HOGWARTS

Draco Dormiens Nunquam Titillandus

★ A ROLE-PLAYING GAME ★

HOGWARTS

A ROLE-PLAYING GAME

A HARRY POTTER RPG

POWERED BY THE APOCALYPSE

✧ CREDITS & THANKS ✧

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DISCLAIMER

HOW TO PLAY

Welcome to Hogwarts! You're about to weave a story of mystery, friendship, danger, and magic. This guide will teach you how to play the game by walking you through the first session of a story. Only one player, the Narrator, needs to read the guide. Everyone else can learn as they play. Let's begin!

YOU WILL NEED...

- Yourself and 2-5 other players
- At least two 6-sided dice
- One copy of each "PLAYER" sheet for each player
- One copy of each "NARRATOR" sheet for yourself
- One copy of each "GROUP" sheet for the whole group
- Pencils, one for everyone
- Extra paper/notebooks
- Index cards (optional)

1 EXPLAIN THE RULES

Start the first session by explaining to everyone that you're getting together to create an original, collaborative story in the world of Harry Potter.

Each of the players will play one of the **main characters** in this story. You will be the **Narrator**, who plays everyone and everything else. You'll do this by describing the world and portraying non-player characters, like teachers and other students. You're also there to guide the story by asking questions, introducing threats & mysterious events, and helping everyone with the rules.

Then, go over the following basic rules:

MOVES

Whenever a player wants to do something – like casting a spell, impressing a teacher, or facing down a monster – they'll make a **move**. Moves are all the different actions the players can take in the story. Player moves say, "Whenever *this* happens, then *this other thing* happens."

Players have three kinds of moves. **Basic Moves** happen when players roll to see how something goes. **Magic Moves** happen when players cast spells. **Quidditch Moves** happen when you play a Quidditch match. You have moves too, but they work a little differently.

If something in the story prompts a move, the player *must* make that move. When someone makes a move, the outcome *must* happen in the story.

You can call for moves, but everyone should be paying attention for when they happen.

Remember, moves only happen when something happens in the story. If someone says, "I want to

stand in the face of danger", you should say, "Great, how do you do that?"

If you'd like, you can quickly go over the Basic Moves and Magic Moves with the players.

TRAITS

Every witch or wizard has five **traits** that describe them. They can be positive for strengths or negative for weaknesses. The five traits are **Bravery**, **Cunning**, **Intellect**, **Loyalty**, and **Magic**.

Bravery describes a witch or wizard's courage, integrity, honesty, and nerve.

Cunning describes a witch or wizard's ability to trick, hide, deceive, or manipulate.

Intellect describes a witch or wizard's wit, knowledge, memory, and ability to gather information.

Loyalty describes a witch or wizard's helpfulness and dedication to their friends & classmates.

Magic describes a witch or wizard's skill with casting spells, making potions, or using magical objects.

When a move tells a player to **roll**, it will almost always ask them to add a trait to the result.

ROLLING

Rolling dice is how you determine what happens in the story when a witch or wizard does something and the outcome is in doubt. All the Basic Moves tell a player to **roll**.

The process is simple: A player rolls two six-sided dice and adds the results together. Then they add any relevant traits or bonuses. **If the total is 10 or above**, they succeed. **If it's between 7 and 9**, they succeed, but there's a cost. **If it's 6 or below**, they fail, but they get to mark a point of **Experience**.

Players get to say how they succeed, but you tell them what happens when they fail.

CONDITIONS

Sometimes, a witch or wizard will become scared when facing a monster, or stressed from too much schoolwork, or jealous of a friend's crush. They might have a broken an arm after falling off a broomstick or find themselves vomiting slugs after getting hit by a curse. These negative states are called **Conditions**. Conditions can be emotional or physical. When a someone fails a **roll**, they might take a Condition as a consequence.

The eight possible Conditions are **Scared**, **Angry**, **Stressed**, **Jealous**, **Embarrassed**, **Injured**, **Hexed**, and **Unconscious**.

Emotional Conditions like **Scared**, **Angry**, **Stressed**, **Jealous**, and **Embarrassed** go away when a witch or wizard gives in to their negative feelings. They can also be cleared if another witch or wizard comforts or supports them, or shifted to another Condition if they spend time with their pet. Physical Conditions like **Injured**, **Hexed**, and **Unconscious** must be healed with medicine or magic.

LUCK

Every witch or wizard has a small store of **Luck** they can call on in a pinch. When a player wants to do something they normally couldn't, like cast a spell they don't know or make an impossible Quidditch catch, they can mark a point of Luck to make it happen. Every witch or wizard has 3 points of Luck.

AGENDA

Finally, everyone has a shared **agenda**. This is a list of three goals you're all trying to achieve while playing through the story. Your group's agenda is:

1) Portray a magical boarding school.

There are many stories to be told about the wider wizarding world. However, this one is about young witches & wizards at school. It's your job to tell that story and bring it to life.

2) Fill the students' lives with mystery, wonder, danger, & hope.

A young witch or wizard's time at school is about much more than going to class and sitting for exams. There are wonders to experience, questions to answer, and threats to face.

3) Play to find out what happens.

This game is about surprise and collaboration. You're building the story together, scene by scene and session by session. It's fine to plan out things you'd like to happen. But in the end, all the outcomes are up to the main characters and the dice.

2 ASK SOME QUESTIONS

Now that you've gone over the rules, you need to answer a few questions about the story. Ask everyone the following questions:

First, what year does the story take place?

Hogwarts was founded in the 10th century, so your story could take place any time between then and now. When the group reaches a decision, write the year on your "NARRATOR NOTES" & "STORY" sheets. Think about any existing Harry Potter characters who might be around in the year you picked.

Second, is everyone in the same Year and House?

They don't have to be! This could be a story about three Gryffindor siblings in three different Years. Or it could be about four First Year friends, each sorted into a different House. The group needs to agree on this, because it affects how players make their witches/wizards and where the story can start.

Third, what do players want to see in the story?

Maybe someone wants to see a hippogriff. Maybe someone else wants to see the main characters get into trouble. Maybe someone else wants Dumbledore to be there. Players can say anything they'd like.

Get at least one answer from everyone in the group. You should make sure each player's answer appears at some point during the story.

If it would help everyone to be more comfortable, you can also ask what players *don't* want to see in the story.

Finally, when does your story start?

The Harry Potter stories generally begin during the summer holiday, but yours can begin anywhere.

You can start on the Hogwarts Express, at the Welcoming Feast, or even during a regular class. The group's answer to this question will be your opening scene.

3 MAKE THE CHARACTERS

Now it's time to make the main characters! Players should follow the steps on the sheets titled "CREATE YOUR WITCH OR WIZARD". Be ready to answer any questions players might have.

When you're not answering player questions, start thinking about the opening scene. Who could be in that scene with the main characters? What details will bring the scene to life? What will everyone expect to happen in this scene? What are some *unexpected* things that could happen? Think about possibilities, but don't plan *too* much. Remember, you're playing to find out what happens!

When everyone has finished making their witch/wizard, collect their "CREATE YOUR WITCH OR WIZARD" sheets.

4 PLAY THE FIRST SCENE

All right – you know how to play, you know who your main characters are, and you know when & where your story begins. Time to jump in!

SET THE SCENE

If you can, put on the film soundtrack in the background. Then, start by describing where the main characters are. "We open our story…" is a good first line.

Describe things with a sense of wonder and danger. Fill in details that bring the world to life.

INTRODUCE THE MAIN CHARACTERS

Now, focus on each witch or wizard. Ask each of them to introduce & describe themselves, and to say what they're doing right now. As they introduce themselves, write their names on your story sheet. Be sure to ask follow-up questions when someone says something interesting.

