





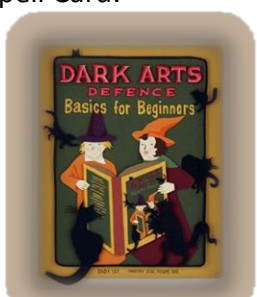



<p>Peeves robs you.</p> <p>Lose your potion (<i>if you have one</i>).</p> 	<p>Attend potions class</p> <p>Choose between gaining (10/20) SP or drawing one Potion Card.</p> <p>Move player to Dungeons Square. Do not play that square.</p> 	<p>Professor Umbridge</p> <p>summons you to her office and makes you write "I must not tell lies". Roll 1 die to see how many times you must write it, losing 1 HP each time.</p> 	<p>Move Vanishing Cabinet</p> <p>piece to any square on the Lower Level you choose, to stay there (unmoving) for 3 rounds.</p> 
<p>Attend Transfiguration Class</p> <p>Gain (5/15) SP and</p> <p>Draw 1 Spell Card</p> 	<p>Duel another player for their item.</p> <p>Choose a player to battle (must battle).</p> <p>If you win, take their item to keep as your own or to discard. SP gained and lost as usual.</p>  <p><i>Players who run from battle move to House Common Room (except with broomstick/Apparate)</i></p>	<p>Attend Defense Against the Dark Arts Class</p> <p>Choose between gaining (10/20) SP or drawing 1 Spell Card.</p> 	<p>Do well in Quidditch practice.</p> <p>Gain (5/10) SP. Move Player to Quidditch Pitch. Do not play that square.</p> 
<p>Help Hagrid catch a Creature.</p> <p>Lose (2/4) HP and Gain (15/25) SP</p> <p>Move to Hagrids Cabin. Do not play that square.</p>	<p>Hedwig brings you a package.</p> <p>Draw an item card.</p> <p>Move Player to Dining Hall, Play that Square.</p>	<p>Quidditch Match</p> <p>Gryffindor vs Hufflepuff.</p> <p>Players from these houses move to Quidditch Pitch and battle (unless in Infirmary). <i>If another Player is on the Quidditch pitch at this time, he/she joins in the Battle. Quidditch Pitch Game Square is not played by winning player.</i></p> <p><i>Players who run from battle move to House Common Room (except with broomstick/Apparate).</i></p>	<p>Visited by Moaning Myrtle.</p> <p>Get complained at for a round by her (or other players).</p> <p>Lose (5/10) SP</p>

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<p>Try to tame a Songbird</p> <p>Roll 1 Die:</p> <p>1 Fail (no effect)</p> <p>2-6 Succeed (Gain 5/10 SP)</p>	<p>Join Order of the Pheonix</p> <p>Gain (10/20) SP</p> <p>Draw One Spell Card</p>	<p>Attend Charms Class</p> <p>Draw One Spell Card.</p> <p>Move player to Charms Classroom and play that square.</p>	<p>Earn high marks on Defense Against the Dark Arts O.W.L.</p> <p>Gain (5/10) SP</p> <p>Draw a Spell Card.</p>
<p>Malfoy catches you following him and attacks you.</p> <p>Lose (2/4) HP and (10/15) SP.</p>	<p>Quidditch Match</p> <p>Ravenclaw vs Hufflepuff.</p> <p>Players from these houses move to Quidditch Pitch and battle (unless in Infermery). <i>If another Player is on the Quidditch pitch at this time, he/she joins in the Battle. Quidditch Pitch Game Square is not played by winning player.</i></p> <p><i>Players who run from battle move to House Common Room (except with broomstick/Apparate).</i></p>	<p>Study for Defense Against the Dark Arts O.W.L.</p> <p>Gain (5/10) SP.</p> <p>Draw One Spell Card.</p> <p>Skip one turn.</p>	<p>Nearly Headless Nick gives you some secret information.</p> <p>Gain (5/10) SP.</p>
<p>Caught by Filch sneaking around the Forbidden Areas of the castle (unless actively wearing Invisibility Cloak).</p> <p>If your on upper level, lose 45 SP and be moved to your House Common Room.</p>	<p>Ministry of Magic issues a warning of a Dementor Attack on Hogwarts.</p> <p>All players must be returned to their House Common Rooms and Spend one round there. (DEs and vanishing Cabinet still move as normal). <i>HP/SP gained as normal during skipped turn.</i></p>	<p>Earn high marks on Potions O.W.L.</p> <p>Gain (5/10) SP</p> <p>Draw one Potion card.</p>	<p>Petrified by a Basilisk.</p> <p>Lose (4/6) HP</p> <p>Spend (1/2) turns in Infermery.</p> <p>Roll to gain health as usual each turn spent in Infermery.</p>

