

# Harry Potter D&D

A flavor enhancer! No rule, spell, or ability changes.

Setting your campaign in the **Hogwarts Founders (medieval) era** is the easiest way to make the D&D setting make sense with Harry Potter lore.

I based this off of 5e, but this could be adapted easily to any edition. All the changes are cosmetic: renaming something or modifying lore. My goal was to allow the players to build characters from the entire PHB, and play pre-made modules

## The Extinct Excuse

Assuming you're playing in the founders' era (1000 years before Harry Potter), if monsters and races in your campaign don't show up in the HP books you can say that they're extinct by the modern era.

## Races

D&D Race	Harry Potter Beings
Dwarf	Goblin (Language: Gobbledegook)
Elf	Veela
Gnome	Half-Goblin (or Pukwudgie)
Half-Elf	Half-Veela
Half-Orc	Half-Giant
Halfling	Elf (a free house elf)

Play other D&D Races as-is using [The Extinct Excuse](#).

## The Goblin Problem

HP-universe goblins are similar to D&D dwarves, so a rename is easy. But, how to explain all the evil, dumb D&D goblinoids running around? My lore is: Some goblin societies collapse, losing their intelligence, becoming evil and aggressive. Their skin turns green and their eyes red. Whether it's a curse or an illness, (or they dug too greedily and too deep), nobody knows, but it's incurable. They're called "Green Goblins" or "**Grobins**" for short.

## Classes

D&D Class	HP setting
Wizard	As-is (players will likely choose this)
Sorcerer	<i>Draconic Bloodline</i> (Parselmouth) - Draconic is Parseltongue. Harry Potter could play this, with his lightning scar as his source of magic. For more lore detail see <a href="#">Dragons</a> . <i>Wild Magic</i> - For any magic user without magic education, like Harry before Hogwarts. Also could be an Obscurial.
Ranger	Lore: A precursor to Magizoologists, Dragonologists, and Aurors
Druid	Renamed "Animagus"
Cleric, Paladin	See <a href="#">Deities and Pantheon</a>
Warlock	See <a href="#">Planes of Existence</a>
Barbarian, Fighter, Monk, Rogue	These classes do not have magic abilities, so they would be Muggles or Squibs

If a player wants to be a Metamorphmagus (like Tonks), you could use a Doppelganger homebrew for their race.

## Deities and Pantheon

The Harry Potter universe has no deities or pantheon. Magic is something you're born with; it doesn't come from another entity. Clerics and paladins use their power of belief to focus their magic, like wizards use a wand. Powerful magic happens when they believe truly, and failure happens when they doubt their beliefs. See the 5e DMG pg. 13 "Forces and Philosophies".

This is totally optional, but I rewrote the Cleric and Paladin classes to remove references to divinity. For example, instead of a "holy symbol" they have a "devotional symbol". Instead of Clerics picking a deity that has a certain divine domain, they would simply pick a "philosophy" (Knowledge, Life, Light, Nature, Tempest,

Trickery, or War). PCs and NPCs can worship Tymora, Allah, piece of toast, or be an atheist and this would work. Here’s a quick guide to rewriting descriptions to fit the HP universe:

Remove words	Change to
Divine	Righteous, Moral
Holy	Righteous, Devotional
Gods, Deity	Philosophy, Belief System, Ideals
Prayers	Mantra, Devotion, Conviction

## Planes of Existence

The HP universe seems to have only one plane of existence beyond the mortal plane, where souls go after death. See the DMG pg.44 “One World” or “Otherworld”.

Despite the lack of canonical otherworldly beings, Warlocks still have a lot of options. They could make a pact with an ancient dark lord, whose soul resides in a horcrux and knows forbidden dark magic. Magical creatures in the wizarding world have mysterious and unknown powers. They could make a pact with the “king of the centaurs” or the flobberworms. A pact with a dragon would work too.

## Monsters

**As-is.** These appear both in HP and D&D. Basilisk, Centaur, Cockatrice, Chimera, Ghoul, Griffin, Hippogriff, Imp, Manticore, Merpeople, Pixie, Salamander, Sphinx, Unicorn, Werewolf, Yeti

D&D Monster	HP-style name
Doppelganger	Metamorphmagus
Goblin	Groblin (see <a href="#">The Goblin Problem</a> )
Bugbear	Giant Groblin (Half Giant, Half Groblin)
Hobgoblin	Hobgroblin (Half Human,Half Groblin)
Giant Rat	Murtlap
Giant Spider	Acromantula. Can speak Common
Grick	Boomslang

Half-Ogre	Half-Troll
Lich	Wizard with Horcrux
Ogre	Mountain Troll
Orc	Human Marauder - Orcs take away from the HP-feel IMHO. You can use orcs with <a href="#">The Extinct Excuse</a>
Pegasus	Same stats for different breeds: Thestral, Abraxan, Aethonan, Granian
Quipper	Grindlylow (and Swarm of Grindylows)
Specter	Dementor
Stirge	Doxy
Troll	Forest Troll
Twig Blight	Bushtruckle (related to Bowtruckle, an HP beast)
Worg	Graphorn
Zombies	Inferi

**HP pets and non-aggressive creatures** (1 hit point, no abilities): Golden Snidget, Mooncalf, Niffler, Owls that deliver messages, Puffskein, Pygmy Puff

## Dragons

Parseltongue is Draconic.

