HOGWARTS

The Board Game

(2 – 4 Players)

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FOREWORD
From the Game Creator

HOGWARTS is a free game combining a role-playing game with a board game, in a Harry Potter theme. My intention is, in this world of so much time spent on technology, that this game can bring people back to sitting in a circle together, laughing, connecting, and enjoying being together. May it bring lightness, joy, creativity and play to your life.

HOGWARTS is complex, allowing for a great diversity of experience, choice, and strategy. Every game will be completely different and new. Like Life, anything can happen, both on *and off* the game board. There is so much choice, from what Spell Card to buy, to what attitude to play with, to how to respond to your Player dying. As such, it provides an excellent mirror. I invite you to take it as an opportunity to experiment with and discover what way of playing creates the most joy for you.

This game was born during the deep healing journey of three good friends. We have found it to reveal many things about ourselves, helping us to grow, as people and as friends. I hope it does the same for you.

Above all, HOGWARTS is a creative enterprise, an ever-growing creation. I welcome you to add to it, improve it or expand it however you wish. Have fun, and enjoy the ride!
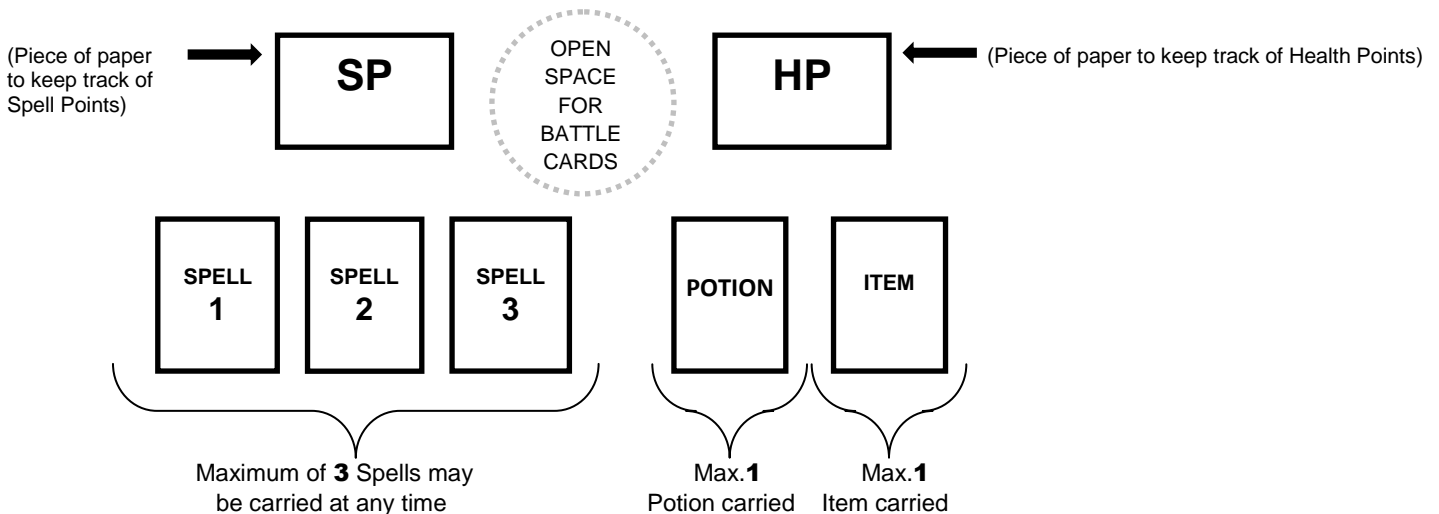
…Brought to you by Team Sol

<u>About the Rules:</u> They may look menacingly long, but most of them need not be read. For a simpler start, just read the first 3 pages, and begin playing. Then read other sections as they become relevant. Text in italics is only relevant for special circumstances, and the lists of Spells, Potions and Items are only for referencing.

GAME RULES

INTRO: Explore the world of Harry Potter, roam Hogwarts Castle, and attempt to be the first to defeat Voldemort, to win the game.

GENERAL PLAY: Players travel around the board, collect items, spells, and potions, and try to survive while gaining in Spell Points (SP). Players need to have at least **100** spell points to occupy the Upper Level of the game board (the forbidden corridors of Hogwarts), where there is greater risk but greater reward. Players need to have **200+** SP to enter Voldemort´s Chamber to try to defeat him. Also, a player´s SP level determines what kind of spells he/she can use. Spell Points are earned and lost by Events, and by battling other players or the Death Eaters which roam freely about the Upper Level of the board.

PLAYER SET-UP: Each Player has a display on the table before them which shows the spells, potions, and items they are carrying, and the Spell Points and Health Points they currently have, in the following format:

(Piece of paper to keep track of Spell Points) ➡️ | **SP** | | OPEN SPACE FOR BATTLE CARDS | | **HP** | ⬅️ (Piece of paper to keep track of Health Points)

| SPELL 1 | SPELL 2 | SPELL 3 | POTION | ITEM |

Maximum of **3** Spells may be carried at any time

Max.**1** Potion carried   Max.**1** Item carried

SPELLS/POTIONS/ITEMS: (For more details see SPELLS, POTIONS, and ITEMS sections)
-Spells can only be used in battles, can be used as many times as desired (except in the case of one-time-use spells)
-Potions can be used in or out of battle for a one-time effect
-Items can be used in or out of battle as many times as desired (except Darkness Powder)
-Unlike Spells, Potions and Items do not require a specific SP level to use
-Spells/Potions/Items can be gained/lost by Events, landing on certain game squares, and the effects of certain spells/items
-Spells can also be bought/traded/sold (using Spell Points) at the Library and Restricted Section
-Potions can also be bought/traded/sold (using Spell Points) at the Potions Shop and Snape´s Cabinet
-Items can be found in the Room of Requirement

BOARD LEVELS, CARD DECKS, AND EVENTS:

BOARD LEVELS:
-Players must have **100** SP or more to occupy Upper Level, and **200** SP or more to enter Voldemort´s Chamber through one of the Dark Doorways (unless otherwise specified)
-If a player´s SP drops below **100** while on the Upper Level, player is moved to their House Common Room (immediately, unless in Battle)

CARD DECKS:
-When a player is on Lower Level, all Spells/Potions gained (in any way) come from Basic Decks
-When a player is on Upper Level, all Spells/Potions gained (in any way) come from Advanced Decks

-Whenever a new Spell/Potion/Item Card is drawn/obtained, it may be taken or discarded
-All cards are returned to the bottom of their original Deck when discarded (Basic Card to Basic Deck)
-Every time there is a Board-Wide Death Eater Attack, shuffle all decks

EVENTS:
-Events vary in effect based on what board level (Lower/Upper) player is on when drawing EVENT card
→This difference is designated by brackets with a slash between two numbers. Example: (**5/19**). The first number applies to the Lower Level, the second number to the Upper Level
-Some EVENTS move a Player to another square to play that square as well. Player is only moved if that square is passable, and square is only played if it is usable at the time. If this square is occupied and moved Player runs from Battle, he/she uses the square he/she runs to instead.

