

# Harry Potter House Rules

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I have young boys who read Harry Potter and Wizard is an easy way to play out Harry's Adventures! Below find spell conversions and one change in rules.

## 1 Rule Changes

If a wizard drops/breaks his staff/wand, he can only cast spells 5 below his IQ.

## 2 Spell conversions:

Alohomora - Unlock  
Colloportus - Lock  
Confundo - Confusion  
Expelliarmus - Drop Weapon with a roll to see where (1d3 distance)  
Finite Encantatem - Remove Thrown Spell  
Homenum Revelio - Detect Life  
Impedimenta - Avert  
Imperio - Control Person/Animal  
Incarcerous - Rope  
Incendio - Fire  
Invisibility - Invisibility  
Legillimens - Telepathy (resited by Occlumency)  
Locomotor - Telekenesis  
Lumos - Light  
Nox - Un-Light  
Petrificus Totalus - Freeze  
Piertotum Locomotor - animates statue or suit of armour  
Protego (Horribilis) - Spell Shield  
Reparo - Repair  
Serpensortia - Staff to Snake (I add poison to the snake)  
Silencio - Silent Movement  
Specialis Revelio - Reveal Magic/Analyze Magic  
Stupify - Sleep  
Wingardia Leviosa - Levitate

## 3 Talents

Occlumency - 3IQ points. Resists Telepathy  
Parseltongue - Must be a decendant of Slytherin

## References