Increases the targets perception.	MP + CHM				+1 PER / 2 suc. Duration: 1 hour		
5*	Unbreakable Charm	Makes the targeted object physically unbreakable.	MP + CHM				+2 CON roll suc. / suc. against physical attacks		

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5*	Unbreakable Vow	Seals the Unbreakable Vow of two willing persons. If the vow is broken, the offender dies.	-						The vow can be cancelled if the two persons wish it, with the help of a wizard to cast the spell.
6	<i>Aguamenti</i>	Conjures a jet of water from the wand's tip.	MP + TRA						
6	Basic Conjuraton	Conjures an object or a living being, of small or medium size.	MP + TRA		Size + Complexity				
6	Basic Transfiguration	Morphs an object or a living being, of small or medium size into something else.	MP + TRA		Size + Complexity (of target and intended result)				
6	Bird-Conjuring Charm <i>Avis</i>	Conjures a flock of small bird. Very loud spell.	MP + TRA				Size and quantity of birds is determined by the successes of the Power roll.		
6	Blasting Curse <i>Confringo</i>	Procuces a fiery explosion.	MP + DA	CON and Fire Resistance, if any		3 d4 / suc. Recurring (fire)  Any target within the blast radius (1 m / suc.) takes half the damage	Knocks back 2 m / suc. anything within the blast radius.		
6	Confundus Charm <i>Confundo</i>	Renders the target susceptible to suggestions.	MP + CHM				+1 to the next Charisma or Manipulation roll suc. / suc.		
6	<i>Deprimo</i>	Applies an immense downward pressure on the target.	MP + CHM	CON		2 d4 / suc. -1	The target loses a round and is knocked flat to the ground.		
6	Drought Charm	Dries up small pool of liquid.							
6	<i>Incarcerous</i>	Conjures ropes that automatically bind the target.	MP + TRA	STR			Rope strength is equal to the number of successes of the Spell Strength		

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6	<i>Obscura</i>	Conjures a blindfold on the target's eyes that can only be removed magically.	MP + TRA				DR +3 PER roll DR + 4 Accuracy rolls		Can be used on people inside paintings.
6	Siphonning Charm <i>Tergeo</i>	Siphons and vanishes liquids.	MP + TRA						
6*	<i>Avensequim</i>	Charms an object to tracks its last owner.	MP+ CHM						
6*	Atmospheric Charm	Create or changes the weather.	MP + CHM	Strength of the weather	Scale of the weather				Can be used inside.
6*	Bewitched Sleep	Places the target into a magical slumber.	MP + CHM	WP / 2			Duration: 30 min. / suc.		Acts as suspended animation: the target doesn't need to breathe, to eat, to drink and recurring wounds do not apply. All vitals functions and aging are stopped.
6*	<i>Expulso Curse</i>	Produce an intense blast, without flames.	MP + DA	CON		3 d4 / suc.  Any target within the blast radius (1 m / suc.) takes half the damage	Knocks back 5 m / suc. anything within the blast radius.		
6*	<i>Flagrante Curse</i>	Renders the object burning to the touch, even through clothes.	MP + DA	CON and Fire Resist		1 d4 / suc. (per touch, per round or per 5 seconds)			
6*	Fogging Spell <i>Nebulus</i>	Charms the air and moisture in it to produce thick fog from the tip of the wand.	MP + CHM						If powerful enough, can fog a whole neighborhood or town. Patented charm from the Ministry of Magic..
6*	Forgetfulness Charm <i>Obliviate</i>	Erases or modify one or many of the target's memory.	MP + CHM	WP (if conscious)	Complexity of the memories		If failed, a Chance roll is made. If 5 or less, the target loses memories (of the GM's choosing). If critically failed, the target's		Can be reversed with a Memory Potion, if the charm was performed correctly.