HEALTH POINTS:
-Players have a maximum of **10** Health Points (HP)
-Players automatically restore **1** HP every turn they do not battle
-Players can restore HP from Potions, Spells, Events, and certain Game Squares

FAINTING:
-If a player´s HP drops to HP **1**, player faints, is sent to Infirmary for **1** turn to recover Health (see rules for Infirmary game square)
-If a player faints while on the Upper Level, loses **10** SP (in all cases, in addition to other SP lost)

DEATH:
-Player´s Health cannot drop below **1** HP except in a battle with Voldemort, Death Eaters, or Dementors
-If a player´s HP drops to **0**, player dies, returns to House Common Room, loses all Spell Points, Spells, Potions, and Items. HP is returned to full **10** HP.

TO BEGIN:
-Sort Players into different Houses (Gryffindor, Ravenclaw, Hufflepuff or Slytherin), drawing game pieces out of a hat
-Players start in their House Common Room
-Death Eaters start each on a different Dark Doorway (Upper Level)
-Vanishing Cabinet starts in the room of Requirement
-Set aside the **4** X-squares, and the special-case Battle Action Cards
-All players start with **10** HP, **0** SP, no spells, no potions, no items
-Each player needs to have paper to track their HP and SP, and one set of **6** Battle Action Cards
-A pair of dice is needed, and extra paper to track the Health of <u>Automated Players</u> in Battles
-Separate game cards into **6** piles: Basic Spells, Advanced Spells, Basic Potions, Advanced Potions, Items, and Events
-All players roll dice to see who goes first. Highest roller starts and play proceeds clockwise.

ROUNDS AND TURNS:
-One <u>Round</u> of regular play is a complete cycle made up of <u>Turns</u> from all players, Death Eaters, and Vanishing Cabinet
-<u>Rounds</u> in regular Play are differentiated from <u>Battle Rounds</u> (which apply only in Battles)
-Players take turns clockwise, then Death Eaters have **1** shared turn, then Vanishing Cabinet moves
-Every Player´s turn follow this sequence of actions, <u>in order</u> (*all but the first of these steps are mandatory*):

PLAYER TURN SEQUENCE (in order):

Order of these actions chosen by Player

●Use Item or Potion (optional action)
●Move: Roll **1** Die. Choose Path of Travel, moving this number of squares. May not double back/retrace steps within the same move. If Player has less than **100** SP, may not choose a path that will land on or pass through Upper Level or staircases. If player lands on a square occupied by another player or Death Eater, must battle for the square (see BATTLES), except in the Infirmary or in their own House Common room (see rules for these squares)
●Utilize Game Square *(in certain circumstances more than one game square may be utilized in a turn)*
●Restore **1** HP if Player has not battled during turn (in addition to other HP gained)
●Gain **5** SP if Player has less than **100** SP

DEATH EATER TURN SEQUENCE:

-Each round, <u>after all players have had their turns</u>, Death Eaters (DE´s) have a shared turn, as follows:

●Roll **1** Die for each DE (**2** dice total)

If Dice do not roll Doubles, DE´s move → Each Die rolled moves one of the DE´s counter-clockwise around the Upper Level. If DE lands on a square occupied by a player, they Battle

If Dice roll Doubles → There is a Board-Wide Death Eater Attack (see DEATH EATERS section)

VANISHING CABINET MOVEMENT:

-Each round, after DE´s have had their turn, Vanishing Cabinet is moved (see GAME SQUARES for details on V-Cab)
→Roll **1** Die. V-Cab is moved this number counterclockwise around Lower Level

☆ **Continuing Effects of Events/Potions/Items that last 1 round of regular play last until the beginning of the equivalent turn in the following round** (i.e. if Player A uses a Potion in Player B´s turn, effect lasts until the beginning of Player B´s next turn)

*Player´s SP and HP may not drop below **0** / Death Eaters do not utilize Game Squares / Players may take turns rolling for the DE´s and V-Cab*

GAME SQUARES
LOWER LEVEL

HOUSE COMMON ROOM: Players begin in their own House Common Room and are sent back to it at various moments throughout the game. Players cannot be attacked while in their House Common Room *(If a player is in his/her House Common Room, players from other houses may not land on that square, and DE´s will not attack. If a player lands on his/her own House while another player is already occupying it, that player is kicked out and moved to their own House Common Room)*

DUNGEONS:
HAGRID´S CABIN:
QUIDDITCH PITCH:
SHRIEKING SHACK:

Event spaces.
Draw **1** Event Card

AVIARY:
DINING HALL:

Recovery Spaces
Restore **2** HP

CHARMS CLASSROOM:
PROFESSOR SPROUT´S GREENHOUSE:

Attend class and
earn **10** SP

LIBRARY: Allows Players to buy, sell, and trade Spells, using Spell Points as currency. Player draws top **3** cards from Basic Spell Deck and lays them out for trading with. Trading value of each spell is listed on spell card as the bottom number in the box (in upper right corner). Player may buy, sell and trade freely between his/her own spell set and the set available from the Library. Ensure that spells are discarded into the correct deck.

POTIONS SHOP: Allows players to buy, sell and trade Potions, using Spell Points as currency. Player draws top **2** cards from Basic Potions Deck and lays them out for trading with. Buying/selling/trading proceeds same as in Library. Trading value of Potions is listed on Potions card in the top-right corner box.

ROOM OF REQUIREMENT: Here players find items. Player draws top **2** cards from the Items Deck and lays them out. These are the items he/she has found while searching the Room of requirement, and he/she may choose one of them to carry as an item (*replacing current item if already carrying one*). *Vanishing Cabinet starts game here.*

INFIRMARY: When a Player lands on Infirmary (during his/her turn, or from fainting), he/she spends the following turn remaining on this square, recovering, and rolls **1** Die to determine how much Health is recovered (*# on die= HP gained*). Players are also sent here when they faint, to follow the same process. Players may use potions and items during recovery turn unless they have been sent to Infirmary because of fainting. No battles occur on this square, and it may be shared by multiple players. Players on this square may not be drawn into battle by Events. *V-Cab Piece on Infirmary: Players send to Infirmary due to fainting do not transport through V-Cab.*

UPPER LEVEL

STAIRCASES: Count as game squares on the Upper level.

FORBIDDEN FORREST: Event Space. Draw **1** Event Card.

DUMBLEDORE´S OFFICE: Draw **1** Spell Card (Advanced Deck)

DIAGON ALLEY: Draw **1** Potion Card (Advanced Deck)

RESTRICTD SECTION: Same as Library, except **3** <u>Advanced</u> Spells are drawn instead of Basic Spells

SNAPE´S CABINET: Same as Potions Shop, except **2** <u>Advanced</u> Potions are drawn instead of Basic Potions

THREE BROOMSTICKS: Health is restored (same as Infirmary), except HP are recovered without having to stay on this square for a turn. *Battles may occur on this square.*

DARK DOORWAYS: Death Eaters begin game here and return to them at various points in the game. These are the entry doors to Voldemort´s Chamber, which can only be entered if a player has **200+** SP and chooses to enter. *Utilizing this Game Square (optional) = entering Voldemort´s Chamber.*

VANISHING CABINET (V-Cab): <u>Whenever</u> a player lands on the Vanishing Cabinet square, he/she transports automatically to the square on the Lower Level where the Vanishing Cabinet Piece is at that time. Whenever a Player with **100+** SP lands on the V-Cab Piece, he/she transports up to the V-Cab square. <u>During one´s turn</u>, this counts as Utilizing Game Square (so potion/item may be used before transporting), but when transporting down to Lower level, the lower level square is also Played.