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<p>Quidditch World Cup.</p> <p>All players move to Quidditch pitch and battle each other all at once. Square is not played by the winner. Instead of normal gaining/losing of SP for battles between players:</p> <p>1st place – win 40 SP 2nd place – Win 20 SP 3rd place – win 10 SP 4th place – 0</p> <p>No SP lost for losers. Running players move to House Common room <i>(except with broomstick/Apparate)</i>. May tie for 2nd or 3rd place.</p>	<p>Try to tame a Gryffin</p> <p>Roll 1 Die:</p> <p>1-3 Fail Lose (2/3) HP</p> <p>4-6 Succeed Gain 20/35 SP</p>	<p>Quidditch Match</p> <p>Hufflepuff vs Slytherin.</p> <p>Players from these houses move to Quidditch Pitch and battle (unless in Infirmary). <i>If another Player is on the Quidditch pitch at this time, he/she joins in the Battle. Quidditch Pitch Game Square is not played by winning player.</i> <i>Players who run from battle move to House Common Room (except with broomstick/Apparate).</i></p>	<p>Buy a new Wand.</p> <p>Gain (5/10) SP and draw a spell card.</p>
<p>If you have fainted at least once in the game so far, fainting has caused you to forget a spell.</p> <p>Lose 1 spell card of your choosing.</p>	<p>Drunk on Butterbeer.</p> <p>Gain 3 HP.</p> <p>Skip next turn. <i>(HP/SP gained as normal during skipped turn—except HP from Infirmary).</i></p>	<p>Receive Important Info from Hagrid.</p> <p>Gain (5/10) SP.</p> <p>Take a peek at the next Event Card (top on deck)</p> <p>Move Player to Hagrid's Cabin. Do not Play hat square.</p>	<p>Join Dumbledore's Army.</p> <p>Gain (5/15) SP.</p> <p>Draw One Spell Card.</p> <p>Move player to Room of Requirement, and Play that square.</p>
<p>Destroy a Horcrux</p> <p>Gain (15/20) SP.</p>	<p>Take a flight on/in....</p> <p>(roll 1 Die): 1: A Broomstick to your House Common Room 2: A Thestral to (Potion's Shop/Snape's Cabinet) 3: Hagrid's Motorbike to (Hagrid's Cabin/Diagon Alley) 4: A Flying Car to Room of Requirement 5-6: A Hippogryff to (Library/Restricted Section)</p> <p>Play the square you end up on.</p>	<p>Christmas!</p> <p>All Players (in order) roll 1 Die to see what he/she receives as a Christmas gift:</p> <p>1: Spell 2: Potion 3: Item 4: Spell + 10 SP 5: Potion + 10 SP 6: Item + 10 SP</p>	<p>Find a Portkey</p> <p>Transport Player to any square on the board you choose (which you can occupy), and play that square.</p>

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<p>Quidditch Match</p> <p>Gryffindor vs Ravenclaw.</p> <p>Players from these houses move to Quidditch Pitch and battle (unless in Infirmary). <i>If another Player is on the Quidditch pitch at this time, he/she joins in the Battle. Quidditch Pitch Game Square is not played by winning player. Players who run from battle move to House Common Room (except with broomstick/Apparate).</i></p>	<p>Try to tame a Werewolf.</p> <p>Roll 1 Die:</p> <p>1-5 Fail Lose (4/6) HP And (15/25) SP.</p> <p>6 Succeed Gain 40/70 SP.</p>	<p>Dobby raids (Potions Shop/Snape's Cabinet) for you.</p> <p>Draw one Potion card.</p>	<p>Death Eater Attack.</p> <p>Follow normal rules for a board-wide Death Eater Attack.</p>
<p>Troll in the Dungeons.</p> <p>If a player is on Dungeons Square they must be moved to their House Common Room and lose 3 HP. The Dungeons may not be passed over or landed on by Players for 3 rounds (<i>Place an x-square over Dungeons game square</i>).</p> <p>(DEs/Vanishing Cabinet unaffected).</p>	<p>Enter Chamber of Secrets. All players currently on Upper Level battle the Basilisk as a team. Basilisk has 23 HP and does a melee attack of 3 HP damage, leaving Basilisk Venom which does 1 HP damage every battle turn thereafter. If Basilisk is defeated (even if all Players are also defeated), 60 SP are divided between all battling players who have not run from battle. (Includes fainted players). SP is lost as normal if fainting (<i>from Upper Level</i>) or running. <i>Players cannot die fighting Basilisk. Running players move to House Common Room (except with broomstick/Apparate). Basilisk does not run.</i></p>	<p>If you have consumed Butterbeer so far in the game (by event or by landing on 3 Broomsticks), drunkenness has caused you to forget a spell.</p> <p>Roll one die to determine which spell is lost.</p>	<p>Tackle a challenging plant for Professor Sprout.</p> <p>Lose (1/2) HP</p> <p>Gain (10/15) SP</p> <p>Move player to Professor Sprouts Greenhouse, do not play that square.</p>
<p>Fawkes (Dumbledore's Pheonix) come to give you his healing tears.</p> <p>Gain (6/10) HP</p>	<p>Dementor Attack.</p> <p>Enter battle with (1/2) Dementor(s), which have 4HP and have an attack which does Damage of 2 HP and 5 SP.</p> <p>Gain 10 SP for every Dementor defeated.</p> <p>(<i>Dementors do not see/attack animals. Dementors only attempt to run away if forced to by a Spell or when battling only an animal. Dementors attacks are not melee nor spell.</i>)</p>	<p>Quidditch Match</p> <p>Ravenclaw vs Slytherin.</p> <p>Players from these houses move to Quidditch Pitch and battle (unless in Infirmary). <i>If another Player is on the Quidditch pitch at this time, he/she joins in the Battle. Quidditch Pitch Game Square is not played by winning player. Players who run from battle move to House Common Room (except with broomstick/Apparate).</i></p>	<p>Filch catches you</p> <p>and confiscates your item (if you have one).</p>