Lvl	Spell name <i>Incantation</i>	Description	Spell Type & Power roll	Resistance or Resistance roll	DR increase	Damage	Other effects In combat	Other effects Out of combat	Notes
6*	<i>Geminio</i>	Conjure exact copies of an object, without its magical properties, if any.	MP + TRA		Size + Complexity				The copies degrades faster with time and wear than the original.
6*	Imperturbable Charm	Creates an invisible barrier on the target that repels everything physical, including sounds.	MP + CHM				+1 CON roll suc. / suc. against physical attacks		
6*	Legilimency Spell <i>Legilimens</i>	Give the caster the ability to probe the mind of the target.	LEG				See Legilimency		
6*	<i>Meteoljinx Recanto</i>	Cancels weather-affecting spells.	MP + CHM	Strength of the spell to cancel			Successes count double.		
6*	Portkey Charm <i>Portus</i>	Makes the targeted object into a Portkey.	MP + CHM						The Portkey destination must have been physically visited by the caster. Illegal to make without the Ministry of Magic's approval.
6*	Protean Charm	Creates a magical link between identical objects. Any physical change applied to one is applied to all.	MP + CHM		Size + Complexity				The copies modified by the spell become warm to the touch, for a few seconds.
6*	Silver-Arrows Curse	Sends streams of silver light at the target, piercing flesh like arrows.	MP + DA	CON		1 d4 / suc. per stream	1 stream / suc. (multiple wounds)		
6*	<i>Surgito</i>	Removes mind-altering enchantments from the target, such as love or confusion enchantments	MP + CHM	Strength of the enchantment to cancel					May be able to help a target break free of an Imperius curse.
7	Advanced Conjuration	Conjures an object or living being.	MP + TRA		Size + Complexity				DR is less than those of Basic Conjuration for the same conjuration.



Lvl	Spell name <i>Incantation</i>	Description	Spell Type & Power roll	Resistance or Resistance roll	DR increase	Damage	Other effects In combat	Other effects Out of combat	Notes
7	Advanced Transfiguration	Morphs the target into something else.	MP + TRA		Size + Complexity (of target and intended result)				DR is less than those of Basic Transfiguration for the same transfiguration.
7	Disillusionment Charm	Conceals the target like a chameleon, taking the colour and texture of that which is behind and around them.	MP + CHM	PER			+1 suc. to Stealth rolls (eyes only) / suc. Duration: 10 minutes		
7	Gouging Spell <i>Defodio</i>	Gouges the target, removing big chunks.	MP + CHM	Object strength or CON					Cannot be used on living being.
7*	Age Line	Conjures an invisible barrier that cannot be crossed by people of a certain age, determined by the caster.	MP + CHM	1 OA / 2 m of barrier length			If an intruder tries to cross, it is thrown backward.		To cancel its effect, a Finite Incantatem can be cast, but it needs double the successes of the Spell Strength. Cannot be fooled by aging potions or other means.
7*	Anti-apparition / Anti-Disapparition Charm	Prevents apparition and/or disapparition at the caster's location.	MP + CHM		Size of the area to enchant				
7*	Fiendfyre	Conjures an uninterrupted flow of flames infused with dark magic and malicious intent to destroy everything and everyone in its path.	MP + DA	CON and Fire Resistance		4 d4 / suc. Recurring (fire)	The caster must make a WP roll equal or higher than the Spell Strength to keep control of the flames. Else, it attacks anything indiscriminately until there's nothing else to burn.		Can destroy even the most magical of objects..
7*	Homorphus Charm	Morphs back a transfigured human into their original form. Works temporarily on lycans and Animagi.	MP + TRA	Strength of the transfiguration. WP (for an Animagus)			For lycans and Animagi, new transformation is impossible for 10 minutes		

Lvl	Spell name <i>Incantation</i>	Description	Spell Type & Power roll	Resistance or Resistance roll	DR increase	Damage	Other effects In combat	Other effects Out of combat	Notes
7*	<i>Prior Incantato</i>	Makes the target's wand reveal the last spell it casted.	MP + CHM						
7*	<i>Repello Muggletum</i>	Creates an invisible barrier that repels Muggles, giving them an irresistible urge to be somewhere else.	MP + CHM	WP / 2					Doesn't work on Squids.
7*	Scorching Charm	Moves existing flames.	MP + CHM	CON	The flames intensity	Depends on the intensity of the flames			
7*	Slashing Purple Flames	Slashes the target with purple flames that causes internal damage.	MP + DA	CON		3 d4 / suc.			
7*	Teleportation Spell	Teleports one or more objects to another location.	MP + TRA		Size + Complexity				The chosen new location must have been visited by the caster.
7*	Undetectable Extension Charm	Extends the available space inside the target, with no changes to its outside measurement. The content is also made noticeably lighter.	MP + CHM		Size + Complexity of the new space				Illegal to do without the Ministry of Magic's approval.
8*	Fidelius Charm	Conceals a secret inside a living soul, making its bearer a Secret-Keeper. That secret can only be revealed Willingly. Anything concealed by the secret is intangible, unplottable, invisible and soundproof.	MP + CHM						People that have had the secret revealed to them cannot divulge it to others and must still concentrate on it each time to reveal it.
9*	Firestorm	Conjures large rings of flames spinning around the caster.	MP + TRA	CON and Fire Resist		3 d4 / suc. Recurring (fire)			The rings diameter are of the caster's choosing, 10 m or less.