*-If a player with less than **100** SP lands on V-Cab piece, he/she does not transport, but plays that Lower Level square as usual*
-V-Cab piece moves counterclockwise every round along the Lower Level.
-If, when V-Cab Piece is moved, it lands on a square occupied by a player, that player is not transported.
*-If a player of **100+** SP lands on the V-Cab Piece or V-Cab square while that square is occupied by a player, he/she must win the square in battle to utilize the V-Cab.*
-<u>Death Eaters</u> never transport through the V-Cab except when there is a Board-Wide DE Attack Through V-Cab
 -<u>V-Cab Piece on Infirmary</u>: Players send to Infirmary due to fainting do not transport through V-Cab.

BATTLES

-<u>Battles occur when</u> a player shares the same square as another player or Death Eater, when there is a Board-Wide DE Attack, or when Event cards dictate
-Battles may take place between any number of <u>Battlers</u>, including Players and <u>Automated Players</u>

 -**Automated Players (AP´s)** are characters whose actions are entirely determined by the rolling of dice. *Some participate on the game board (Voldemort & Death Eaters), while others only turn up in Events (Basilisk & Dementors)*

-**<u>Battles do not occur in</u>** Infirmary, and players cannot be attacked nor attack in their own House Common Room (*Unless drawn into battle by Love Potion or Event. Players in Infirmary may not be drawn into battle*)

-**<u>A Battle does not occur between Players who</u>** both/all have no means of winning the Battle (i.e. have nothing to attack with), and such Players may share a game square *(until one of them becomes battle-worthy, at which time Battle must take place immediately, unless avoided by the immediate use of an item that prevents battle such as Marauder`s Map or Invisibility Cloak)*
-<u>If a point is reached</u> *in a Battle where all Battlers have no means of winning the Battle, or it is likely the Battle will never end, all Players in the game may together agree that a truce be made, ending the Battle with no Battler being defeated nor victorious, and such Players may share a game square (until one of them becomes battle-worthy…)*

-When a Battle takes place, it becomes a sub-sequence within whatever turn is being played in <u>Regular Play</u>, and when it finishes, the rest of that turn is played

BATTLE SUB-SEQUENCE RULES:

SPELLS: -Spells may only be cast during battle
- All Continuing Effects of Spells (Confundus, Snare, etc.) cease when Player leaves Battle

POTIONS: -Continuing Effects from Potions used before Battle last into, during, and after Battle
-Continuing Effects from Potions used during Battle last after Battle

ITEMS: -Items´ Regular Play Effects cease when a Battle begins, only return after Battle if they are While Carried Effects
-Items´ Battle Effects only apply in Battle

MOVEMENT: -Nothing moves on the game board until battle is over, except battlers running/fainting/dying from battle

---Battles are played through a series of Battle Rounds. Each Battle Round is played as follows:

BATTLE ROUND SEQUENCE:

1) ACTION/TARGET CHOICE: All Battlers choose **1** Action to attempt in this battle round, & the Target of this Action:

Actions: Players choose 1 of the following actions to attempt each Battle Round (must take an action, except in specified cases or when Payer has no actions available to him/her):
●Cast a Spell (Spell #**1, 2** or **3**)　　●Use a Potion　　●Use an Item　　●Run Away

Targets:
-Spell may have varied targets (Self, Enemy, Self/Ally, or Any Player in Game). *See Spell description for options*
-Item-use targets Self, unless used to attack (in which case Target is Enemy)
-Potion-use targets Self (except Love Potion)
-Running Away targets Self
-Target must always be a Battler within the same Battle, unless otherwise specified

Player(s) vs. Player(s) Battles:
●All Players choose their Action and Target silently, and place the respective Battle Action Card face down on the table.
●When all Players are ready (have laid their cards and chosen their targets), all simultaneously point toward the target of their chosen action, and flip over their Battle Action Cards, revealing their choice.

Player(s) vs. AP(s) battles:
●Players go first, simply announcing their Action/Target choices aloud in whatever order.
●Then AP´s make their Action Choices:
　　→If DE/Voldemort: Action chosen by roll of a Die (see DE and VOLDEMORT sections for details)
　　→If Dementor/Basilisk: Action is always the same: Attack (see respective Event Cards for details)
●Then AP´s make their Target Choices:
　　→If Target of AP´s Action is Enemy, and AP has multiple enemies in the Battle, Roll to determine Target (*use a die-rolling system that gives all enemies an equal chance at being targeted*)
　　→If Target of AP´s Action is Self or Ally: Target is always Self, not Ally
　　→If Target of AP´s action is Any Player in Game: Target is always a Player within the same Battle

2) OUTCOME: Once all Battlers have made their Action/Target Choices, the success/failure of each attempted Action is calculated (with dice), spell/potion/item/attack/running effects are applied, and (if applicable) Victory/Defeat is determined

-All actions are considered to take effect simultaneously during the OUTCOME section of each Battle Round
-Success/Failure of every attempted Action is determined as follows (*Unless changed by the effects of certain spells/potions/items*)

Casting a Spell:	Attack of any kind (Any action targeting an Enemy):	Using a Potion or non/attacking Item:
Roll **1** Die:	Roll **1** Die:	Always Successful
1: fail	**1:** fail	(No Action Roll Needed)
2-6: succeed	**2-6:** succeed	

Running Away (*counts as Defeat*):

Roll **1** Die:

1: fail to run

2: succeed but Hit While Running by any attacks successfully sent toward runner (*If running Player is caused to faint from being Hit While Running, he/she fails to run, but faints on the square of the Battle*)

3-6: succeed:

→Running Player is moved this # of squares away from the Battle square, retreating via the path he/she took to get there. If unclear (or battle is not taking place on a specific square), move Player to House Common Room

→Running DE is moved to a Dark Doorway, which one determined by the roll of 1 Die:

[**1-3:** Door by Snape´s Cabinet]   [**4-6:** Door by Restricted Section]

→After Running, Player does not make use of the square they land on, unless it is their current turn (*but still may transport through V-Cab*)

→If running Players/DE´s land on a space shared by an enemy, another Battle begins (DE´s with renewed Health)

🗲 **Instant Effects** of Spells/Potions/Items, when used in Battle, take full effect during the Outcome section of the Battle Round in which they are used.

☆ **Continuing Effects** of Spells/Potions/Items, when used in Battle, also take effect during Outcome section but their effects are not fully applied until the beginning of the next Battle Round (i.e. when Confundus is cast, the Target´s spellcasting success is not reduced until the following Battle Round)

---**END OF BATTLE ROUND**---

DEFEAT:

-A Player or AP is defeated if they run away (successfully), faint, or die (see rules for FAINTING and DEATH)

-Every time a Player is defeated, they lose **10** SP from Defeat (*unless otherwise specified by Event Card*)

→*SP lost for other reasons (i.e. fainting on Upper Level) are in addition to this*

-AP´s do not faint

-Voldemort and Basilisk do not run

-DE´s only run if their HP reaches **1**, or when forced to run by a Spell

-Dementors do not run unless forced to by a Spell or when Battling only an animal

VICTORY:

-Every DE a Player defeats wins him/her **15** SP

-Every Player a Player defeats wins him/her **25** SP (unless specified otherwise by Event Card)

-Every Dementor a Player defeats wins him/her **10** SP

-If a Player is defeated, he/she wins NOTHING (SP, etc.) for having defeated other battlers, even in a tie (*unless specified otherwise by Event Card*)

-------------**Battle ends when there is a clear Victor/Winning Team, or all Battlers are defeated**-------------