From here on out, everyone speaks as their witch or wizard, and you call them by their witch or wizard's name.

INTRODUCE SOMETHING UNEXPECTED

At some point in this scene, something strange & unexpected is going to happen. Maybe the Hogwarts Express stops in the middle of nowhere. Maybe mysterious writing appears on a corridor wall. Maybe a teacher announces that a floor of the castle is off-limits this year.

The strange or unexpected thing can be something you've thought of before, or you can say to the players, "Something is out of place here. What is it?" Listen to what they tell you. Then build on their answers and ask what they do.

It's okay if you don't know why the strange or unexpected thing is happening right now. You and the players are playing to find out!

MAKE YOUR MOVES

As the scene unfolds, you'll follow three steps. **First**, you'll tell everyone what's happening and what the non-player characters say. **Second**, you'll ask the main characters what they do. And **third**, the players will describe what their witches & wizards do and say what they say. Then you'll go back to the first step.

Sometimes something you or the players say will prompt a move. At that point, a player will **roll** to see what happens. Sometimes a player will fail a **roll** and you'll have to play a **Serious Consequence**. Sometimes you'll react to something a witch or wizard does by making one of your **Narrator Moves**. And sometimes you'll make a Narrator Move to give the scene an extra nudge.

You should avoid calling for the same move too often. Players don't have to **roll** to **cast a spell** every time they wave their wand, for example. If a player knows a spell and wants to cast it quietly to avoid alerting a teacher, ask them to **roll** to **hide & sneak**. If they need to cast a spell quickly because there's a dementor coming at them, ask them to them **roll** to **stand in the face of danger**. Think about the situation and get creative!

WRITE DOWN ANY MYSTERIES

As the scene ends, ask the group if they've come across any **Mysteries**. A Mystery is a question the main characters want to answer, like "Who put Harry's name in the Goblet of Fire?" or "Why was Snape walking with a limp?" Good Mystery questions ask *who*, *what*, *when*, *where*, *why*, or *how*.

Anyone can suggest a Mystery at any time, though the end of a scene or session is best. When someone suggests a Mystery, write it down on your "STORY" sheet. Make sure everyone can see the "STORY" sheet! Most of your story will be about the main characters trying to answer the Mystery questions.

GO TO THE NEXT SCENE

It should be obvious when it's time to move on to a new scene in the story. Usually the players will tell you, "Okay, we'd like to go here now." At that point, you can cut to the next location. If it's not obvious, pay attention for a moment where nobody's doing anything and ask, "Are we ready to move on?"

You can also suggest a time or place and ask if everyone is ready to go there. When in doubt, move to a different part of the school day, like a class, a meal, or free time in the common room. Or you can go to the next big Yearly Event.

5 PLAY ADDITIONAL SCENES

The rest of the scenes in your story work just like the first scene. The only real difference is that you don't need to introduce the main characters or ask about new Mysteries every time.

Make sure to include something strange or unexpected in every scene! It can be something as big as a dementor attack or something as small as one character passing another an odd note. There's no such thing as a "normal" class or meal or sporting match at Hogwarts.

Whenever the main characters answer a Mystery question, cross it off the "STORY" sheet.

Remember that list of things players want to see in the story, too! Look for places to include them as you go from scene to scene.

6 END THE SESSION

When you're out of time for the day or when you reach a natural stopping point, it's time to **end the session**. Try to end by wrapping up the current action. Or, better yet, end with a cliffhanger by introducing something strange or unexpected!

At the end of a session, everyone can mark or unmark characters as Friends or Rivals. Remind anyone with four Experience they can take an advancement.

Make sure to ask the group if they have any new Mysteries to add to the "STORY" sheet, or any solved Mysteries to cross off.

IN BETWEEN SESSIONS

If you're playing a story that goes for more than one session, take some time after each session to organize your thoughts. Write a few notes about the session you just played, so you can remember what happened. Then think of some characters, scenes, or problems you could introduce in the next session.

Like before, don't plan too much! And definitely *don't* plan further than the next session. The players, the rules, and the dice will always take the story in unexpected directions. Besides, most of the story should happen in real time with all the players.

MYSTERIES

When planning the next session, pay special attention to your "STORY" sheet. Go through the Mystery questions and try to think of some possible answers for them. It's good to come up with more than one answer to each question. If one of your Mysteries is "What's in Professor Moody's flask?", you could say "It's a healing draught, to help with his old wounds", or you could say "It's Polyjuice Potion, because he's someone else."

If you can't think of any answers to a Mystery question, that's fine too! You and the players are smart enough to figure it out by the end of the story.

Don't get too attached to any of your answers. You might answer the question "Why was Snape muttering an incantation at the Quidditch match?" by saying "Because he was cursing Harry's broom." But if the players answer "Because he was *blocking* someone else from cursing Harry's broom," you should go with that answer.

However, if they say "Because he was cursing a Bludger," and there were no rogue Bludgers in the game, that can't be the answer. Always go with the players' answer unless it goes against something that already happened in the story.

THREATS

Lastly, you should write down some **Threats**. Threats are things like "Voldemort is returning", "Students are being petrified", or "Everyone needs a date for the Yule Ball". They're how you track the problems that the main characters face in the story.

The main characters might already know about a Threat, or they might discover it in a future session. When something strange or unexpected happens, it's usually because of a Threat. Threats can also be the answers to Mystery questions.

Threats can be big things, like "Dementors are loose in Hogwarts", or small things, like "There's a Potions exam next week". As long as it puts something the characters care about at risk, it's a Threat.

Threats have four parts. **First**, a title. This is a short sentence that describes what the threat is, like "Sirius Black escaped from Azkaban".

Second, a short list of the characters who are threatened and the characters who are doing the threatening. This usually includes all the main characters, but not always.

Third, what's at stake. This is what the main characters will lose if the threat wins, like "Harry's life".

And **fourth**, the threat's next steps. You should always show signs that a Threat's next steps are about to happen and give the main characters a chance to stop it. However, if they don't stop it, the Threat's next steps *will* happen.

Make sure you update your Threats after every session. Any one of the four parts could have changed, depending on what happened in the story.

That's it! You know everything you need to play the game and create your Hogwarts story. Make your moves, stick to your agenda and principles, and have fun!

BUT WHAT IF...

Someone is talking too much, or not enough?

Usually, you can fix this by asking the quieter players a question. Questions like "How do you feel about this?" or "What are you up to right now?" are always good. Make sure you use their witch or wizard's name!

Keep in mind that sometimes, quiet players are happy to sit back and watch the story. Don't force them to participate, just offer them the chance to do so.

If you're the one talking too much, ask *everyone* more questions. You can even ask things like "What does the room look like?" or "How is the ghost acting right now?" It's your job to describe the world, but it's completely okay to hand it over to the players now and then.

Everyone is looking at me but I don't know what to say?

Don't panic! Now is a good time to make a Narrator move. Introduce something new to the story, like a new student or an undiscovered room. Have something unexpected happen. Or, ask a question. Then, see how the main characters react.

If the story really has you stumped, it's okay to say, "I'm not really sure what happens next!" You can then take a short break to figure it out. You can also ask the players what *they* think should happen. Remember, this is a collaborative story!

We don't solve all the Mysteries?

You might end your story without crossing off all your Mystery questions. If the players seem happy about how the story ended, you don't need to worry about the unanswered questions.

However, if they're pointing out all the Mysteries that are still unsolved, your story might not be over yet! You might want to play for a bit longer. Or, if you're out of time for the day, you might want to schedule another story session.

