

Roxas' Comprehensive Beginner's Guide to Stormcrest

And directions to every major location.

Important NPCs and Game Mechanics

Felix

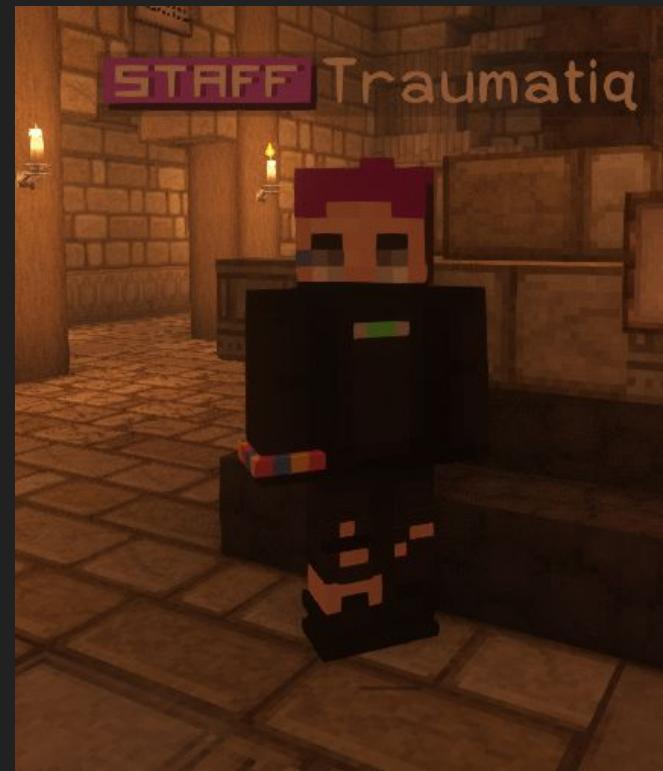
Felix owns everything. He's basically the king. Say hi when you see him!



Staff and Prefects

YR 5 Alcea_Sprout > Anyone need anything?

Staff can be identified by their purple/pink tags that say “STAFF” or “ADMIN.” Prefects can be identified through their blue colored chat. If you ever need help with something, don’t be afraid to first ask any staff or prefects in the game. If none are online to help, make a ticket!



Spells

Once a wand is obtained a student can right click to activate their spell inventory. Pressing E to open their inventory allows the student to customize it however they please. Using the number keys allows the student to change what spell they currently have equipped. They can then left click to use the spell. Once you have 9 or more spells you can activate your second spell hotbar using your “switch to offhand” key.



Once a student has obtained more spells than can fit in a single inventory, they can access more by clicking outside of the bounds of the inventory after pressing E.

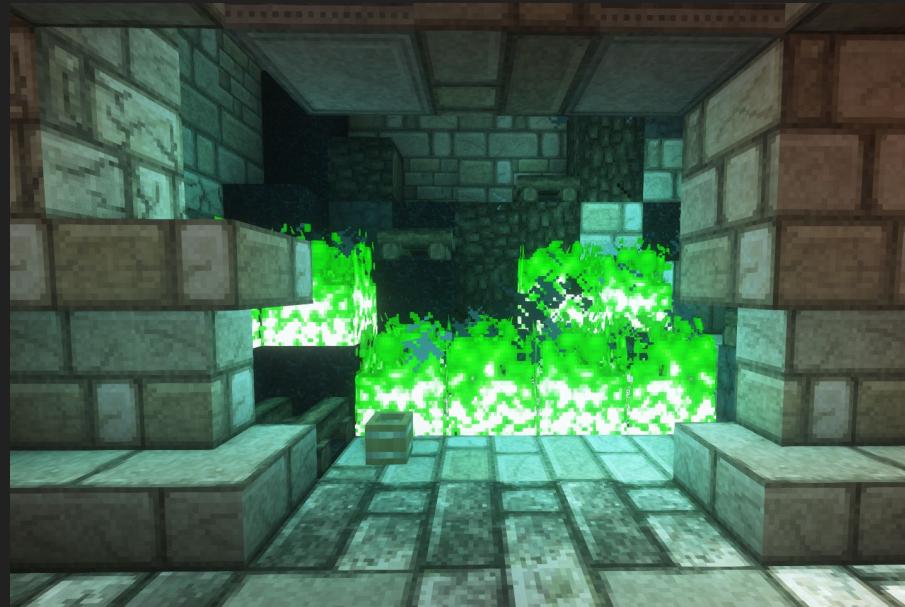
Whooshers

Whooshers can teleport you to any location you've already discovered.