-*If Multiple Battles start within the same turn (i.e. Board-Wide DE Attack, Battler runs to a square occupied by an enemy, etc.), one Battle is fought at a time, in the order the Battles were started. If they start simultaneously, roll a die to determine which starts first. Continuing Effects from Spells/Items do not transfer from one Battle to the Next.*
-In any situation where the decision of an AP is unknown (and not addressed in rules), roll a Die to decide for them, with an even chance for all options
-It may be helpful to have a non-battling player ¨stand in¨ as the AP(s) in Battle, doing all of the rolling, etc. for that AP

SPELLS

-Spells may only be used in Battle, and their Continuing Effects cease when Battle ends
-Players may not carry more than **3** Spell Cards at a time
-A Spell may only be cast by a player who has enough SP to cast it (*Required SP is top # in corner box on Spell Card*)
    →SP is not used up by casting spells (only determines ability level of caster)
-A Spells´ <u>Trading Value</u> (bottom # in the box on Spell Card) is only relevant when a Player is buying/selling/trading at the <u>Library</u> or <u>Restricted Section</u> Game Squares (*Drawing/discarding/replacing Spells in other situations do not change one´s SP count)*

KEY FOR SPELL DESCRIPTIONS:

✱ **One-time-use:** Spell may only be used once, then discarded. *If casting is <u>attempted</u> (an Action roll is made), but unsuccessful, still used up. Takes up one of Player´s 3 spell spots as usual.*

⚡ **Instant Effect:** Spell has an instant effect applied in current Battle Round

☆ **Continuing Effect:** Spell´s effect continues past current Battle Round, but is not applied until the beginning of the next Battle Round. *Continuing Effect Damage (i.e. Basilisk Venom/Sectumsepmra) lasts indefinitely (until removed or the Battle ends). The same Continuing Effect does not augment itself, if applied twice to the same player. (i.e. Casting Confundus on a player already Confunded restarts the effect timer but does not amplify the effect---A Player already losing HP every Battle Round from Basilisk Venom does not lose additional HP when re-envenomed, but may do so from Sectumsempra)*

✚ **Self/Ally Benefitting:** Spell´s effects are positive and Target is Self or Self/Ally

⊗ **Damage:** Spell reduces Target´s HP (or SP in some cases)

◎ **Alternative Target:** Spell may be cast toward <u>Players</u> who are not in the current Battle

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LIST OF SPELLS

BASIC SPELLS (Tier 1 and 2, Total Quantity: 18)

<u>TIER 1 SPELLS:</u> [SP REQUIRED TO CAST: **0**]   [TRADING VALUE: **5** SP]   [QUANTITY: **11**]

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
STUPEFY ⊗ ⚡	<u>**Target:**</u> Enemy <u>**Effect:**</u> Does attack Damage **1** HP		**6**
EXPELLIARMUS ☆	<u>**Target:**</u> Enemy <u>**Effect:**</u> [lasts **1** battle round] Disarms Target´s wand, so they may not spellcast -Targeted Player may choose to <u>take no action</u> during the Battle Round in which he/she is disarmed		**2**
CONFUNDUS MINOR ☆	<u>**Target:**</u> Enemy <u>**Effect:**</u> [lasts **2** battle rounds] Confuses opponent, making it difficult for them to cast spells or attack successfully. →When Confunded Player rolls to cast/attack: **1-3:** fails **4-6:** succeeds *-Ineffective against: Troll Form (already confunded)*	-Potion use, non-attacking item-use, running unaffected	**3**

TIER 2 SPELLS: [SP REQUIRED TO CAST: **50**]   [TRADING VALUE: **10** SP]   [QUANTITY: **7**]

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
STUPEFY Level 2 ⊗ ⚡	**Target:** Enemy **Effect:** Does attack Damage **2** HP		**3**
MINOR HEALING ✚ ⚡	**Target:** Self or Ally **Effect:** Restores Health by **1-3** HP →If cast successfully, roll **1** Die: **1-2:** gain **1** HP **3-4:** gain **2** HP **5-6:** gain **3** HP	-When cast by **DE**: Target is always Self, not Ally	**2**
SNARE ☆	**Target:** Enemy **Effect:** [lasts **2** battle rounds] Trap opponent with Devil´s Snare, making them unable to run away or do melee attacks *-Ineffective against: <u>Raven Form</u>, <u>Dementors</u>, <u>Basilisk</u>, <u>Apparate</u> (spell)*	-If a Player is **Hit While Running** by Snare, player fails to run, is snared -**Melee attacks** prevented include Serpent and Troll forms, Summoned Serpents, Attacking Items -Targeted Player may choose **to take no action** while Snared	**1**
APPARATE ✳ ✚ ⚡	**Target:** Self **Effect:** [one-time-use] When cast successfully, player runs away successfully, transporting to any square on the board they choose. Player also gains **10** SP for successfully Apparating.	-Cannot be **Hit While Running** -**Snare**: Ineffective against Apparate -Apparating counts as defeat from Battle (so SP is also lost accordingly) -May only Apparate to squares that Player has enough SP to occupy, and that is passable at that time →May apparate into Voldemort´s Chamber -When cast by **DE**, DE runs as usual	**1**

ADVANCED SPELLS (Tier 3, 4 and 5, Total Quantity: 24)

TIER 3 SPELLS: [SP REQUIRED TO CAST: **100**] [TRADING VALUE: **15** SP] [QUANTITY: **11**]

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
INCENDIO ⊗ ⚡	**Target:** Enemy **Effect:** Does attack Damage **3** HP		**4**
PETRIFICUS TOTALUS ☆	**Target:** Enemy **Effect:** [lasts **1-2** battle rounds] Petrifies opponent, making them incapable of attempting <u>any</u> action. →Petrified player plays each battle round as normal, but in the Outcome section, rolls **1** Die to see if they have awoken or remained petrified during that battle round: **1-4:** remain petrified→unable to <u>attempt</u> any action during that battle round **5-6:** awake permanently→proceed as usual to make an Action Roll for chosen action	-If a Player is **Hit While Running** by Petrificus Totalus, Player fails to run, remains in Battle petrified -**While Carried** effects of **Items** are unaffected by Petrification -**Raven Form**´s Evasiveness becomes ineffective while Petrified	**2**