If you can't do either, you can ask the players, "What do *you* think the answers to those questions are?" Then try to quickly talk out some solutions to the unsolved Mysteries.

We don't know what a spell does?

The "SPELLS" sheet only includes spell names and incantations. This is deliberate. When someone casts a spell, they get to describe its effect. As long as that effect fits the name of the spell and feels fair to everyone playing, go with it.

The "SPELLS" sheet has some suggestions about how some kinds of spells might lead to or prevent Conditions. However, most spells just do something in the story, like make things levitate or give someone the hiccups.

Remember, to cast a spell, a witch or wizard must correctly say the incantation and wave their wand!

My group doesn't feel like using all the rules?

No problem! You can use as many or as few of the game rules as you want. If your group wants to play a game without Conditions, don't give anyone a Condition. If you don't want to write down and cross off Mysteries, don't ask for Mysteries. It's up to you!

I don't know something about Harry Potter, or someone knows more than I do?

That's fine. This is your group's story, not anybody else's. It's okay to make things up to suit your story. You don't have to follow the books and films perfectly.

If someone corrects you on something about the world, go with it – but only if it makes sense for your story! If someone is holding up the story by correcting people all the time, gently remind them that you're all creating an original story. Even the films changed or left out things from the books, and they're still great!

If you *really* need to know something, you can always pause the story for a few seconds and look it up online.

We're at the Sorting Ceremony and the Sorting Hat needs to sing a song!

You should sing the song.

PLAYER MOVES

BASIC MOVES

- **Stand in the face of danger** (Bravery)
- **Help or hinder someone** (Loyalty)
- **Hide & sneak** (Cunning)
- **Get what you seek** (Bravery or Cunning)
- **Approach a magical creature** (Loyalty)
- **Gain knowledge** (Intellect)
- **Roll** (Bravery, Cunning, Intellect, Loyalty, or Magic)

MAGIC MOVES

- **Cast a spell** (Magic)
- **Duel** (Magic)
- **Concoct a potion** (Magic)
- **Use a magical object** (Magic)

NARRATOR PRINCIPLES

Your Narrator Principles are guidelines that help you play as the Narrator. Follow these to keep the story running smoothly. You should always...

- Be a fan of the main characters.
- Speak to the witches & wizards, not the players.
- Ask questionvs and build on the answers.
- When in doubt, ask the players.
- Bring the world and the people in it to life.
- Make your move, but don't say it out loud.
- Think off-page, too.

HOGWARTS PRINCIPLES

Your Hogwarts Principles are guidelines that help you portray Hogwarts. Follow these to make sure the story feels like a true Hogwarts story. You should always...

- Embrace the whimsical.
- Describe the world with a sense of wonder & danger.
- Make the threats real and the consequences serious.
- Make the adults wise, disbelieving, & useless.
- Use the books & films as a starting point, but follow the story where it goes.

NARRATOR MOVES

Your Narrator Moves are the things you do in the story to portray the world. You can play these at any time. When you make a move, there's no need to name it or say you're making it – just describe what happens in the story.

GENERAL MOVES

- **Split them up**
- **Put them together**
- **Change someone's attitude towards them**
- **Put something they care about at risk**
- **Present them with a difficult decision**
- **Offer an opportunity, with or without a cost**
- **Turn their move back on them**
- **Ask a question**
- **Ask, "What do you do?"**

NARRATOR CHARACTER MOVES

- **Award or deduct House Points**
- **Give them extra work**
- **Make something off limits to them**
- **Cast a spell on them**

STORY MOVES

- **Show signs of an ongoing or future threat**
- **Introduce a new character, place, or threat**

SERIOUS CONSEQUENCES

When someone gets a -6 on a **roll**, you can play a Serious Consequence. These are special Narrator Moves that make things worse for whoever failed the **roll**. You don't *have* to play a Serious Consequence on a failed roll, but you *must* make some kind of Narrator Move.

- **Give them a Condition (Scared, Angry, Stressed, Jealous, Embarrassed, Injured, Hexed, Unconscious) that matches what's happening in the story**
- **Discipline them (Deduct points, give detention, revoke privileges, notify parents, suspend, expel)**
- **Take something away from them**
- **Hurt someone they care about**
- **Force them into an impossible situation**
- **Change someone's attitude towards them, negatively**
- **Expose their secret**
- **Let their rival win**

HOUSE POINTS

Teachers, staff, and House prefects may award points to students for achievements. They may also deduct points for rulebreaking. You might award or deduct...

5 points for trivial things like...

[+] Answering a question correctly in class.

[-] Not paying attention in class.

10 points for minor things like...

[+] Clever answers on assignments.

[-] Arriving late to class.

20 points for notable things like...

[-] Disobeying a teacher.

[-] Being out of bounds or out of bed after hours.

50 points for major things like...

[+] Saving another student's life.

[-] Putting another student in danger.

You don't have to stick to this list! Teachers can award or deduct House points for lots of other reasons.

EXITING THE STORY

There are many ways for a player's witch or wizard to **exit the story**. Not all of them are fatal – or even permanent – but they do remove the witch/wizard from the story for now.

When someone marks their last Condition and fails their **roll** to **exit the story**, their witch or wizard may be expelled, fall into a coma, have their memory wiped, be driven mad, be sent to Azkaban, be killed outright, or exit another way. What's happening in the story at the time will tell you what makes the most sense.

Remember to have the player make a new witch/wizard and introduce them into the story!

★ Group Agenda ★

☞ **Portray A Magical Boarding School**

☞ **Fill The Students' Lives With Mystery, Wonder, Darkness, & Hope**

☞ **Play To Find Out What Happens**

☾ YEAR ☾ [ ]

☞ MAIN CHARACTERS ☜

Name	House	Year

⧗ HOUSE POINTS ⧗

[ ] Gryffindor	Hufflepuff [ ]
[ ] Ravenclaw	Slytherin [ ]

Non-Player Points

1 250	2 275	3 300
4 325	5 350	6 375

Last Year's Winner*

*If you started your story this year, roll on the House table for last year's winner.

♟ NARRATOR CHARACTERS ♟

Narrator characters are non-player characters portrayed by the Narrator. When you introduce a new Narrator character, write down their name, their role in the story (like "Harry's Rival" or "Charms Professor"), and a feature that helps you portray them (like "nervous" or "deep voice").

Name	Role	Feature

☠ THREATS ☠

[ ]

Threat

Who's Involved?

What's at Stake?

What's the Threat's Next Step?

[ ]

Threat

Who's Involved?

What's at Stake?

What's the Threat's Next Step?

[ ]

Threat

Who's Involved?

What's at Stake?

What's the Threat's Next Step?

To **create your witch or wizard**, follow the steps below. You may **roll a d6** for each table and take a random option, or pick the option you like best, or do a combination of both.

1 WHAT YEAR ARE YOU?

Your witch/wizard may be a 1st-7th Year student, or a graduate like a teacher or staff member. Players should decide together if everyone is in the same Year or different Years.

2 HOW DO YOU LOOK?

Complexion

1 Dark	2 Freckled	3 Olive
4 Pale	5 Ruddy	6 Tan

Hair

1 Black	2 Blonde	3 Brown
4 Covered	5 Dyed	6 Red

Frame

1 Athletic	2 Big	3 Short
4 Stout	5 Tall	6 Thin

3 WHAT'S YOUR WAND & AMBITION?

Your **ambition** is what you want to get from your time at Hogwarts. Certain wand woods work best for witches/wizards with certain ambitions. You can also choose a look for your wand.