Gloo Powder

Gloo powder can be used to travel to places you haven't discovered before. First, purchase gloo powder from Diagonal Alley. Then, hold it in your hand as you step into the green flames. Finally, right click the flower pot and type in chat the name of the location you want to go.



Goldeons

The in-game currency can be used to purchase items from NPC vendors and other players. Goldeons can be obtained from quests, selling plants and potions, finding treasures, selling items on the market, and discovering new locations.



Quest NPCs

Quest NPCs offer players repeatable tasks that can grant goldeons, special items, and are sometimes needed for progression to the next year. They can be identified by a large exclamation point above their head.



General Vendors

Various vendors can be found all over Diagonal Alley and Stormcrest that sell spells, potion ingredients, key items, and more.



Potion Vendor

Outside the potions classroom is a vendor that will purchase any potions that you have brewed for a pretty good price.



Herbology Vendors

These vendors outside of greenhouse 3 sell seeds and purchase fully grown plants.



Herbology

Students can grow plants from seeds in greenhouse 3. Grown plants yield crops that can be sold and ingredients that can be used in potions. Some quests also require that a student grow certain plants. Plants must be monitored and consistently watered using watering cans that are purchasable from Diagonal Alley.



Professor Dumblestorm

Once your requirements are met, you can speak to Professor Dumblestorm to begin the exam to progress to the next year.



The Choosing Cap

Sorts new students into one of four houses:

Lions

Serpents

Eagles

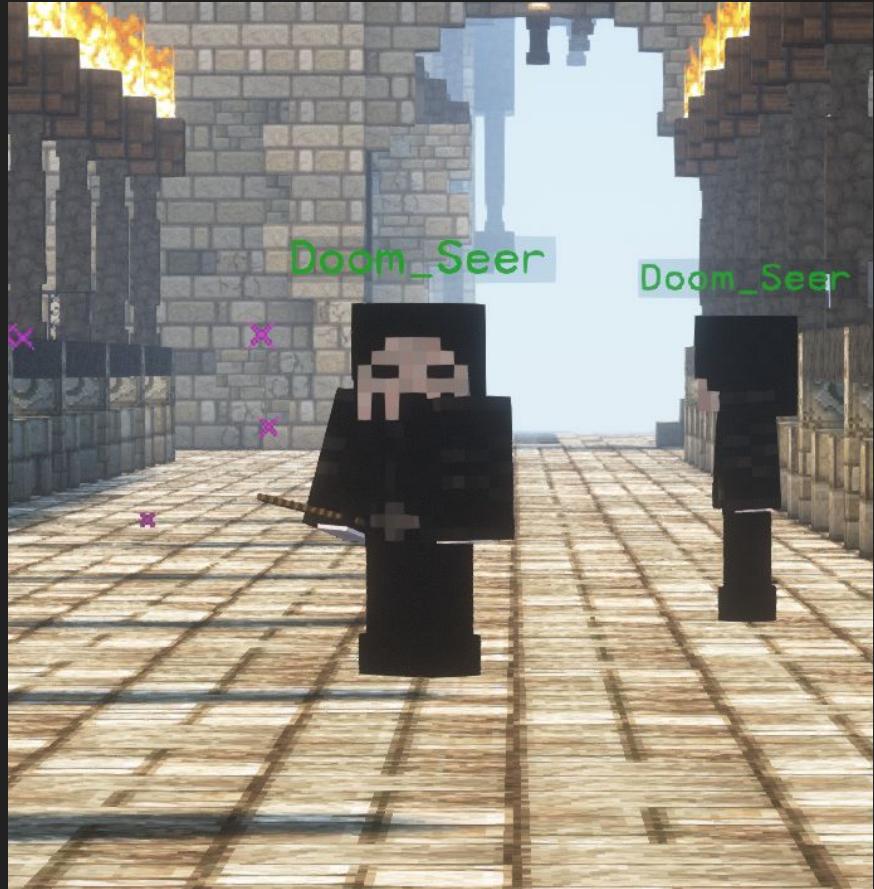
Badgers

It can be found at the end of the Vast Hall.



Death Nibblers/Doom Seers

Tough enemies that will attack you on sight. Defeating them can yield collector's items, galleons, and sometimes crate keys.



Hagbert's Daily Reward

Hagbert can be found in his hut. Speaking to him allows you to collect a daily reward that gets progressively better the more reward you get in a row.



Treasures

Several hundred treasures can be found littered around Stormcrest and Diagonal Alley. They emanate colorful particles. Right clicking these treasures yields 5 goldeons.



Properties

London is full of purchasable properties available for students to buy. Once they purchase a property they can decorate it however they'd like.