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
PROTEGO ✚ ⚡	**Target:** Self **Effect:** Blocks and Rebounds Spells cast toward Player in current battle round. →If any Spells are successfully cast toward Protego-caster in current battle round, he/she rolls a die to block/deflect: **1:** fail to block any spells **2-5:** successfully block all spells **6:** rebound all spells back to hit their casters *-Only effective against spells, not Melee attacks, etc.* *-Ineffective against: Lightning Bolt, Accio, Expecto Patronum*	-Rebounded spells always hit their casters successfully, no matter what special abilities/effects that battler has -If Protego-caster is **Minor/Major Confunded**, he/she must first roll to see if Protego is successful (Wrong Target Hit=fail to cast Potego). If it is, he/she then rolls a die to block/deflect: **1-5:** successfully block all spells **6:** rebound all spells back to hit their casters	2
OBLIVIATE MINOR ✳ ⚡	**Target:** Enemy Player **Effect:** [one-time-use] Choose one of the Target´s spells to erase permanently from his/her memory *-Ineffective against AP´s and Rememberall Item*	-If the spell being lost is the same one being cast in current battle round, lost Spell is still cast -If cast by **DE/Voldemort**: Roll a die to decide which Spell is stolen	1
ACCIO ✳ ◎ ⚡	**Target:** Any Player in Game **Effect:** [one-time-use] Caster may choose any one item or potion currently in the possession of another Player, and call it to him/herself, stealing it permanently *- Protego, Invisibility Cloak, Raven Form´s Evasiveness, Troll´s Tough Hide,: All Ineffective against Accio*	-If targeted player is attempting to use the same item/potion being stolen in the same battle round, Roll **1** Die: **1-3:** Item/Potion is used, not stolen **4-6:** Item/Potion is stolen, not used -When cast by **DE/Voldemort**: Target is always a Player within current Battle. If targeted Player is carrying both a potion and an item, roll 1 Die to determine which is stolen: **1-3:** Potion stolen **4-6:** Item stolen	1
EXPECTO-PATRONUM ✳ ☆ ⚡	**Target:** Death Eaters or Dementors [one-time-use] **Instant Effect:** Casting Player gains **10** permanent SP (just for casting the spell) **Continuing Effect:** [lasts indefinitely] If successfully cast, all DE´s/Dementors in Battle are forced to attempt to Run Away, until successful. *-May not be blocked/deflected (by Protego)* *-Continuing Effect Ineffective against Players and AP´s other than DE´s/Dementors*	-When DE´s/Dementors run away, counts as a defeat as usual -Both Instant and Continuing Effects Occur when cast -Continuing Effect Ineffective against Players and AP´s other than DE´s/Dementors -When cast by **DE/Voldemort**: They do not cast this spell. Draw a different Spell Card for them to cast instead.	1

<u>TIER 4 SPELLS:</u> [SP REQUIRED TO CAST: **150**] [TRADING VALUE: **20** SP] [QUANTITY: **7**]

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
INCENDIO Level 2 ⊗ ⚡	**Target:** Enemy **Effect:** Does attack Damage **4** HP		3
MAJOR HEALING ✚ ⚡	**Target:** Self or Ally **Effect:** Restores Health by **2-6** HP →If successfully cast, Roll **1** Die: **1-2:** gain **2** HP **3-4:** gain **4** HP **5-6:** gain **6** HP	-When cast by **DE/Voldemort**, Target is always Self, not Ally	1

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
SECTUM-SEMPRA ⊗ ⚡ ☆	**Target:** ¨For Enemies¨ **Effect:** Causes Damage of **3** HP in current battle round, & Continuing Effect Damage of **1** HP every following battle round		1
SUMMON SERPENT ☆	**Target:** Self **Effect:** Summons into Battle a serpent with Health **3** HP to fight for Summoner. →Each Battle Round (thereafter), serpent does a Melee attack of **2** HP Damage to an Enemy target of Summoner´s choice *-Multiple serpents may be summoned*	-Summoned Serpent becomes another battler in the Battle, whose Action/Target choice is made each round by Summoner, independent of Summoner´s state (fainted, dead, confounded, Petrified, etc.)—under Imperius Curse is an exception -When revealing Action/Target Choices each Battle Round, Summoner must point an extra finger to show serpent´s target -All **Venom** is ineffective against all serpents -Summoned-Serpent´s attack is non-venomous -**Invisibility Cloak** is Ineffective against all animals -If **Summoner leaves Battle** (runs/faints/dies), he/she is defeated, but serpent remains in Battle (under their control) →If serpent is the sole victor of a battle, the Battle has no Victor; all are in defeat -If cast by someone under **Imperius Curse**, serpent permanently serves the caster of Imperius -If the Master of a Summoned Serpent is under **Imperius Curse**, the serpent is also controlled by Imperius-caster for that Battle Round -If Summoner is under **Confundus Major**, and he/she Hits Wrong Target, summoned serpent permanently serves the caster of Major Confundus -When cast by **DE/Voldemort**: serpent becomes another AP on their team	1
LIGHTNING BOLT ✳ ⊗ ◎ ⚡	**Target:** Any Player in Game, or Enemy **Effect:** [one-time-use] Causes Damage of **5** HP and **50** SP →Does not miss—and requires no Action Roll— unless caster is Minor/Major Confunded →*May not be blocked/deflected (by Protego)* -Not missing Supercedes: *Invisibility Cloak, Raven Form´s Evasiveness, Troll Form´s Tough Hide)*	*-If targeted Player loses **50** SP in the same Battle Round as he/she casts a spell that requires those **50** SP to be able to cast, he/she still casts that Spell* -When cast by **DE/Voldemort**: Target is always a Player within the same Battle (*unless no players are left in battle*)	1

TIER 5 SPELLS: [SP REQUIRED TO CAST: **200**] [TRADING VALUE: **25** SP] [QUANTITY: **6**]

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
OBLIVIATE MAJOR ✳ ⚡	**Target:** Enemy Player **Effect:** [one-time-use] Erases all spells from Target´s memory *-Ineffective against AP´s and Rememberall Item*	-If Targeted Player is casting one of the Spells being lost in the same battle round, lost spell is still cast	1

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
CONFUNDUS MAJOR ☆	**Target:** Enemy **Effect:** [lasts **2** battle rounds] Confuses opponent, so their spells/attacks have a higher chance of failing or hitting the wrong Target. →When Confunded Player rolls to cast/attack: **1-2:** Hits Wrong Target **3-4:** fails **5-6:** succeeds *-Potion use, non-attacking item-use, running unaffected*	-When **Hits Wrong Target**, the Target hit is the opposite as intended (hits self/ally if it is an attack, hits enemy if it is a self-benefitting spell) →*If there are multiple possibilities for the Wrong Target Hit, Target hit is determined by roll of a Die, chance being even among all possible Targets.* -If Major Confunded Player **Hits Wrong Target while casting**: →<u>Apparate</u>: Apparate is successful, but the square the caster apparatus to is chosen by caster of M. Confundus →<u>Accio</u>: spell is unsuccessful →<u>Protego</u>: spell is unsuccessful →<u>Summon Serpent</u>: Spell is successful, but summoned serpent permanently serves caster of Confundus Major →Expecto-Patronum: Spell is unsuccessful →<u>Steal Item/Potion (as Raven Form)</u>: attack is unsuccessful -**Raven Form, Troll Form, Invisibility Cloak:** If Major Confunded Player targets anyone who can only be successfully attacked with a roll of **6**, effects combine, Attack Roll for Confunded Payer is as follows: **1-2:** Hits Wrong Target **3-5:** fails **6:** succeeds -Confundus Major replaces the effect of **Confundus Minor** (*If cast on a player already under effect of Confundus Minor*) *-Major Confunded player mst take action each Battle Round as normal*	1
IMPERIUS CURSE ☆	**Target:** Enemy **Effect:** [lasts **1** battle round] If cast successfully, Target´s actions fall under the control of the caster of Imperius →In the following battle round, Imperius caster does not make an Action/Target choice for themselves, but instead makes the Action/Target choice of the Imperius-cursed Player for them →May force cursed battler to: ●Use an item or potion ●Run from Battle ●Cast any spell/do any attack against any target (Even self-benefitting spells toward enemies and Attacks toward Self/Allies)	-Aside from targets chosen for Spells/Attacks, actions chosen for cursed battler must be within the confines of what that battler is capable of (and the effects of any spells they are under) →*May not force cursed battler to do anything outside of that which is listed in the Spell Description* →*While in-effect Imperius caster makes <u>all</u> decisions for cursed player* →The state of the Imperius-caster (Confunded, etc.) does not affect his/her ability to choose for the cursed player once Imperius has been successfully cast -**Running Away**: If cursed battler is forced to run away, counts as a defeat as usual -If a Player is **Hit While Running** by Imperius, Player fails to run, is cursed -**When forcing a Battler to cast:** →<u>Apparate</u>: choose where they apparate to →<u>Accio</u>: choose what item/potion they steal, but it still goes to the cursed player →<u>Protego</u>: may not change Target away from cursed-player´s Self →<u>Summon Serpent</u>: see below →<u>Transfiguration</u>: Imperius-forced Targets of Transfiguration may only be Players *(not AP´s or Summoned Serpents)* -Imperius targeting **Raven Form**: If forcing Raven to Steal Item/Potion, May choose who to steal from (including him/herself), and whom to give stolen item/potion to -**SummonedSerpent**: →*If Imperius is cast on the master of a summoned serpent, serpent´s actions are also chosen by Imperius-caster for that battle round* →*If a battler is forced to cast Summon Serpent spell serpent permanently serves caster of Imperius* -Ineffective against a Player under effect of **Love Potion** -If forcing someone to use **Love Potion**, Imperius-caster chooses who is targeted by the potion, but Enamored Player is still enamored with Potion user -**Basilisk** may not be forced to run away -If cast on **Voldemort/DE:** →Voldemort may not be forced to Run Away or use Killing Curse If cast by **Voldemort/DE**: →Targeted battler is forced to attempt to Run Away	1