Lvl	Spell name <i>Incantation</i>	Description	Spell Type & Power roll	Resistance or Resistance roll	DR increase	Damage	Other effects In combat	Other effects Out of combat	Notes
9*	<i>Piertotum Locomotor</i>	Animates objects, which can be given orders and will follow them as best they can.	MP + CHM		Size + Complexity				
10*	Hour-Reversal Spell	Makes an object (like a clock) able to make its user time travel backward.	-						The spell is incredibly unstable and it's preferable to cast it on specially crafted objects (like Time-Turners). Time travelling back for more than 5 hours can be extremely dangerous and disastrous to the timeline.

<i>Accio</i> .....	11	<i>Calvorio</i> .....	6	<i>Evanesco</i> .....	14	Homorphus Charm .....	20
Advanced Conjuraton .....	18	<i>Cantis</i> .....	13	<i>Everte Statum</i> .....	4	Hot-Air Charm .....	1
Advanced Transfiguration .....	19	<i>Carpe Retractum</i> .....	8	<i>Expecto Patronum</i> .....	13	Hour-Reversal Spell .....	21
Age Line.....	19	Caterwauling Charm .....	14	<i>Expelliarmus</i> .....	4	Human-presence-revealing Spell ..	13
<i>Aguamenti</i> .....	15	Cheering Charm .....	13	<i>Expulso Curse</i> .....	17	Hurling Hex.....	12
<i>Alarte Ascendare</i> .....	10	<i>Cistem Aperio</i> .....	9	Extinguishing Charm .....	1	<i>Illegibilus</i> .....	12
<i>Alohomora</i> .....	2	<i>Colloportus</i> .....	1	Feather-light Charm .....	4	<i>Immobulus</i> .....	5
Amplifying Charm.....	3	<i>Colloshoo</i> .....	6	<i>Ferula</i> .....	8	<i>Impedimenta</i> .....	8
<i>Anapneo</i> .....	12	<i>Colovaria</i> .....	3	Fidelius Charm.....	21	<i>Imperio</i> .....	12
<i>Anteoculatia</i> .....	9	<i>Confringo</i> .....	16	Fiendfyre .....	19	Imperius Curse .....	12
Anti-apparition / Anti-Disapparition Charm.....	19	<i>Confundo</i> .....	16	Finger-Removing Jinx .....	7	Imperturbable Charm .....	18
Anti-Cheating Spell.....	9	Confundus Charm .....	16	<i>Finite Incantatem</i> .....	5	<i>Impervius</i> .....	8
<i>Aparecium</i> .....	6	Conjunctivitis Curse.....	10	Fire-Freezing Charm .....	5	<i>Incarcerous</i> .....	16
<i>Appare Vestigium</i> .....	14	Cribbing Spell .....	9	Fire-Making Spell .....	1	<i>Incendio</i> .....	1
<i>Arania Exumai</i> .....	6	Cruciatus Curse .....	11	Firestorm.....	21	Intruder Charm.....	12
<i>Arresto Momentum</i> .....	3	<i>Crucio</i> .....	11	<i>Flagrante Curse</i> .....	17	Jelly-Fingers Curse.....	7
Arrow-Shooting Spell .....	14	Cushioning Charm .....	14	<i>Flagrate</i> .....	8	Jelly-Legs Curse .....	7
<i>Ascendio</i> .....	7	Dancing Feet Spell.....	4	<i>Flipendo</i> .....	5	Killing Curse.....	11
Atmospheric Charm .....	17	<i>Defodio</i> .....	19	Flying Charm .....	10	Knee-Reversal Hex .....	7
<i>Avada Kedavra</i> .....	11	<i>Densaugeo</i> .....	11	Fogging Spell .....	17	<i>Lapifors</i> .....	9
<i>Avenseguim</i> .....	16	<i>Deprimo</i> .....	16	Forgetfullness Charm .....	17	Legilimency Spell .....	18
<i>Avifors</i> .....	3	<i>Depulso</i> .....	10	Four-Point Charm.....	12	<i>Legilimens</i> .....	18
<i>Avis</i> .....	16	Descendo.....	4	Full-Body Bind Curse .....	8	Leg-Locker Curse .....	1
Babbling Curse .....	6	<i>Diffindo</i> .....	2	<i>Fumos</i> .....	8	Levitation Charm .....	1
Bag-Bogey Hex .....	11	Disarming Charm.....	4	<i>Furnunculus</i> .....	7	Locking Charm.....	1
Banishing Charm .....	10	Disillusionment Charm.....	19	<i>Geminio</i> .....	17	<i>Locomotor</i> .....	5
Basic Conjuraton .....	15	<i>Draconifors</i> .....	8	General Counter-Spell.....	5	<i>Locomotor Mortis</i> .....	1
Basic Transfiguration.....	15	Drought Charm.....	16	<i>Glacius</i> .....	8	<i>Locomotor Wibbly</i> .....	7
Bedazzling Charm.....	14	<i>Ducklifors</i> .....	8	<i>Glisseo</i> .....	14	<i>Lumos</i> .....	2
Bewitched Sleep.....	17	<i>Duro</i> .....	13	Gouging Spell .....	19	<i>Lumos Maxima</i> .....	5
Bird-Conjuring Charm .....	16	Ear-Shrivelling Curse .....	6	Gripping Charm .....	12	<i>Lumos Solem</i> .....	2
Blasting Curse.....	16	Engorgement Charm .....	4	Hardening Charm .....	13	Mending Charm .....	1
Bluebell Flames .....	3	<i>Engorgio</i> .....	4	<i>Herbifors</i> .....	8	<i>Meteolojinx Recanto</i> .....	18
<i>Bombarda</i> .....	8	<i>Episkey</i> .....	13	<i>Herbivicus</i> .....	10	<i>Mimblewimble</i> .....	7
Bubble-Head Charm.....	14	<i>Epoximise</i> .....	9	Hex-deflection Spell .....	4	<i>Mobiliarbus</i> .....	5
		<i>Erecto</i> .....	6	<i>Homenum Revelio</i> .....	13	<i>Mobilicorpus</i> .....	10