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<p>Study for Potions O.W.L.</p> <p>Gain (5/10) SP.</p> <p>Draw one Potion card.</p> <p>Move Player to (Potions Shop/Snape's Cabinet) and Play that square</p> <p>Skip one turn. <i>(HP/SP gained as normal during skipped turn—except HP from Infirmary).</i></p>	<p>Take secret passage under Womping Willow to Shrieking Shack.</p> <p>Attacked by the tree on the way.</p> <p>Lose (2/4) HP and move to Shrieking Shack. Do not play that square.</p>	<p>Moving Staircases. All staircases become unpassable for 3 rounds (<i>Place x-squares over them</i>). Only way to travel between levels is through Vanishing Cabinet. <u>Any player on the stairs at this time</u> when rolling to move their character for those 3 turns, do not move that # of squares, but may get off the stairs at a square the staircase moves to. Rolling 1-2 player remains stuck on stairs, 3 Infirmary, 4 Room of Requirement, 5 Potions shop, 6 Library. <u>If Board-Wide DE Attack occurs</u> while staircases are unpassable: DE's continue searching counterclockwise along Upper Level (passing by staircases). If no Player on Upper Level, treat as Board-Wide DE Attack Through V-Cab.</p>	<p>Buy a Pet Companion.</p> <p>Pet only serves for emotional support.</p> <p>Gain (5/10) SP.</p> <p>Choose a Pet</p> <p><u>Lower level:</u> Owl, Toad, or Cat.</p> <p><u>Upper level:</u> Serpent or Phoenix.</p>
<p>Reeter Skeeter writes lies about you in the Daily Prophet.</p> <p>Lose (5/10) SP.</p>	<p>Have a Broomstick flying lesson.</p> <p>Gain (5/10) SP.</p> <p>Move Player to Quidditch Pitch. Do not play that square.</p>	<p>Berty-Bots bean trading.</p> <p>All players may bet their Spell Points once against the house (Weasely twins). Then afterwards between players if desired. Players agree on a number of SP to bet, and each better rolls 2 dice. Higher roller wins the SP.</p>	<p>Evil Meeting.</p> <p>Death Eaters retreat from game board into Voldemorts Chamber for 3 rounds. No DE attacks occur during this time except by Event Card. At end of meeting DEs appear on Dark Doorways to rejoin the game.</p> <p><i>If a player attacks Voldemort during the meeting, must battle DEs as well. Dead DEs remain dead.</i></p>
<p>Quidditch Match</p> <p>Slytherin vs Gryffindor.</p> <p>Players from these houses move to Quidditch Pitch and battle (unless in Infirmary). <i>If another Player is on the Quidditch pitch at this time, he/she joins in the Battle. Quidditch Pitch Game Square is not played by winning player.</i> <i>Players who run from battle move to House Common Room (except with broomstick/Apparate).</i></p>	<p>Tri-Wizard Tournament.</p> <p>Battle between all players. Winner takes all, gaining 75 SP, and must enter Voldemort's Chamber to battle him, no matter how many SP he/she has. All other players lose 15 SP upon defeat (<i>In addition to any SP lost for fainting from Upper Level</i>)</p> <p>Players may not run from Tri-Wizard Tournament battle (<i>by any means, including Apparate/Broomstick</i>)</p>	<p>Win a Berty Bot Every Flavour Bean Guessing Contest.</p> <p>As a prize, gain (5/10) SP and draw a spell card.</p>	<p>Meeting at 3 Broomsticks.</p> <p>All players call a truce and get together at 3 Broomsticks, gaining HP as normal for this square. Players may trade spells, potions and items freely. SP may be included in the bartering. Since all players return to previous locations after trading, player pieces are not actually moved.</p>

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