SPELL	DESCRIPTION	CLARIFICATIONS	QUANTITY
TRANS-FIGURATION: Raven Form ✚ ☆	**Target:** Self **Effect:** [lasts **3** battle rounds] Caster transforms into a Raven Raven Form: →Cannot use Spells/Potions/Items →Is Evasive and hard to hit. When others roll to attack Raven: **1-5:** miss/fail **6:** hit/succeed →Has **2** attack options each battle round: ●Steal Item/Potion: Chooses **1** item or Potion of an Enemy within Battle to attempt to steal ●Melee Attack: Damage **1** HP against Players Damage **2** HP against AP`s  *-Collect **3** Special-Case Battle-Action Cards for Raven Form* *-Evasiveness Ineffective against: Accio, Lightning Bolt, Expecto-Patronum, Raven Form`s Stealing*	-Transfiguration into Raven Form takes **1** battle round, but transfiguring back is immediate: *Player may take action as a human right away when spell´s effects wear off.* -Player´s **HP** is unaffected by Transfiguration -**While-Carried** Effects of **Items** still function while Player is Transfigured -**Snare, Invisibility Cloak:** Ineffective against Raven Form **Melee attacks against Raven** are Ineffective unless Raven is targeting that Battler in the same Battle Round -**Petrificus Totalus**: Render´s Raven´s Evasiveness ineffective -If Raven **Steals** the same Item/Potion that is being used in the same battle round, Roll **1** Die: **1-3:** Item/Potion is used, not stolen **4-6:** Item/Potion is stolen, not used -When cast by **DE/Voldemort**: DE/Voldemort will attempt to steal Players´ Items and Potions beforedoing any Melee attacks as Raven. →If Targeted Player has both Item and Potion, Roll **1** Die: **1-3:** DE/V attempts to steal Potion **4-6:** DE/V attempts to steal Item	**1**
TRANS-FIGURATION: Serpent Form ✚ ☆	**Target:** Self **Effect:** [lasts **3** battle rounds] Caster transforms into a Serpent Serpent Form: → Cannot use Spells/Potions/Items →Does a Melee Attack of **3** HP Damage that leaves a Paralyzing Venom, which has a Continuing Effect equivalent to that of Petrificus Totalus (Spell), lasting only for the next (**1**) battle round *-Collect Special-Case Battle-Action Card for Serpent Form*	-Transfiguration into Serpent Form takes **1** battle round, but transfiguring back is immediate: *Player may take action as a human right away when spell´s effects wear off* -Player´s **HP** is unaffected by Transfiguration -**While-Carried** Effects of **Items** still function while Player is Transfigured -All **Venom** ineffective against all Serpents -**Invisibility Cloak:** Ineffective against Serpent Form	**1**
TRANS-FIGURATION: Troll Form ✚ ☆	**Target:** Self **Effect:** [lasts **3** battle rounds] Caster transforms into a Troll Troll Form: → Cannot use Spells/Potions/Items →Has a Tough Hide, making it difficult for attacks to affect him. When others roll to attack Troll: **1-5:** fail **6:** succeed →Does a Melee attack of Damage **5** HP, but misses half the time. When Troll Rolls to attack: **1-3:** misses/fails **4-6:** succeeds *-Collect Special-Case Battle-Action Card for Troll Form* *-Tough Hide Ineffective against: Accio, Lightning Bolt, Expecto-Patronum, Raven Form`s Stealing*	-Transfiguration into Troll Form takes **1** battle round, but transfiguring back is immediate: *Player may take action as a human right away when spell´s effects wear off.* -Player´s **HP** is unaffected by Transfiguration -**While-Carried** Effects of **Items** still function while Player is Transfigured **Confundus Minor:** Ineffective against Troll Form *(as Troll is already Confunded)* -**Confundus Major:** Effective as usual, replacing Troll´s Confundus for the time being -**Invisibility Cloak:** Ineffective against Troll *-Troll is classified as an animal*	**1**

POTIONS

-A Player may only carry **1** Potion at a time
-All Potions are <u>one-time-use</u>
-There is no SP requirement for the use of any Potions
-The only possible Target for all Potions (except Love Potion) is Self
-A Potion´s Continuing Effect continues from Regular Play into Battle and from Battle into Regular Play
-A Potions´s Continuing Effect does not amplify itself if used twice on the same Player (but it does restart the effect timer)
-A Potion´s <u>Trading Value</u> (# in the box on Potion Card) is only relevant when a Player is buying/selling/trading at the <u>Potions Shop</u> or <u>Snape´s Cabinet</u> Game Squares (*Drawing/discarding/replacing Potions in other situations do not change one´s SP count*)

KEY FOR POTION DESCRIPTIONS:

⚡ **Instant Effect:** Potion has an instant effect applied in the moment only (in Battle effect occurs in current Battle Round)

⭐ **Continuing Effect:** Potion´s effect continues a set amount of time after being used (In Battle, does not take effect until the beginning of the next Battle Round)

LIST OF POTIONS

BASIC POTIONS (Total Quantity: 6)

POTION	DESCRIPTION	CLARIFICATIONS	TRADING VALUE	QUANTITY
⚡ **PUMPKIN JUICE**	Restore **3** HP		**10** SP	**4**
POMPHREY´S BREW ⭐⚡	**Instant Effect:** Removes all negative Continuing Effects currently on Self from Spells/Potions/Items used in current or previous battle rounds *(Snare, Imperius, Confundus Minor/Major, Petrificus Totalus, Love Potion, Serpent Form Venom, Continuing Damage from Basilisk Venom or Sectumsempra etc.)* **Continuing Effect:** [lasts **1** turn, not **1** round]: Makes Player immune to all such effects.	-Both Instant and Continuing Effects occur when potion is drunk	**15** SP	**1**
POWER POTION ⭐	[lasts **2** Rounds] Grants user an extra **100** temporary SP -*When effect wears off, Player loses **100** SP, down to a minimum of **0**.* -*While in effect, player´s SP <u>may</u> drop below **100** by spending/losing (unlike Elder Wand)*		**15** SP	**1**

