

Event Sheet

Event #1: The Player who activates this event gains 2 HP

Event #2: The Player who activates this event loses 2 HP

Event #3: Reveal a new map tile and place it anywhere on the map where it still connects to another tile. Move your piece there with the tile. Play as if this was the original tile you picked

Event #4: Reactivable: Aragog - It takes 2 AP to move off of this tile

Event #5: Reactivable: Leaving this tile damages the player 1HP

Event #6: The Player who activates this event loses 1 HP + 1 HP for every item they have

Event #7: Reactivable: Fluffy - every time you enter this tile, roll to see if you wake up Fluffy

Roll 1-3: You wake her up, take 2 damage and move back to the tile you came from

Roll 4-6: You don't wake her up, Draw an Item

Event #8: Draw 2 Voldemort actions now

Event #9: Go back to the Start Tile and lose 2 HP

Event #10: Reactivable: Hippogriff - While on this tile, a player can use 2 AP to move the tile and anyone on it, to any open edged path

Event #11: Reactivable: Devil's Snare - When leaving this tile roll a 4+ on a D6, If not achieved, you lose 1 HP and end your turn. Stuck max 3 turns

Event #12: Centaurs - When leaving this space and revealing a new tile, look at the top 3 map tiles and choose which one to play, place the other tile either on the bottom or top of the tile deck. If you draw 1 or more Horcrux tiles, you must place them at the top of the deck if you don't choose them

Event #13: On activation draw an Item (one time). Each time a character has died, place a new Thestral Chip on this tile. Thestrals can be used to move to any other tile and can only be used on this tile. Discard the Thestral Chip once it is used. If this tile appears after a number of players have died, once it is placed, add the amount of Thestral Chips equal to how many players have already died

Event #14: Venomous Tentacula - The player that activates this event rolls a D6, if they roll lower than a 3+ they lose 4 HP

Event #15: Reactivable: Whomping Willow - when a player enters this tile, roll a D4 and get thrown 2 tiles in that direction. Reveal tiles if needed and activate events and draw items that get revealed

Event #16: Reactivable: Hagrid - Roll a D6. Can only be used by one player each per round

Roll 1-3: He's got nothing for you

Roll 4-5: Draw 3 Items and take 1, shuffle the other's back into the deck

Roll 6: Search the item deck for the first Horcrux destroying Item, then reshuffle the deck

Event #17: Reactivable: Dementors - lose 1 HP if you pass thru this tile, and lose 3 HP if you end your turn here

Event #18: Choose one: Heal 2 HP or draw an item

Event #19: Heal 2 HP - if you are at Max HP, heal another player 2 HP

Event #20: Reactivable: VAULT - Player rolls a D6. Ends players turn after die roll

Roll 1: Shuffle an item back into the Item Deck or pay 2 HP

Roll 2-3: Nothing happens

Roll 4-5: Draw 1 item

Roll 6: Draw 2 items

Event #21: Unicorn - You may kill the Unicorn with the Godric Gryffindor Sword, the Basilisk Fang, or the Elder Wand (takes 1 use from the item). If you kill it, all players can heal themselves 3 HP once per game (cost 2 AP). If you end your turn on this tile while it is alive, lose 2 HP and return to the tile you came from