Ambition/Wood

1 Achievement – Maple	2 Knowledge – Walnut
3 Fun – Spruce	4 Friendship – Cedar
5 Power – Yew	6 Status – Elm

Look

1 Flexible	2 Long	3 Ornate
4 Plain	5 Second-hand	6 Short

4 WHAT'S YOUR HERITAGE?

1-2 Muggle-born (Start with **1 spell** and **3 Experience**)

3-4 Half-blood (Start with **2 spells** and **2 Experience**)

5-6 Pure-blood (Start with **3 spells** and **1 Experience**)

Mark your starting Experience on your **Character Sheet**.

5 WHAT'S YOUR FAVOURITE SUBJECT?

Pick **ONE favourite subject**.

If you're starting as a Year 1 or Year 2 student, you can **only** pick from the Core Classes list:

1-3 Core Classes

1 Charms	2 Defence Against the Dark Arts
3 Herbology	4 History of Magic
5 Potions	6 Transfiguration

If you're starting at Year 3 or above, you can pick your one favourite subject from **either** the Core Classes list or the Electives list below. **Roll 2d6**. The 1st result is Core or Elective, the 2nd is the subject.

4-6 Electives

1 Arithmancy	2 Astronomy
3 Care of Magical Creatures	4 Divination
5 Muggle Studies	6 Quidditch

6 WHAT SPELLS DO YOU KNOW?

Look over the **Spell Sheet** on the back of your **Character Sheet**. From your starting Year, **mark 1 spell** you know if you're **Muggle-born**, 2 if you're **half-blood**, and 3 if you're **pure-blood**.

You know **all spells** from every Year you've completed (2nd Years know all 1st Year spells, for example). Graduates know all spells.

7 WHAT ARE YOUR TRAITS?

Assign the following set of numbers to your **Bravery**, **Cunning**, **Intellect**, **Loyalty**, and **Magic**:

-1, 0, +1, +1, +2

8 WHAT'S YOUR NAME?

Pick a **given name** and a **surname**. If you're stumped, use the options below.

Optional: Take an index card and fold it in half so it stands up. Then, write your witch/wizard's name and pronouns on it so the rest of the group can see. If you're playing online, change your username to your witch/wizard's name.

MUGGLE GIVEN NAMES

Ahmad, Arthur, Aurora, Chiwetel, Cormac, Daniel, Dev, Dimitrios, Eleni, Emma, Fatima, Gabriela, Genevieve, James, Jing, Joanne, Lorenzo, Maggie, Nnedi, Pablo, Penelope, Richard, Riya, Rupert, Scarlett, Sean, Susan, Terry, Wei, Zoe

WIZARD GIVEN NAMES

Alecto, Andromeda, Arabella, Argus, Ariana, Arsenius, Augusta, Cuthbert, Dedalus, Eldred, Elphias, Emeric, Emmeline, Filius, Griselda, Helena, Imelda, Ludo, Mafalda, Merope, Newt, Phyllida, Rodolphus, Rolanda, Septima, Silvanus, Sybill, Thorfinn, Wilbert, Wilhelmina

SURNAMES

Adebayo, Ali, Bagshot, Chowdhry, Davies, Diaz, Dubois, Finnigan, Goldstein, Grint, Johnson, Kazinsky, Khan, Leung, Macmillan, Mwangi, Ogden, Okafor, Patel, Quinn, Radcliffe, Santos, Schmidt, Spinnet, Tarkowski, Thomas, Valentini, Warren, Watson, Wong

9 DO YOU HAVE A PET? (OPTIONAL)

1-2 Owl (Can send and receive mail)

3-4 Rat (Cannot send or receive mail)

5-6 Cat (Will not send or receive mail)

10 WHAT HOUSE ARE YOU IN?

If you're playing a **1st Year student** and you're starting the story before the 1st day of school, **STOP**. Wait until the **Sorting Ceremony**, then make your **roll** & choice in that scene.

Otherwise, to find your House, **roll a d6**. If you get a 5 or a 6, re-roll until you get a 1-4.

You may **choose between** the House you rolled and the House associated with your best trait. If **Magic** is your best trait, **roll 2d6** and pick between the two results.

1	**Gryffindor** (+1 to **Bravery**)	**2**	**Hufflepuff** (+1 to **Loyalty**)
3	**Ravenclaw** (+1 to **Intellect**)	**4**	**Slytherin** (+1 to **Cunning**)
5	[Re-roll]	**6**	[Re-roll]

After you have your House, **give yourself +1** to that House's trait.

11 WHO ARE YOUR FRIENDS?

If you don't have a House yet, skip this part. Otherwise, **roll 2d6** to pick **2 questions** from your House's list. If everyone is in the same House, you can pick your 2 questions from any House's list. When you have your questions, **go around the group** 3 times:

- **The 1st time**, introduce your witch or wizard to the group.
- **The 2nd time**, ask the group one of the questions you picked. **Write the name** of the witch/wizard who answers in the Friends & Rivals section on your Character Sheet.
- **The 3rd time**, ask the group the other question you picked. Again, **write down the name** of the witch/wizard who answers.

You should end with one blank Friend or Rival slot. You can fill in the blank slot at the end of the 1st session.

Gryffindor

1 Which one of you did I stand up for when some older students were picking on you? **(Friend)**

2 Which one of you had detention with me after we spoke out against an unfair teacher? **(Friend)**

3 Which one of you is my best mate on the Quidditch team? **(Friend)**

4 Which one of you is my go-to person when I need to find something in the library? **(Friend)**

5 Which one of you plays the same position as me on another House's Quidditch team? **(Rival)**

6 Which one of you did I challenge to a duel for insulting a friend? **(Rival)**

Ravenclaw

1 Which one of you stayed up past midnight with me to study for a big History of Magic exam? **(Friend)**

2 Which one of you do I always let copy my Charms assignments? **(Friend)**

3 Which one of you shares my weird obsession with a rare magical creature? **(Friend)**

4 Which one of you do I go to when I need to know something I can't look up in the library? **(Friend)**

5 Which one of you do I resent for getting better marks than me in my favourite class? **(Rival)**

6 Which one of you am I upset with for cheating on an assignment? **(Rival)**

Hufflepuff

1 Which one of you did I once help to find your missing pet? **(Friend)**

2 Which one of you snuck into the kitchens with me before the Halloween feast? **(Friend)**

3 Which one of you likes to spend weekend afternoons in the greenhouses with me? **(Friend)**

4 Which one of you sat with me on our first trip on the Hogwarts Express? **(Friend)**

5 Which one of you did I get into a row with after you insulted my pet? **(Rival)**

6 Which one of you do I dislike for spending too much time with my best friend? **(Rival)**

Slytherin

1 Which one of you found an undiscovered room in the castle with me? **(Friend)**

2 Which one of you owes me for not telling on you when you snuck out after curfew? **(Friend)**

3 Which one of you always sits with me at meals? **(Friend)**

4 Which one of your families has been close to my family for generations? **(Friend)**

5 Which one of you do I think is a big show-off? **(Rival)**

6 Which one of you publicly doubts my academic or athletic skills? **(Rival)**

12 WHAT'S YOUR PATRONUS?

To find your **patronus**, **roll 2d6**. The **1st result** is the kind of animal, the **2nd result** is your witch/wizard's patronus.

You may pick your patronus at the start of the story, but you can **only** cast the patronus charm when you learn the spell, usually in Year 5. Otherwise, wait until your learn the patronus charm to pick your patronus.