ADVANCED POTIONS (Total Quantity: 8)

POTION	DESCRIPTION	CLARIFICATIONS	TRADING VALUE	QUANTITY
ELIXIR OF LIFE ⚡	Restore **5** HP.		**15** SP	**4**

POTION	DESCRIPTION	CLARIFICATIONS	TRADING VALUE	QUANTITY
LIQUID LUCK ☆	[lasts **1** Turn- not **1** Round] While in effect, in all cases where a die is rolled (by anyone), roll **2** dice instead of one. User of Liquid Luck chooses which of the dice is used.	-If there is a situation where **2** dice are to be rolled, **2** pairs of dice are rolled and Player chooses which pair is used. -Lasts until the end of whatever turn it is drunk during. *-A **2nd** Player may not drink Liquid Luck until effects wear off*	**25** SP	**1**
SPEED POTION ☆	[lasts **1** round] **In Battle:** Every other battle round, (starting with the next) Player chooses **2** actions to attempt instead of **1**. *-Collect Special-Case Battle-Action Card for Speed Potion* *-If drunk before Battle: effect begins in first battle round* *-If drunk during Battle: effect begins in the following battle round*	-Both actions chosen within the same battle round still occur simultaneously with each other and all other actions in the same battle round →Both must be actions he/she can take immediately, independent from the other action -Cannot use the same one-time-use Spell/Potion/Item as both action choices -If Potion-user is under effect of **Imperius**, Imperius-caster chooses both actions taken (in battle rounds where **2** actions are chosen)	**25** SP	**1**
STRENGTH POTION ⚡☆	[lasts **1** round] **Instant and Continuing Effect:** User gains an extra **5** maximum HP (for **1** Round), and all Damage attacks he/she does cause an extra **1** HP Damage every time.	*-When drunk, Player´s Max HP is **15*** *-When drunk, Player gains **5** HP* *-Continuing Effect Damage (Basilisk Venom/SectumSempra, etc.) is not increased* *-When effect wears off, Player´s HP does not change unless greater than **10** (in which case it is reduced to **10**)*	**25** SP	**1**

POTION	DESCRIPTION	CLARIFICATIONS	TRADING VALUE	QUANTITY
LOVE POTION ☆	Use on any Player in the Game, making them fall in love with you *(can only cause obsession, not true love)*. This Enamored Player comes to fight by your side as an Ally in all Battles you enter. He/She will not try to run from Battle (by any means) unless you try to. -If you try to attack the Enamored Player, the Potion loses its effect [Effect lasts until Enamored Player drinks Pomphrey´s Brew or lands on (by any means) Infirmary, Potions Shop, or Snape´s cabinet—*does not need to play the square*]	-No action roll is needed: Potions are always successful -Potion-User dying/fainting/running does not end the effect **When Enamored Player is pulled into battle with Potion-User:** -Their game piece is not moved, and does not need **100/200** SP to join a Battle on Upper Level/Voldemort´s Chamber -All consequences from Battle (SP gained/lost from victory/defeat, etc.) are given to Potion-User. Enamored Player receives none (except for effects from spells/attacks, fainting, & dying) -If Potion-User leaves Battle (runs/faints/dies), he/she is defeated: Enamored Player may choose to run or to stay in Battle and try to win the consequences of Victory (or defeat) for themselves. -When Enamored Player Runs from Battle, is moved to House Common Room -If brought into battle with **Voldemort**, Enamored Player may try to Run after the first successful attack from Voldemort has hit him/her -If Enamored Player dies while battling for their Love, they start over as usual but with **100** SP instead of **0** -Enamored player may choose to take no action in a battle round in which he/she has no actions available to him/her *-In **Quidditch World Cup**, **Triwizard Tournament**, **Basilisk** Events, same rules apply: Enamored Player fights for Potion-User and gains/loses no SP (And does not take a place in the rankings, unless staying in battle after Potion-User is defeated)* *-Enamored Player and Potion-User may share game squares* *-Enamored Player may not use Alternative Target Spells against the Potion User* *-If used on an enemy player in a one-on- one Battle, Battle ends with neither being defeated nor victorious* *-Enamored Player may not use Love Potion on the Player they are in love with*	**25** SP	**1**

ITEMS

-Items may be found in the Room of Requirement (or by Events)
-A player may carry no more than **1** Item at a time, to use as many times as desired *(except Darkness Powder)*
-Items have different effects in Battle than in Regular Play
→When entering Battle, all Regular Play Effects of Item cease, & do not return after Battle *(except While-Carried Effects)*
-Some item effects work automatically While Carried, while others only work When Used
-In Battle, **When Used** Effects may be an Instant (⚡) or Continuing (☆) Effect (same as spells/potions)

LIST OF ITEMS

ITEM	REGULAR PLAY EFFECS	BATTLE EFFECTS
BROOMSTICK (Firebolt)	**When Used:** (after Moving/Battling, but before Utilizing Game Square): Move Player a second time (rolling **1** Die as usual)	**When Used:** ⚡ Run away successfully (*except when Snared*) in a direction/path of your choice. Cannot be Hit While Runing. *(No Run Roll needed, but still roll **1** Die to see how many squares away Player moves)*
INVISIBILITY CLOAK	**When Used:** [lasts **1** round] Successfully avoid being seen by DE´s and other Player´s, but cannot interact with game squares, nor initiate Battles (except by Event). *May still be pulled into Battle by Events (and Love Potion). If effect ends while sharing a space w/ another Player/DE, must re-use Cloak immediately or Battle before moving*	**When Used:** ☆ [lasts indefinitely] Become difficult to hit (in following Battle Rounds): Opponents must roll a **6** on Attack Roll to hit you. Always Run Away successfully (w/out being hit), unless Snared. Casting a Spell/Attacking breaks the effect (permanently) for following battle round. Ineffective against all animals/Dementors, and against Accio and Lightning Bolt Spells. *May re-use cloak while still cloaked (if player wishes to take no action but remain hidden).*
DARKNESS POWDER (Two-time-use)	**When Used:** [two-time-use: lasts **3** rounds] Throw to any square on board within **3** squares, darkening that square and all squares adjacent to it (*Place x-squares over darkened game squares*). These squares are inactive: passable but not usable; no one sees each other on these squares (so do not Battle). *Whenever Powder is (re)acquired (drawn, stolen, etc.), it has two uses left. Powder is ineffective on Infirmary square. Powder does not travel through V-Cab, but does make it unusable from the side that is darkened. Also doesn´t travel through Dark Doorways into/out of Voldemort´s Chambers, but when used on Dark Doorway does make it unusable from the outside.* -If a Player shares a darkened square with another Player/DE when it becomes un-darkened, they must battle immediately (unless it is a Player´s turn who immediately uses an item that prevents battle—Maurader´s Map, Invisibility Cloak, Darkness Powder).	**When Used:** ⚡ [one-time-use] Battle is over (Use in any Battle). No battler wins, nor loses. Game square Powder-user is on becomes darkened, and all adjacent squares (for **3** Rounds). *If used in the same round as a Battler is defeated, he/she is not defeated (does not lose SP, etc.), but still runs/faints/dies. DE´s in such a Battle return to Dark Doorways (as if running)*
CRYSTAL BALL	**When Used:** Choose **1** of the Card Decks, and get to glimpse at the top [**3** Spell] [**2** Potion] [**2** Item] [**1** Event] Card(s) in chosen Deck.	**While Carried:** In every Battle Round, make your Action/Target choice after all other Players and AP´s have revealed their Action/Target Choices (before Outcome section)