Stormcrest Castle

The main castle where most classes and events are held.



The Vast Hall

Here students are sorted into their houses, get food, and take exams to proceed to the next year. You should know where this is.



Dumblestorm's Tomb

Dumblestorm's Tomb can be found on a small island in the lake.



The Grand Staircase

A massive series of staircases that can get you anywhere from the dungeons to the seventh floor. It is located right outside the Vast Hall.



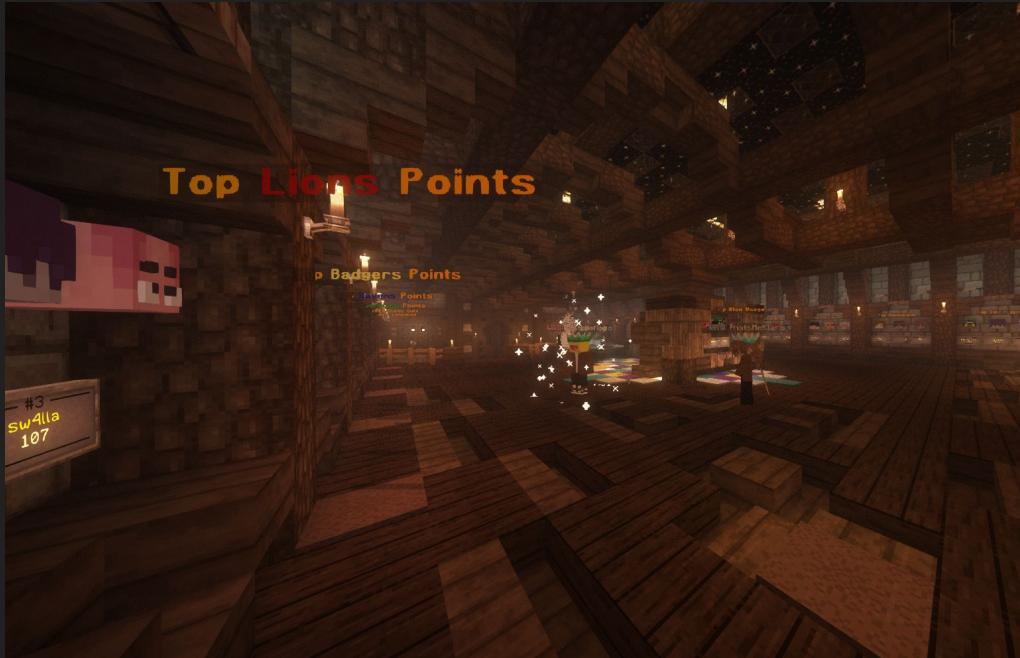
Homework Room

The homework room is found on the lowest level of the grand staircase on the far side. Here you can turn in homework from any professor or the homework from the automated classes.



Stats Room

The stats room is where you can find information on various in-game statistics, such as housepoints gained, goldeons attained, and more. It can be found on the lowest floor of the grand staircase next to the homework room.



The Dungeons

A door and hallway to the dungeons can be found on the lowest floor of the grand staircase. Here you can find the potions classroom, potion ingredients storage room, and the Serpents' Common Room.



Potions Classroom

Potions classes are held here. You can find it in the dungeon next to the potions vendor.



Detention

You'll get sent to detention for breaking school rules. Detention can be viewed by good students through metal bar windows outside the potions classroom.



Serpents' Common Room

The Serpents' common room can be found in the dungeon behind a moveable wall.



The Basement

The basement can be found one level above the dungeons on the grand staircase. Here you can find the Badgers' common room and the kitchens.



Badgers' Common Room

The Badgers' common room can be found behind the moveable barrels after taking a right when entering the basement corridors.



The Kitchens

The Kitchens can be found in the basement corridor, behind a painting. To get to the painting, you must turn right after entering the basement corridor.



History of Magic

History of Magic is quite self-explanatory, and can be found a little ways down the first floor corridor on your left.



Middle Courtyard

The Middle Courtyard can be found at the very end of the first floor corridor. From here, you can reach many of the main classes.



Transfiguration

Transfiguration class studies the magic of changing something into something else. It can be found from the Middle Courtyard.



Astronomy

Astronomy class studies the night sky, the stars, the planets, and more in outer space. The astronomy tower can be found in the middle courtyard.



Enchantments

Enchantment class studies the magic of altering the properties of objects or people. It can be found from the middle courtyard.



The Library

The library is a place that holds many quest objectives and is a cornerstone of the castle. It can be found down the hall from the Enchantments classroom or through a secret passageway on the grand staircase.