1 BIRDS OF PREY

1 Albatross		**2** Eagle		**3** Falcon	
4 Hawk		**5** Heron		**6** Osprey	

2 OTHER BIRDS

1 Blackbird		**2** Crow		**3** Hummingbird	
4 Pheasant		**5** Robin		**6** Sparrow	

3 CARNIVORES

1 Badger		**2** Bear		**3** Boar	
4 Lion		**5** Snake		**6** Wolf	

4 HERBIVORES

1 Aardvark		**2** Deer		**3** Hedgehog	
4 Mouse		**5** Salmon		**6** Squirrel	

5 TAME ANIMALS

1 Cat		**2** Dog		**3** Horse	
4 Rabbit		**5** Rat		**6** Swan	

6 RARE ANIMALS

1 Dragon		**2** Hippogriff		**3** Owl	
4 Phoenix		**5** Unicorn		**6** Winged Horse	

YOU'RE READY!

Hand this sheet back to the Narrator and get ready to begin your new Hogwarts story!

Look

Wand

Name

Complexion   Hair   Frame

Look   Wood

House

Year   Heritage

Ambition   Patronus

★

👉 TRAITS 👈

☐ **BRAVERY**
└ Stand in the Face of Danger
└ Get What You Seek

☐ **CUNNING**
└ Hide & Sneak
└ Get What You Seek

☐ **INTELLECT**
└ Gain Knowledge

☐ **LOYALTY**
└ Help or Hinder Someone
└ Approach a Magical Creature

☐ **MAGIC**
└ Cast a Spell / Duel
└ Concoct a Potion
└ Use a Magical Object

✡ FRIENDS & RIVALS ✡

Friend _____

Friend _____

Rival _____

When someone is your Friend or Rival, you may add +1 to a **roll** to **help or hinder** them. You can be Friends or Rivals with other players or with Narrator characters. You may only add or remove a Friend or Rival at the end of a session. You can have up to 2 Friends and 1 Rival at a time.

PET _____
Kind   Name

When you spend time with your pet, you can shift one marked Condition to another one.

🌙 CONDITIONS 🌙

○ **Scared** (-2 to **Bravery** until you avoid something difficult.)

○ **Angry** (-2 to **Cunning** until you hurt someone or break something.)

○ **Stressed** (-2 to **Intellect** until you say something hurtful to someone.)

○ **Jealous** (-2 to **Loyalty** until you betray a friend.)

○ **Embarrassed** (-2 to **Magic** until you take a comment the wrong way.)

○ **Injured** (-1 to all traits until healed with medicine or magic.)

○ **Hexed** (-1 to **1 trait** of the Narrator's choice until cured.)

○ **Unconscious** (Unable to act until revived, can avoid by taking a different Condition.)

You can also clear someone else's **Scared**, **Angry**, **Stressed**, **Jealous**, or **Embarrassed** Condition by comforting or supporting them.

The **Injured**, **Hexed**, or **Unconscious** Conditions can always be cleared in the hospital wing.

When all 8 Conditions are marked, **roll** +your highest trait to see if you **exit the story**.

On a **10**+, you come back with all Conditions cleared.

On a **7-9**, you come back with only Unconscious cleared.

On a **6**-, you exit the story. Create a new witch/wizard.

If you come back, you now have a physical or mental scar. Write it here:

Scars

📖 FAVOURITE SUBJECT(S) 📖

_____

_____

You may add +1 to any **roll** related to a Favourite Subject.

✨ LUCK ✨

☆ ☆ ☆

When you want to do something you normally couldn't, or change a **roll** to a 10+, you may **mark a point of Luck** to do it.

You regain all your marked Luck when you **complete a school year**.

EXPERIENCE

◇ ◇ ◇ ◇

When you fail a **roll**, mark 1 point of Experience.

When you get to 4 Experience, you may **take an Advancement**! Then, clear your marked Experience.

⚡ ADVANCEMENT ⚡

When you've marked 4 Experience or when you **complete a school year**, take one of the following Advancements:

☐ ☐ **Upgrade a trait by +1.** You may do this twice. No trait can ever be more than +3.

☐ **Gain a second Favourite Subject.** You may do this once.

∞ **Learn a new spell** from your Year. You may do this as many times as you'd like.

∞ **Aquire a magical object.** You may do this as many times as you'd like.

∞ **Regain 1 marked point of Luck.** You may do this as many times as you'd like.

⚗ MAGICAL OBJECTS ⚗

_____

_____

_____

_____

_____

YEAR 1

- **Alohamora** – Unlocking Charm
- **Calvario** – Hair Loss Curse
- **Colovaria** – Color Change Charm
- **Diminuendo** – Shrinking Charm
- **Finite Incantatem** – Counter-Spell
- **Locomotor Mortis** – Leg-Locker Curse
- **Lumos** – Wand-Lighting Charm
- **Periculum** – Red Sparks Charm
- **Petrificus Totalus** – Full Body-Bind Curse
- **Slugulus Eructo** – Slug-Vomiting Curse
- **Spongify** – Softening Charm
- **Tergeo** – Cleaning Charm
- **Ventus** – Wind Hex
- **Wingardium Leviosa** – Levitation Charm
- **Babbling Beverage** (Potion)
- **Calming Draught** (Potion)
- **Cough Potion**
- **Shrinking Solution** (Potion)

YEAR 2

- **Epoximise** – Bonding Spell
- **Expelliarmus** – Disarming Charm
- **Flagrate** – Fire-Writing Spell
- **Fumos** – Smoke-Conjuring Spell
- **Incendio** – Fire-Conjuring Spell
- **Mucus ad Nauseam** – Head Cold Curse
- **Obscuro** – Blindfolding Charm
- **Protego** – Shield Person Spell

- **Reparo** – Repairing Charm
- **Rictusempra** – Laughing Hex
- **Serpensortia** – Snake-Conjuring Spell
- **Steleus** – Sneezing Hex
- **Titillando** – Tickling Hex
- **Ageing Potion**
- **Beautification Potion**
- **Hiccoughing Solution** (Potion)
- **Mandrake Draught** – Anti-Curse Potion
- **Murtlap Essence** – Pain-soothing Potion

YEAR 3

- **Anteoculatia** – Antler-Growing Hex
- **Colloshoo** – Stickfast Hex
- **Engorgio** – Swelling Hex
- **Ferula** – Splinting/Bandaging Spell
- **Herbivicus** – Plant Growth Charm
- **Illegibilus** – Text-Scrambling Charm
- **Impervius** – Waterproofing Charm
- **Mimble Wimble** – Tongue-Tying Curse
- **Orchideous** – Flower-Conjuring Spell
- **Prior Incantato** – Recent Spell Charm
- **Reparifarge** – Undo Transfiguration Spell
- **Riddikulus** – Boggart Defence Spell
- **Tarantallegra** – Dancing Hex
- **Deflating Draught** (Potion)
- **Pepperup Potion** – Cold-Curing Potion
- **Unctuous Unction** – Friendship Potion
- **Sleeping Draught** (Potion)
- **Swelling Solution** (Potion)

YEAR 4

- **Accio** – Summoning Charm
- **Avis** – Bird-Conjuring Spell
- **Densaugeo** – Teeth-Elongating Hex
- **Depulsio** – Banishing Charm
- **Diffindo** – Cutting Charm
- **Episkey** – Minor Healing Spell
- **Furnunculus** – Pimple/Boil Hex
- **Impedimenta** – Slowing Hex
- **Incaercerous** – Chain-Conjuring Spell
- **Locomotor Wibbly** – Jelly-Legs Hex
- **Quietus** – Quieting Charm
- **Reducto** – Smashing Curse
- **Sonorus** – Amplifying Charm
- **Stupefy** – Stunning Charm
- **Blemish Blitzer** – Acne Treatment Potion
- **Fire Protection Potion**
- **Laxative Potion**
- **Invigoration Draught** (Potion)