D&D Dragons are intelligent beings and modern-era HP dragons are simple beasts. If you’re playing in the Hogwarts founders era, you’ve got a thousand years to settle the difference. My lore excuse is: the metallics will sacrifice their lives so that chromatics lose their intelligence, language, and powers. Some metallics survived to the modern era but they’re less... shiny.

## Names

Black	Hungarian Horntail
Blue	Swedish Short-Snout
Green	Welsh Green

Red	Chinese Fireball
White	Antipodean Opaleye
Brass	Ukrainian Ironbelly
Bronze	same
Copper	Norwegian Ridgeback (but metallic)
Gold	same
Silver	same

## Spells

### Lore: Why are spells different?

Harry tumbles back into time, and when he lands, most of the spells he knows don't work! Welcome to level 1.

J.K. Rowling hasn't said anything about how spells are created, which I'm using to my advantage. My lore: Spells have to be created before being used. You can think of it like a magical operating system. Creation of spells "patch" the OS, and add or change features. Harry Potter is using the 1990s OS, but in the medieval OS, *Expelliarmus* doesn't exist yet and *Accio* is so different, he'll have to level up and re-learn it.

### Renamed spells

D&D name	HP universe name
Blade Ward	Protego Minima
Blindness / Deafness	Obscuro / Muffilato
Confusion	Confundo
Daylight	Lumos Maxima
Detect Thoughts	Legilimency
Dispel Evil and Good	Expecto Patronum
Dispel Magic	Finite Incantatum
Divine Favor	Power of Belief - See <a href="#">Deities</a>
Divine Word	Mantra - See <a href="#">Deities</a>

Dominate Beast	Imperio (Beast)
Dominate Monster	Imperio (Monster)
Dominate Person	Imperio Homenum
Druidcraft	Animagic
Enlarge / Reduce	Engorio / Reducio
Feather Fall	Arresto Momentum
Finger of Death	Crucio
Fire Bolt	Incendio
Fire Storm	Fiendfyre
Geas	Unbreakable Vow
Globe of Invulnerability	Protego Maxima
Healing Word	Episkey
Hold Person	Petrificus Homenum
Hold Monster	Petrificus Totalus
Holy Aura	Righteous Aura - See <a href="#">Deities</a>
Incendiary Cloud	Incendio Maxima
Inflict Wounds	Sectumsepra
Knock	Alomohora
Levitate	Wingardium Leviosa
Lights	Lumos / Nox
Locate Animals or Plants	Accio Animals or Plants
Locate Creature	Accio Creature
Locate Object	Accio Object
Mass Healing Word	Episkey Totalum
Mending	Reparo
Mind Blank	Occlumency
Modify Memory	Obliviate
Power Word Kill	Avada Kedavra

Power Word Stun	Stupefy
Prayer of Healing	Healing Belief - See <a href="#">Deities</a>
Produce Flame	Incendio Minima
Revivify	Rennervate
Scorching Ray	Incendio Tria
Shield of Faith	Protego
Silence	Silencio
Slow	Impedimenta
Sunbeam	Lumos Solem
Teleport	Apparate (mishap is “getting splinched”)
Teleportation Circle	Apparition Circle
Transport via Plants	Apparate via Plants
True Polymorph	Transfiguration
True Seeing	Revelio
Word of Recall	Portkey
Zone of Truth	Veritas Maxima

## Items

**Galleons, Sickles, and Knuts** are made of gold, silver, and copper respectively. Use D&D value and exchange rates. Original HP exchange rates are ridiculous.

**As is.** These items are in both HP and D&D.  
Cloak of invisibility, Broom of flying

D&D Name	HP universe Name
Bag of Beans	Bertie Bott's Every Effect Beans
Boots of Elvenkind	Boots of Veelakind
Boots of Levitation	Leviosa Boots
Cloak of the manta ray	Cloak of Gillyweed

Cloak of Elvenkind	Cloak of Veelakind
Decanter of Endless Water	Decanter of Aguamenti
Dragonchess set	Wizard Chess set
Dwarven plate	Goblin plate
Dwarven thrower	Goblin thrower
Elven chain	Veela chain
Gem of seeing	Probity Probe
Goggles of Night	Hand of Glory * held, requires candle
Helm of Telepathy	Helm of the Legilimens
Helm of Teleportation	Helm of Apparition
Necklace of Fireballs	Necklace of Incendio
Medallion of Thoughts	Medallion of Legilimency
Phylactery	Horcrux
Potion of Flying	Fizzing Whizzbees Potion
Potion of Healing	Essence of Dittany
Potion of Longevity	Elixir of Life
Potion of Mind Reading	Potion of Legilimency
Potion of Waterbreathing	Gillyweed
Philter of Love	Amortentia
Ring of Mind Shielding	Ring of the Occlumens
Wand of Fireballs	Wand of Incendio
Wand of Paralysis	Wand of Petrificus

## NPC and Town Names

Harry Potter has a distinctly whimsical feel, with lots of play on words and alliteration.

- I used [this page](#) to inject some pureblood family names into my campaign.
- I used [this generator](#) to get some quirky British-sounding town names.