

FANTASTIC
BEASTS
AND WHERE
TO FIND THEM™
THE
ORIGINAL SCREENPLAY





J.K. ROWLING



FANTASTIC
BEASTS
AND WHERE
TO FIND THEM™
THE
ORIGINAL SCREENPLAY

COVER AND BOOK DESIGN
BY
MINALIMA



Little, Brown

LITTLE, BROWN

First published in print in Great Britain in 2016 by Little, Brown

3 5 7 9 10 8 6 4 2

Text © J.K. Rowling 2016

Illustrations by MinaLima © J.K. Rowling 2016
Harry Potter and Fantastic Beasts Publishing Rights © J.K. Rowling

Harry Potter and Fantastic Beasts characters, names and related indicia are trademarks of and © Warner Bros. Ent. All rights reserved.

J.K. ROWLING'S WIZARDING WORLD is a trademark of J.K. Rowling and Warner Bros. Entertainment Inc.

All characters and events in this publication, other than those clearly in the public domain, are fictitious and any resemblance to real persons, living or dead, is purely coincidental.

All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, without the prior permission in writing of the publisher, nor be otherwise circulated in any form of binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser.

A CIP catalogue record for this book
is available from the British Library.

ISBN 978-1-4087-0898-9

Typeset in Crimson by MinaLima
Printed and bound in Great Britain by Clays Ltd, St Ives plc

Papers used by Little, Brown are from well-managed forests
and other responsible sources.



MIX
Paper from
responsible sources
FSC® C104740

Little, Brown
An imprint of
Little, Brown Book Group
Carmelite House
50 Victoria Embankment
London EC4Y 0DZ

An Hachette UK Company
www.hachette.co.uk

www.littlebrown.co.uk

To the memory of Gordon Murray,
real-life creature-healer and hero



CONTENTS

Fantastic Beasts and Where to Find Them:
The Original Screenplay

1

Acknowledgements

285

Glossary of Film Terms

287

Cast and Crew

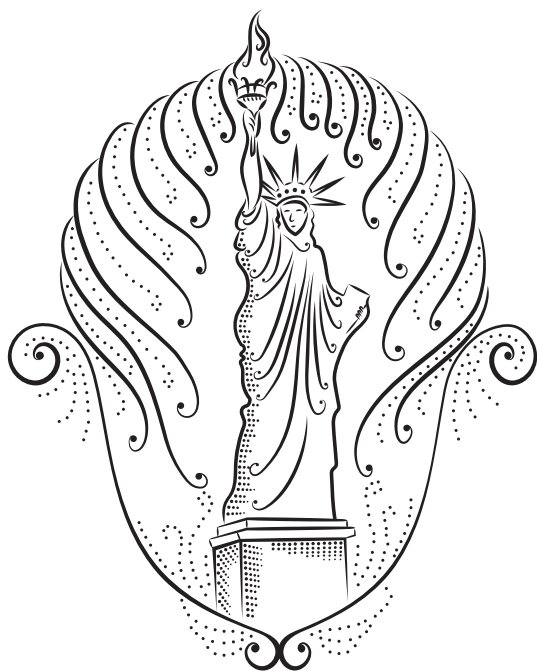
289

About the Author

291

About the Book Design

293





SCENE 1

EXT. SOMEWHERE IN EUROPE—1926—NIGHT

A large, isolated, derelict chateau emerges from the darkness. We focus on a cobbled square outside the building shrouded in mist, eerie, silent.

Five Aurors stand, wands aloft, tentative as they edge towards the chateau. A sudden explosion of pure white light sends them flying.

We whip round to find their bodies scattered, lying motionless at the entrance to a large parkland. A figure (GRINDELWALD) enters the frame, his back to the camera; ignoring the bodies, he stares out into the night sky, as we pan up towards the moon.

MONTAGE: we see various magical newspaper headlines from 1926 relating to GRINDELWALD'S attacks all



FANTASTIC BEASTS AND WHERE TO FIND THEM

over the world – ‘GRINDELWALD STRIKES AGAIN IN EUROPE’, ‘HOGWARTS SCHOOL INCREASES SECURITY’, ‘WHERE IS GRINDELWALD?’. He’s a serious threat to the magical community and he’s vanished. Moving photos detail destroyed buildings, fires, screaming victims. The articles come thick and fast – the worldwide hunt for GRINDELWALD continues. We push in on a final article displaying the Statue of Liberty.

TRANSITION TO:



SCENE 2

EXT. SHIP GLIDING INTO NEW YORK—NEXT MORNING

A bright, clear New York day. Seagulls swoop overhead.

A large passenger ship glides past the Statue of Liberty. Passengers lean over the rails, looking excitedly towards the oncoming land.

PUSH IN towards a figure sitting on a bench with his back to us – NEWT SCAMANDER, weatherbeaten, wiry, wearing an old blue overcoat. Beside him rests a battered brown leather case. A catch on the case flicks open of its own accord. NEWT swiftly bends down to close it.