YEAR 5

- **Anapneo** – Reverse Choking Spell
- **Aperio** – Opening Charm
- **Cantis** – Singing Hex
- **Colloportus** – Locking Charm
- **Evanesco** – Vanishing Spell
- **Expecto Patronum** – Patronus Charm*
- **Oppugno** – Attacking Objects Hex
- **Protego Totalum** – Shield Area Spell

- **Relashio** – Releasing Hex
- **Repello Muggletum** – Anti-Muggle Charm
- **Silencio** – Silencing Charm
- **Specialis Revelio** – Hex-Revealing Charm
- **Vulnera Sanentur** – Gash-Healing Spell
- **Amortentia** – Love Potion
- **Befuddlement Draught** (Potion)
- **Essence of Dittany** – Healing Potion
- **Love Potion Antidote** (Potion)
- **Wit-Sharpening Potion**

YEAR 6

- **Aguamenti** – Water-Conjuring Spell
- **Apparrate** – Teleportation Spell**
- **Confundo** – Confusion Charm
- **Deprimo** – Hole-Blasting Charm
- **Ebublio** – Bubble Hex
- **Emendo** – Bone-Mending Spell
- **Flipendo** – Knockback Hex
- **Gemino** – Duplicating Objects Curse
- **Langlock** – Tongue-Locking Hex
- **Melofors** – Pumpkin-Head Hex
- **Muffliato** – Ear-Buzzing Charm
- **Pullus** – Chicken/Goose Hex
- **Revelio** – Revealing Charm
- **Draught of Living Death** (Potion)
- **Garroting Gas** – Choking Potion
- **Strengthening Solution** (Potion)
- **Veritaserum** – Truth Potion
- **Veritaserum Antidote** (Potion)

YEAR 7

- **Baubillious** – Lightning-Conjuring Spell
- **Confrigo** – Blasting Curse
- **Duro** – Hardening Charm
- **Fianto Duri** – Increase Protection Spell
- **Homenum Revelio** – Reveal Person Charm
- **Legillimens** – Mind-seeing Charm
- **Levicorpus** – Body-Lifting Hex
- **Mutatio** – Mutation Hex
- **Obliviate** – Memory-Erasing Charm
- **Portus** – Portkey-Creating Charm***
- **Redactum** – Shrinking Hex
- **Vermiculus** – Worm Hex
- **Blood-Replenishing Potion**
- **Euphoria Elixir** (Potion)
- **Felix Felicis** – Luck Potion
- **Forgetfulness Potion**
- **Polyjuice Potion** – Transformation Potion
- **Skele-Gro** – Bone Regrowth Potion

UNFORGIVABLE CURSES

Unforgivable Curses cannot be learned at the start of play, by **taking an Advancement**, **completing a school year**, or from a class.

When you cast an Unforgiveable Curse, the Narrator may tell you a Serious Consequence that happens to you as a result.

- **Avada Kedavra** – Killing Curse
- **Crucio** – Pain Curse
- **Imperio** – Mind-Control Curse

SPELLS & CONDITIONS

A **healing spell** can clear the **Injured**, **Hexed**, or **Unconscious** Conditions, if the spell's effect would heal the cause of the Condition.

A **defence spell** can prevent someone from taking a Condition if the spell's effect would block the cause of the Condition.

A **hex** can cause the **Hexed** Condition, in addition to the spell's effect.

A **curse** can cause the **Injured** or **Unconscious** Conditions, in addition to the spell's effect.

LEARNING SPELLS

You can **learn a spell** from a class, a mentor, a book, or even from another student. If another student teaches you a spell, they must successfully **roll to help** someone.

You never have to roll to learn a spell or potion, unless the information on how to cast or concoct it is somehow hidden.

You immediately **learn** any spell taught in a classroom lesson, even if your 1st casting isn't successful.

KEY

⬡	Charm	♥	Healing
⚡	Curse	✖	Hex
🛡	Defence	⚗	Potion
🧪	Transfiguration		
⬢	Unforgivable Curse		

*When you learn the Patronus Charm, pick your Patronus from the table on the Create Your Witch/Wizard Sheet.

**You must pass a test and recieve a license from the Ministry of Magic to apparrate.

***Making a portkey requires Ministry of Magic permission

STAND IN THE FACE OF DANGER

When you **stand in the face of danger**, physical or otherwise, **roll +Bravery**.

On a 10+, pick one:

- You stand firm and nobody gets hurt.
- You aren't hurt, and you hurt the threat right back.

On a 7-9, pick one:

- You hurt the threat, but it hurts you as well.
- You aren't able to act, but the threat backs off.
- You flee, but you don't suffer any Serious Consequences.
- You avoid Serious Consequences, but someone else suffers them instead.

On a 6-, mark a point of Experience. You aren't able to face the danger, and the Narrator may tell you a Serious Consequence that happens as a result.

HELP OR HINDER SOMEONE

When you assist, defend, or otherwise **help someone**, or when you trip up, interfere with, or otherwise **hinder someone**, **roll +Loyalty**. If the person is a Friend or a Rival, you may add +1 to your roll.

FOR OTHER MAIN CHARACTERS

On a 10+, pick one:

- Give them +/-1 to their roll.
- Prevent them from taking a Condition.
- Offer them 1 Experience to stop what they're doing.

On a 7-9, pick one of the above options, but take a Condition as a result of your efforts.

On a 6-, mark a point of Experience. You aren't able to help or hinder them, and the Narrator may tell you a Serious Consequence that happens as a result.

FOR NARRATOR CHARACTERS

On a 10+, you help or hinder them as you want.

On a 7-9, you help or hinder them, but (pick one)...

- You take a Condition in the process.
- They're accidentally hurt in the process.
- They are upset with you for doing so.
- They are suspicious of your motives.

On a 6-, mark a point of Experience. You aren't able to help or hinder them, and the Narrator may tell you a Serious Consequence that happens as a result.

HIDE & SNEAK

When you hide yourself or something else, try to move around unnoticed, or otherwise **hide & sneak** about, **roll +Cunning**.

On a 10+, you or whatever you're hiding aren't detected.

On a 7-9, pick one:

- Someone or something is looking for you or what you've hidden.
- Someone or something knows you're here or that you've hidden something, but not where.
- You leave some kind of trace or evidence behind.

On a 6-, mark a point of Experience. You or whatever you're hiding are found, and the Narrator may tell you a Serious Consequence that happens as a result.

GET WHAT YOU SEEK

When you want to get an object or persuade someone to do or think something and you **get what you seek** with

...honesty, negotiation, charisma, or humility, **roll +Bravery**.

...trickery, cheating, underhandedness, or theft, **roll +Cunning**.

On a 10+, you get what you wanted, no problem.

On a 7-9, you get what you wanted, but (pick one)...

- The person you got it from is suspicious.
- You must give or promise something in return.
- The person you got it from changes their attitude towards you.

On a 6-, mark a point of Experience. You don't get what you wanted, and the Narrator may tell you a Serious Consequence that happens as a result.

APPROACH A MAGICAL CREATURE

When you try to tame, help, get help from, or otherwise **approach a magical creature**, **roll +Loyalty**.

On a 10+, the creature acts as you want.

On a 7-9, pick one:

- The creature acts as you want, but you take a Condition for your efforts.
- The creature acts as you want, but it attracts unwanted attention.
- The creature doesn't act as you want, but it does something else helpful.

On a 6-, mark a point of Experience. The creature goes wild, and the Narrator may tell you a Serious Consequence that happens as a result.