ITEM	REGULAR PLAY EFFECTS	BATTLE EFFECTS
MARAUDER´S MAP	**When Used:** [lasts **1** round] Avoid being found by DE´s and other Players, unless you wish to be seen. *Choosing to be seen once does not break the Effect. May still be pulled into Battle by Events (and Love Potion). If effect ends while Player shares a space with another Player or DE, must re-use Map immediately or Battle before moving.*	
REMEMBERALL	**While Carried:** Have good enough memory to carry **4** Spells at all times instead of **3**, and Be immune to all memory-loss Events. *If Item is lost/stolen/traded while Player carries **4** Spell Cards, Player chooses which Spell to discard.*	**While Carried:** ←SAME -Be immune to all Memory-Loss Spells (Obliviate Minor/Major) --*Collect Special-Case Battle-Action Card for Rememberall*
SPELL BOOK	**While Carried:** At the Library/Restricted Section, draw **6** cards instead of **3** to trade with.	**When Used:** ⚡ Draw one Spell card to keep (from the appropriate Spell Deck).
HALF-BLOOD-PRINCE BOOK	**While Carried:** At the Potions Shop/Snape´s Cabinet, draw **4** cards instead of **2** to trade with.	**When Used:** ⚡ Draw one Potion card to keep (from the appropriate Potion Deck).
SWORD OF GRYFFINDOR		**When Used:** ⚔ Offers a Melee attack of **3** HP damage, or **5** HP Damage against Basilisk. *If Sword has been used successfully to attack Basilisk or Serpent Form, its blade absorbs Venom, and for the rest of the game, its attacks also envenomate, having the Continuing Effect of that respective form of Venom.*
BASILISK FANG		**When Used:** ⚔ Does a Melee Attack of **2** HP Damage which injects Basilisk Venom: Does Continuing Effect Damage of **1** HP every following Battle Round
ELDER WAND	**While Carried:** Have an extra **50** SP at all times. *While in effect, Player´s SP may not drop below **50** by spending/losing. When Elder Wand is lost/stolen/traded away, Player loses **50** SP down to a minimum of **0**.*	**While Carried:** ←SAME
PHILOSOPHER´S (SORCERER`S) STONE	**While Carried:** Player restores **3** HP at the end of each turn instead of **1** HP, whether or not Player has Battled during that turn	
RESURRECTION STONE		**While Carried:** Player cannot die. If Player reaches **0** HP, he/she loses the Battle and resurrects in House Common Room with **3** HP

DEATH EATERS (DE`s)

-Death eaters begin game on the **2** Dark Doorways, roam about the Upper Level of the game board, and on occasion, make an attack onto the Lower Level (See ROUNDS/TURNS section)
-DE´s take a shared turn in each Round, after all players have taken their turns (See ROUNDS/TURNS section)
-DE´s never transport through the Vanishing Cabinet, except in the case of a Board-Wide DE Attack Through V-Cab
-When DE´s roll Doubles on their turn, there is a Board-Wide DE Attack:

BOARD-WIDE DE ATTACK: (when Doubles (**not Sixes**) are rolled):
●Shuffle All Card Decks
●Each DE searches for a Player to attack, taking the following route: Travels counterclockwise along Upper Level to the first Staircase he reaches (if not already above a Staircase), descends Staircase to Lower Level, Travels counter-clockwise on Lower Level…The first Player DE encounters (On Upper or Lower Level, or Staircase) is attacked and must Battle DE
→DE <u>skips over</u> all Players who are: in Infirmary, in their House Common Room, on a square darkened by Darkness Powder, are using the Maurader´s Map (unless they wish to be found), or are using the Invisibility Cloak. *If DE finds no Players on this route, He does not attack anyone.*
→DE always returns to a Dark Doorway after a Board-Wide attack (unless he dies in Battle)
-If <u>Multiple Battles</u> start in a <u>Board-Wide DE Attack</u>, one Battle is fought at a time, rolling a die to decide which is fought first

BOARD-WIDE DE ATTACK THROUGH V-CAB: (when **Double Sixes** are rolled):
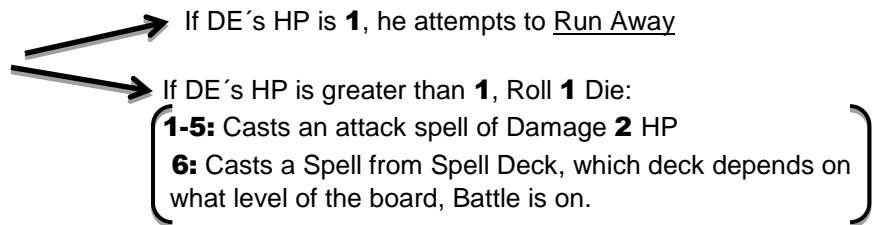●Shuffle All Card Decks
●DE´s skip all Players on Upper Level (unless on V-Cab square), transport immediately to Lower Level via Vanishing Cabinet, proceeding counterclockwise to attack the first player they encounter.

DEATH EATERS IN BATTLE:
-DE´s (as with all AP´s) never carr nor use Items/Potions
-DE´s begin <u>All</u> Battles with **7** HP.   If DE´s HP is **1**, he attempts to <u>Run Away</u>
-When DE chooses his Action each Battle Round:

If DE´s HP is greater than **1**, Roll **1** Die:
1-5: Casts an attack spell of Damage **2** HP
6: Casts a Spell from Spell Deck, which deck depends on what level of the board, Battle is on.

-If DE´s HP drops to **0**, he is killed, and is out of the game until the next Board-Wide DE Attack occurs, at which time he does not join in the attack but rejoins game by appearing on one of the Dark Doorways (which Door determined by Roll of a Die: [**1-3:** Door by Snape´s Cabinet] [**4-6:** Door by Restricted Section]
-If DE <u>wins</u> a Battle during Board-Wide Attack, he returns then to a Dark Doorway (which door determined by roll of die)
-When DE successfully runs away, he moves to a Dark Doorway, (which Door determined by roll of dies)
-In any case where a DE moves to a Dark Doorway occupied by a Player, DE attacks that Player, again with full Health

VOLDEMORT

-If a Player defeats Voldemort in battle (without being defeated him/herself), he/she wins the game
-A Player may only enter into Voldemort´s Chamber to battle him if he/she has 200 SP or more, land on a Dark Doorway, and choose to enter (*except by Triwizard Tourament Event or Love Potion*)

BATTLES WITH VOLDEMORT:
-Voldemort never carries nor uses Items/Potions
-Voldemort does not Faint, nor does he Run Away. (The only way to defeat him is by killing him)
-Voldemort begins <u>All</u> Battles with **12** HP
-Players fighting Voldemort do not Faint (remain conscious at **1** HP) The only ways to leave battle are to Run, Die, or Win
-If a Player is defeated (without dying) in Battle with Voldemort, he/she loses **50** SP (*unless Enamored*) and moves to House Common Room

-Each Battle Round, Voldemort´s Action Choice is chosen by Rolling **1** Die:
1-2: Casts a Spell from Advanced Spell Deck
3-5: Casts an Attack Spell of damage **6** HP
6: Casts Killing Curse