Dark Arts Defense

Dark Arts Defense class prepares students to defend themselves against malicious creatures, magic, and wizards. It can be found from the middle courtyard.



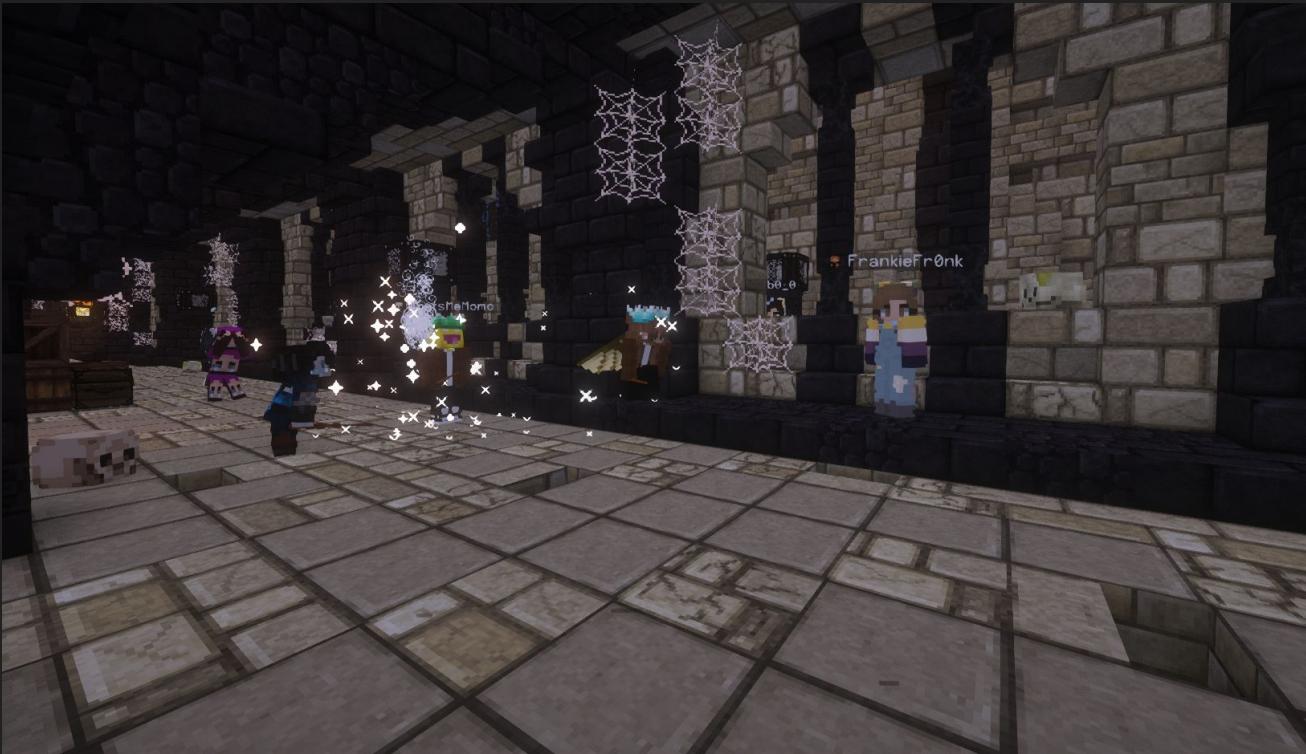
Divination

Divination is the magical art of predicting the future. The divination tower can be found in the second floor corridor from the grand staircase, but can only be accessed by students of third year or higher.



Third Floor Corridor

The Third Floor Corridor can be found from the grand staircase. It, however, is off limits to students. They say you can hear strange noises coming from the end, but no one knows what's down there. . .



Eagles' Tower

Eagles' Tower can be found at the end of the fourth floor corridor on the grand staircase. At the top is the Eagles' Common Room.



Hospital Wing

The hospital wing can be found at the top of the clocktower, at the end of the sixth floor corridor from the grand staircase. Students who suffer major injuries will find themselves waking up here.



Lions' Common Room.

The Lions' Common Room can be found behind a painting at the top of the grand staircase.



Room of Mysteries

The Room of Mysteries can be found at the end of the seventh floor corridor on the grand staircase. To access it, you have to click a button. Completing the RoM maze will grant you a spell crate key, but can only be done once a day.



The Quad

The quad, otherwise known as the dueling courtyard, can be found through a passage on the lowest floor of the grand staircase.



The Greenhouses

The Greenhouses are where herbology class and herbology club are held. There is also a greenhouse where students can grow their own plants.