GAIN KNOWLEDGE

When you want to **gain knowledge**

... about a person, object, situation, or place,

... from a conversation, book, newspaper, or other document,

... or from your own memory, **roll +Intellect**.

On a 10+, you gain the knowledge you wanted. You may ask the Narrator a question and they must give a true answer. You might ask:

- What here isn't what it seems to be?
- Where is the thing I'm looking for?
- What's the history of this?
- How do I make this useful?
- Are they telling the truth?
- What do they really want?
- What do I remember about this?

On a 7-9, you get some of the knowledge you wanted. You may ask the Narrator a question. They must give you a true answer, but they don't have to give you a full answer.

On a 6-, mark a point of Experience. You're not sure if you got the knowledge you wanted. You may ask the Narrator a question, but they don't have to give you a full answer, or a true one. The Narrator may also tell you a Serious Consequence that happens as a result.

ROLL

When you do something that has a chance of failing, and there's *absolutely* no move that applies, you can always **roll +one of your traits**. Use the trait that best matches what you're doing.

On a 10+ you do it without a problem. Wicked!

On a 7-9 you do it, but there's a cost.

On a 6- you don't manage it and the Narrator tells you how things get worse, but you get to mark a point of Experience.

CAST A SPELL

When you **cast a spell** you know, first say the incantation and wave a wand, then **roll +Magic**. If you don't know the spell, don't say the incantation, or don't wave a wand, you must **mark a point of Luck**, then **roll +Magic**.

You **don't need to roll** to cast a spell if there's no chance it would fail. In general, you can **always** cast a spell **two or more years** below your current year, unless you're casting it in a stressful situation.

On a 10+, you successfully cast the spell the way you wanted.

On a 7-9, you successfully cast the spell, but (pick one)...

- The effect isn't as powerful as it should be.
- The effect doesn't last as long as it should.
- You attract unwanted attention.

On a 6-, mark a point of Experience. You fail to cast the spell, and the Narrator may tell you a Serious Consequence that happens as a result.

DUEL

When you get into a wizard's **duel**, **roll +Magic** to **cast a spell**, but use these options:

On a 10+, your spell hits the other witch/wizard, and their spell misses!

On a 7-9, pick one:

- Your spells collide in midair!
- Your spell misses, but so does theirs!
- Both spells hit!

On a 6-, mark a point of Experience. Your spell misses, and their spell hits! The Narrator tells you a Serious Consequence that happens to you as a result.

If you're casting a defensive or healing spell, treat a "hit" as a block or a success. The duel ends when a witch/wizard yields or when they can't cast spells anymore.

IF YOU'RE DUELING ANOTHER MAIN CHARACTER...

First, **roll +Bravery**. The witch/wizard with the higher result takes the first turn.

When it's your turn, both witches/wizards wave their wands and say what spell they cast. Then, **roll +Magic** (the other witch/wizard does not roll). Use the options above to figure out the outcome. Then it's the other witch/wizard's turn.

CONCOCT A POTION

When you mix, brew, or otherwise **concoct a potion** you know, **roll +Magic**. You must have the proper ingredients, a way to assemble them, and a wand. When you concoct a potion you don't know, you must **mark a point of Luck**, then **roll +Magic**.

On a 10+, you correctly create the potion you wanted.

On a 7-9, you create the potion, but (pick one)...

- It has some unintended side effect.
- The process goes wonky and you take a Condition.
- You accidentally make a different potion (the Narrator tells you which one).

On a 6-, mark a point of Experience. You don't create the potion successfully, and the Narrator may tell you a Serious Consequence that happens as a result.

USE A MAGICAL OBJECT

When you **use a magical object**, **roll +Magic**.

On a 10+, the object works exactly as expected and you make full use of it.

On a 7-9, pick one:

- The object does something unexpected but helpful.
- The object's effect isn't as powerful as it should be.
- The object works as expected, but you take a Condition from using it.
- The object works, but it breaks in the process.

On a 6-, mark a point of Experience. The magical object doesn't work correctly, and the Narrator may tell you a Serious Consequence that happens as a result.
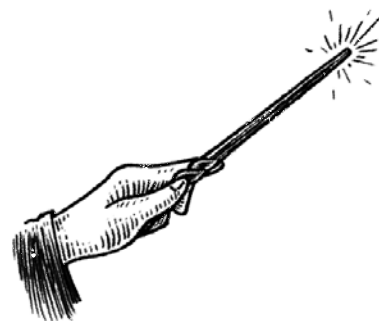
YEAR

MAIN CHARACTERS

Name	House	Year
Name	House	Year
Name	House	Year
Name	House	Year
Name	House	Year
Name	House	Year

NARRATOR CHARACTERS

Name	Role
Name	Role
Name	Role
Name	Role
Name	Role
Name	Role

MYSTERIES

THE RULES

Quidditch is played between two teams of seven witches/wizards, flying in the air on broomsticks.

There are four balls:

- **1 Quaffle**, a large ball which each team attempts to throw into the opposing team's goal to score, awarding 10 points for each goal.
- **2 Bludgers**, small, heavy balls which are enchanted to fly at the Quidditch players.
- **1 Golden Snitch**, a tiny ball with golden wings which is enchanted to fly up and around the field, seemingly at random. Catching the Golden Snitch ends the match and awards the catching team 150 points.

And seven people on a team:

- **3 Chasers**, who attempt to toss the Quaffle into the other team's goal to score for 10 points.
- **1 Keeper**, who guards the goal posts.
- **2 Beaters**, armed with special bats, who keep the Bludgers away from their team and try to hit them at the other team's players.
- **1 Seeker**, who attempts to spot and catch the Golden Snitch, which ends the game and awards the team who gets it 150 points.

A match must be played on a Quidditch pitch, with two sets of three goal posts at each end. The oval-shaped pitch is generally surrounded by stands for spectators.

Each House has its own Quidditch team, with one game against each of the other Houses during the school year. At the end of the school year, the Quidditch Cup is awarded to the House whose team scored the most points during all of their games that year. Winning a Quidditch match also gains a House 50 points towards the House Cup.

Remember, lots of things besides Quidditch happen during a Quidditch match! You might be trying to solve a mystery in the stands, or settle a personal rivalry on the pitch. You can do anything and make any move that you could make elsewhere in the story.
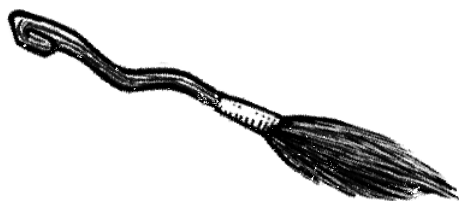
QUIDDITCH MOVES

PLAY A QUIDDITCH MATCH

When you **play a Quidditch match**, pick one of the following positions: **Beater**, **Chaser**, **Keeper**, **Seeker**, **Announcer**, or **Fan**.

The Narrator will pick someone to start with **control** of the match & hand them this sheet. When you have control, you get to say what happens on the pitch.

Describe the match up until your team is about to make a risky play, then **roll...**

+**Bravery** if your team is playing boldly.

+**Cunning** if your team is playing dirty.

+**Intellect** if your team is playing tactically.

+**Loyalty** if your team is playing with great teamwork.

On a 10+, you keep control of the match and your team scores 10 points!

On a 7-9, neither team scores and you pass control of the match & this sheet to your left. Your team doesn't get a goal because (pick one)...

- Someone on your team misses a throw or a catch!
- Someone on your team is hit by a Bludger!
- Your team's play doesn't go as planned!
- The other team pulls a trick play!