<i>Nebulus</i> .....	17	<i>Protego</i> .....	10	<i>Scourgify</i> .....	9	<i>Surgito</i> .....	18
<i>Nox</i> .....	2	<i>Quietus</i> .....	3	<i>Serpensortia</i> .....	7	Switching Spell .....	11
<i>Obliviate</i> .....	17	<i>Reducio</i> .....	6	Severing Charm .....	2	<i>Tarantallegra</i> .....	4
<i>Obscura</i> .....	16	<i>Reducto</i> .....	13	Shield Charm .....	10	Teleportation Spell.....	20
<i>Open Sesame</i> .....	3	Reductor Curse.....	13	Shrinking Charm .....	6	<i>Tergeo</i> .....	16
<i>Oppugno</i> .....	15	Refilling Charm .....	15	<i>Silencio</i> .....	14	Tickling Charm.....	6
<i>Orbis</i> .....	10	<i>Relashio</i> .....	10	Silver-Arrows Curse.....	18	Tongue-Tying Curse.....	7
<i>Orchideous</i> .....	5	<i>Rennervate</i> .....	10	Siphonning Charm.....	16	Tracking Spell .....	14
<i>Oscausi</i> .....	9	<i>Reparifarge</i> .....	13	Slashing Purple Flames.....	20	Unbreakable Charm .....	15
<i>Pack</i> .....	1	<i>Reparifors</i> .....	15	<i>Slugulus Eructo</i> .....	7	Unbreakable Vow.....	15
Patronus Charm .....	13	<i>Reparo</i> .....	1	<i>Snufflifors</i> .....	6	Undetectable Extension Charm ....	20
<i>Periculum</i> .....	2	<i>Repello Muggletum</i> .....	20	<i>Sonorus</i> .....	3	Unlocking Charm .....	2, 3
<i>Petrificus Totalus</i> .....	8	Revealing Charm .....	6	Sparks .....	2	Vanishing Spell .....	14
<i>Piertotum Locomotor</i> .....	21	<i>Revelio</i> .....	9	<i>Spongify</i> .....	2	<i>Ventus</i> .....	9
<i>Point Me</i> .....	12	Reviving Spell .....	10	<i>Steleus</i> .....	7	<i>Vera Verto</i> .....	6
<i>Portaberto</i> .....	3	<i>Rictusempra</i> .....	6	Stinging Jinx.....	12	<i>Vermilious</i> .....	2
Portkey Charm .....	18	<i>Riddikulus</i> .....	9	Stunning Spell.....	11	Wand-Lighting Charm .....	2
<i>Portus</i> .....	18	<i>Salvio Hexia</i> .....	4	<i>Stupefy</i> .....	11	<i>Wingardium Leviosa</i> .....	1
<i>Prior Incantato</i> .....	20	Sardine Hex .....	9	Summoning Charm.....	11		
Protean Charm .....	18	Scorching Charm .....	20	Supersensory Charm .....	15		