They can be found by crossing the viaduct bridge and entering the hallway immediately on the right, slightly behind a statue.

Clocktower Courtyard

The clocktower courtyard is at the base of the clocktower. Connected to it is a bridge that leads to the grounds. You can get to the clocktower courtyard from the sixth floor corridor on the grand staircase, or a secret passage through a painting.



The Grounds



The grounds is the area behind the castle. It consists of wild forested areas.

Hagbert's Hut

Hagbert's Hut is a hub for many quest objectives. It also contains Hagbert, who grants you a daily reward for playing.



Magical Beast Studies (MBS)

MBS can be found to the right of Hagbert's Hut. The class studies how to safely interact with magical beasts.



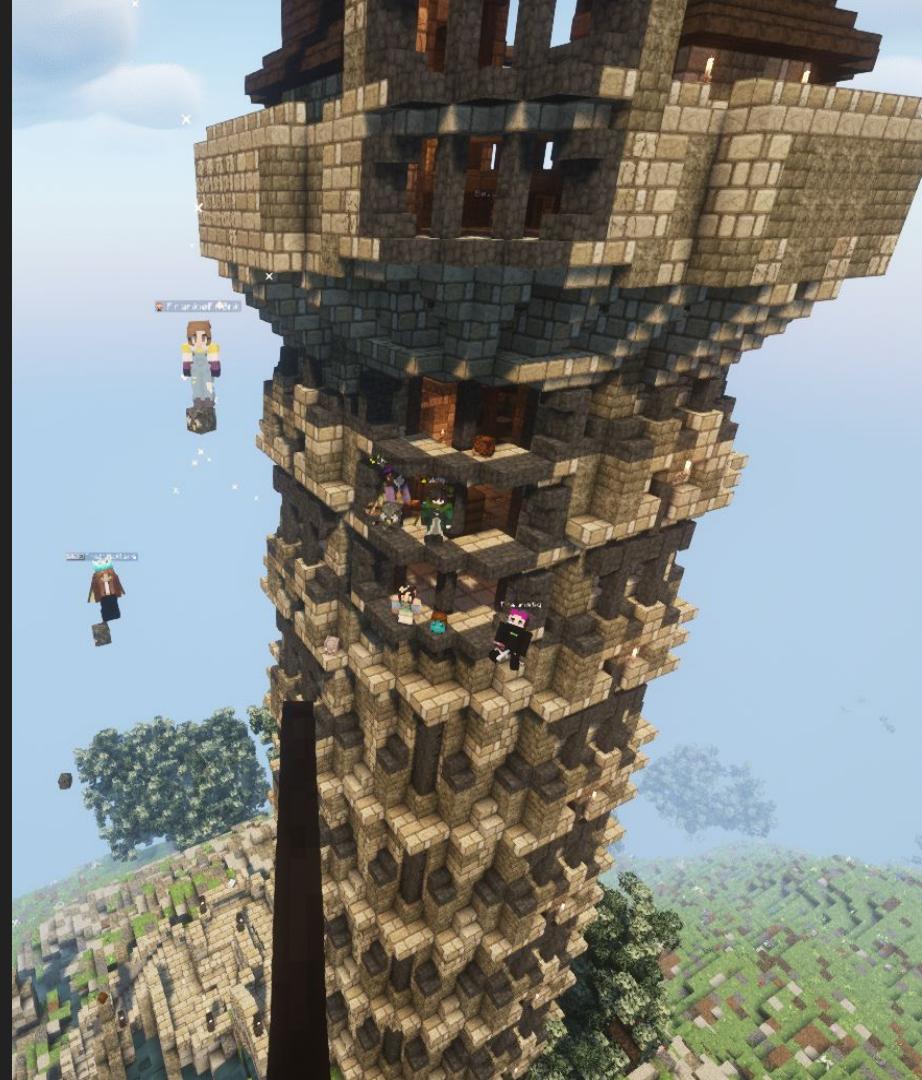
Quidball Stadium

The Quidball Stadium is where games between house teams are held. It can be found on the far right side of the grounds.



The Owlery

The Owlery is where all mail sent through owls is sent and received. It is also a common place for quest objectives. It can be found by immediately turning right after exiting the bridge to the grounds.



The Bashing Birch

The Bashing Birch is a sentient but very violent tree that attempts to destroy anything that comes within range. Be very careful when approaching this tree.



The Whispering Woods



A massive forest in the castle grounds. It contains many magical beasts of varying levels of threat to students. Students are forbidden from entering unless under strict permission from a teacher.

Credits

Thanks for the help from:

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ROXAS FOR PREFECT 2025 WHOOOOOOO