On a 6-, mark a point of Experience and pass control & this sheet to the person to your left. Your team doesn't score, and the Narrator describes how the other team scores 10 points. They may also tell you a Serious Consequence that occurs as a result of your attempt.

CATCH THE GOLDEN SNITCH

At some point during the match, the Narrator will announce that someone has spotted the Golden Snitch. If you have control of the match, your team's Seeker can try to **catch the Golden Snitch**.

Work with anyone playing a Seeker to describe the match up until your team's Seeker is about to catch the Golden Snitch, then **roll...**

+**Bravery** if your Seeker makes a daring maneuver to catch the Snitch.

+**Cunning** if your team sabotages the other Seeker to catch the Snitch.

+**Intellect** if your team outwits the other Seeker to catch the Snitch.

+**Loyalty** if a teammate helps your Seeker catch the Snitch.

On a 10+, you do it! Your team catches the Golden Snitch and ends the match, giving your team 150 points.

On a 7-9, your team isn't able to catch the Golden Snitch, but neither is the other team. Pass control of the match & this sheet to the person to your left.

On a 6-, mark a point of Experience. Your team fails to catch the Golden Snitch, and the other team gets it for 150 points. The Narrator may also tell you a Serious Consequence that occurs as a result of your attempt.

CURRENT GAME

Team	Score

SEASON

Gryffindor vs Hufflepuff	Slytherin vs Hufflepuff

Gryffindor vs Ravenclaw	Ravenclaw vs Slytherin

Slytherin vs Gryffindor	Hufflepuff vs Ravenclaw

TOTALS

GRYFFINDOR	
HUFFLEPUFF	
RAVENCLAW	
SLYTHERIN	

Last Year's Winner*

*If you started your story this year, roll on the House table for last year's winner.

MAGICAL OBJECTS

- **Auto-Answer Quill** – Writes the correct answer to a question automatically. Used for cheating.
- **Bezoar** – A stone taken from the stomach of a goat. Cures most poisons.
- **Broomstick** – Used for transportation and to play Quidditch. Ride it to fly.
- **Collapsible Cauldron** – A cauldron which folds for portability.
- **Deluminator** – A device shaped like a lighter that puts out lights in an area.
- **Enchanted Map** – A map that changes to reflect the real world area it depicts.
- **Everlasting Candle** – A candle enchanted to burn indefinitely.
- **Exploding Snap Deck** – A deck of wizard cards which spontaneously explode during gameplay.
- **Fireproof Clothing** – An item of clothing (shirt, gloves, etc) that protects the wearer from fire.
- **Foe-Glass** – A mirror that shows shadows of your enemies, which become clearer as they get nearer to you.
- **Hiccough Sweet** – Prank candy that induces hiccoughing.
- **Invisibility Cloak** – A cloak that renders the wearer invisible.
- **Magic Tent** – Charmed to be significantly larger on the inside than on the outside. Can contain several amenities.
- **Omnioculars** – Binoculars that can magically slow down and replay what the viewer sees.
- **Quick-Quotes Quill** – A quill that automatically writes what is spoken in its presence.
- **Remembrall** – A small glass ball that fills with red smoke when you've forgotten something.
- **Self-Stirring Cauldron** – Does what it says on the tin.
- **Sneakoscope** – A glass top that lights up, spins, and whistles if someone nearby is doing something untrustworthy.
- **Spell-Checking Quill** – Automatically corrects the user's spelling.
- **Sticky Trainers** – A pair of shoes with suction cups on the soles. Used to walk up walls and across ceilings.
- **Stink Pellets** – Small pellets that release a foul odor.
- **Time-Turner** – A small hourglass, worn on a chain around the neck, that allows the wearer to travel back one hour in time for each turn, up to five hours.
- **Trick Wand** – Appears normal, but when someone tries to cast a spell with it, it turns into a random, non-wand object.
- **Two-Way Mirror** – A pair of mirrors that allow two people to talk to each other while in different locations.
- **Wizard Chess Set** – A magical chess set where the pieces are enchanted to move themselves. Violent.

LOCATIONS

Hogwarts & Grounds
Astronomy Tower
Boathouse
Caretaker's Office
Dungeons
Grand Staircase
Forbidden Forest
Gamekeeper's Hut
Great Hall
Great Lake
Greenhouses & Gardens
Gryffindor Tower
Headmaster's Office
Hospital Wing
Hufflepuff Basement
Kitchens
Lavatories
Library
Owlery
Prefect's Bathroom
Quidditch Pitch
Ravenclaw Tower
Room of Requirement
Slytherin Dungeon
Staffroom
Teachers' Offices

Hogsmeade
Gladrags Wizardwear
Hog's Head Inn
Hogsmeade Station
Honeydukes
Madam Puddifoot's Tea Shop
The Shrieking Shack
The Three Broomsticks Pub
Zonko's Joke Shop

Diagon Alley, London
Flourish & Blott's Bookshop
Gringotts Bank
Knockturn Alley
Madam Malkin's Robes
Magical Menagerie
Ollivander's Wand Shop
Quality Quidditch Supplies
Slug & Jiggers Apothecary
The Leaky Cauldron Pub
Weasley' Wizard Wheezes

YEARLY EVENTS

The Hogwarts Express
Welcoming Feast
Quidditch Team Trials
Halloween Feast
Quidditch Matches
Christmas Feast
Yule Ball
Christmas & Easter Holidays
Final Exams (+O.W.L.s & N.E.W.T.s)
End-of-Term Feast
Summer Holiday

MAGICAL CREATURES

3-Headed Dog
Basilisk
Blast-Ended Skrewt
Boggart
Bowtruckle
Centaur
Crup
Dementor
Doxy
Dragon
Fire Crab
Ghoul
Giant
Giant Spider
Gnome
Goblin
Hippogriff
House Elf
Kappa
Kelpie
Knarl
Kneazle
Merpeople
Niffler
Phoenix
Pixie
Sphinx
Thestral
Troll
Unicorn
Werewolf
Winged Horse

NAMES

MUGGLE GIVEN NAMES

Ahmad, Arthur, Aurora, Chiwetel, Cormac, Daniel, Dev, Dimitrios, Eleni, Emma, Fatima, Gabriela, Genevieve, James, Jing, Joanne, Lorenzo, Maggie, Nnedi, Pablo, Penelope, Richard, Riya, Rupert, Scarlett, Sean, Susan, Terry, Wei, Zoe

WIZARD GIVEN NAMES

Alecto, Andromeda, Arabella, Argus, Ariana, Arsenius, Augusta, Cuthbert, Dedalus, Eldred, Elphias, Emeric, Emmeline, Filius, Griselda, Helena, Imelda, Ludo, Mafalda, Merope, Newt, Phyllida, Rodolphus, Rolanda, Septima, Silvanus, Sybill, Thorfinn, Wilbert, Wilhelmina

SURNAMES

Adebayo, Ali, Bagshot, Chowdhry, Davies, Diaz, Dubois, Finnigan, Goldstein, Grint, Johnson, Kazinsky, Khan, Leung, Macmillan, Mwangi, Ogden, Okafor, Patel, Quinn, Radcliffe, Santos, Schmidt, Spinnet, Tarkowski, Thomas, Valentini, Warren, Watson, Wong

CLASSES

CORE CLASSES

Charms
Defence Against the Dark Arts
Herbology
History of Magic
Potions
Transfiguration

ELECTIVES

Arithmancy
Astronomy
Care of Magical Creatures
Divination
Muggle Studies
Quidditch

★ Group Agenda ★

☞ **Portray A Magical Boarding School**
☞ **Fill The Students' Lives With Mystery, Wonder, Darkness, & Hope**
☞ **Play To Find Out What Happens**