

TEASER NAME: _____

ABOUT THE STORY

The story starts when you receive your long-awaited Hogwarts letter. On your way to school you make a new friend, who fits in well with your friend group. One afternoon you discover that she has disappeared. Could this have anything to do with her biggest secret? Can you figure out what happened to her?

WELCOME TO DIAGON ALLEY

After years of dreaming about it, you've finally received your Hogwarts acceptance letter! You're thrilled and ready to embark on this magical journey. But first, you need school supplies—and for that, you must visit **DIAGON ALLEY**. There's just one problem: a seemingly solid brick wall stands between you and the entrance.

You recall overhearing a wizard in a pointy hat say:

"Start at brick 3.7. Go three bricks left upwards, three bricks right, two bricks left down, two bricks right down, and three bricks left down."

Following these instructions, tap the correct brick!!!



13

12

11

10

9

8

7

Start

6

5

4

3

2

1

2

3

4

5

6

DIAGON ALLEY

The wall trembles and quivers, then parts to reveal a hidden archway. As the bricks fold away, a bustling cobbled street comes into view, filled with witches, wizards, and enchanting shops.

WELCOME TO DRAGON ALLEY! Excitement bubbles in your chest as you step through the archway into this magical marketplace.

SHOPPING FOR SCHOOL SUPPLIES

The hum of activity fills the air as you take in the sights and sounds of Diagon Alley. Your eyes are drawn to a towering stack of cauldrons outside one shop. Next to it is a door with a sign that reads **FLOURISH AND BLOTTS**. Intrigued, you step inside.

Shelves crammed with books of every size, color, and subject stretch from floor to ceiling. You pull out your Hogwarts supply list and begin searching for the eight books you'll need for your classes. Each book seems more fascinating than the last, with titles like *Advanced Potion-Making* and *The Standard Book of Spells*.

But there's a challenge: the books are jumbled on the shelf. You need to arrange them in the correct order.

The Standard book of spells (1) is standing to the left of A History of Magic (2), but A History of Magic (2) is at the end of the shelf.

Magical Theory (3) is the first book on the shelf, and A beginner's guide of transfiguration (4) is second to the first book on the shelf.

One Thousand Magical Herbs and Fungi (5) is in the place where you subtract 74 from 1310 and then divide the answer by 412.

Magical Drafts and Potions (6) is to the left of The Dark Forces: A Guide to Self-protection (7).

The Dark Forces: A Guide to Self-protection (7) is 2 places to the left from Fantastic Beasts and Where To Find Them (8).

And Fantastic Beasts and Where To Find Them (8) is one of the two books that are at the end of the shelf.

After some puzzling, you finally get it right. Congratulations! Your stack of books is complete, and you're now one step closer to Hogwarts.

FINDING YOUR WAND

No trip to Diagon Alley would be complete without a visit to OLLIVANDERS, the legendary wand shop. You enter the dusty, narrow space, where shelves brimming with wand boxes stretch high above your head. The air feels charged with magic.

OLLIVARDER himself greets you and begins measuring you in ways you didn't expect from shoulder to finger, wrist to elbow, and even around your head. He explains that wands contain powerful cores and are made from different types of wood. "It's really the wand that chooses the wizard," he says with a twinkle in his eye.

What type of wood and core is your wand made of?

OLLIVARDER wrote it down for you on this note below. (4 WORDS)



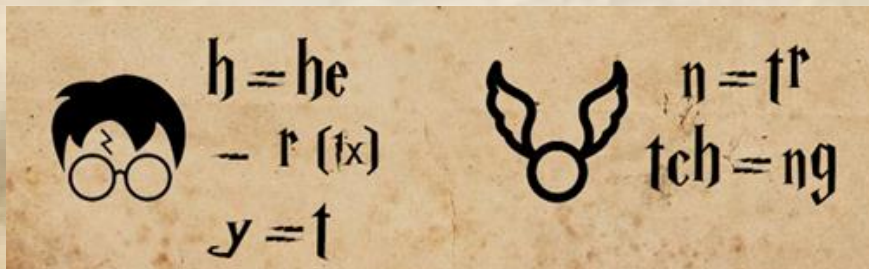
1. _____



2. _____



3. _____



4. _____

Congratulations! You just got your own wand, **BLACK WALNUT WITH A DRAGON HEARTSTRING** core. They say that black walnut wood is less common than the standard walnut wand. The black walnut wand seeks a master of good instincts and powerful insight. This sounds very useful!

THE HOGWARTS EXPRESS

With your supplies in hand, it's time to head to Platform 9 $\frac{3}{4}$. You push your trolley towards the barrier between platforms 9 and 10. Heart pounding, you walk faster and faster until - suddenly - you're on the other side. A scarlet steam engine, the Hogwarts Express, awaits you.

You board the train and find a compartment near the window. As you settle in, your friends join you, filling the space with laughter and excitement. Soon, a trolley rolls by, piled high with sweets. A smiling witch offers Bertie Bott's Every-Flavour Beans, Chocolate Frogs, Pumpkin Pasties, Cauldron Cakes, Liquor Ice Wands and lots more. You buy **FOUR BOXES** of **BERTIE BOTT'S BEANS**, eager to try your luck. Some flavors are delicious - others, not so much!

Now the tricky part about **BERTIE BOTT'S EVERY-FLAVOUR BEANS** is that you must try and find the good flavours. Which ones are the good flavours? And more importantly:

Which **4-digit code** do the good flavours provide you with?

Maybe this chart will help:

Bertie Bott's

Every Flavour Beans



687



531



163,83



171,75



63,67



42,94



10,73



12,62

A MAGICAL BOAT RIDE

After a long train ride, the Hogwarts Express arrives at its destination. Waiting for you is a giant man with a bushy beard and kind eyes, holding a lantern. He leads you and the other first-years along a narrow path to a black lake.

Boats await to ferry you across. You step into one with three other students, including a girl with curly hair, glasses, and large daisy earrings. She chatters excitedly, but you can't tear your gaze away from Hogwarts, its turrets glowing in the moonlight. The sight leaves you breathless.

When you reach the underground harbor, your friends greet you, but they're curious about the girl from the boat. You realize you've been so mesmerized by the castle that you forgot her name. What was it again?

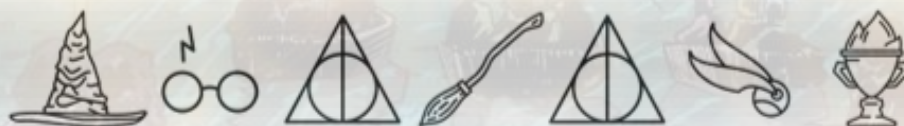
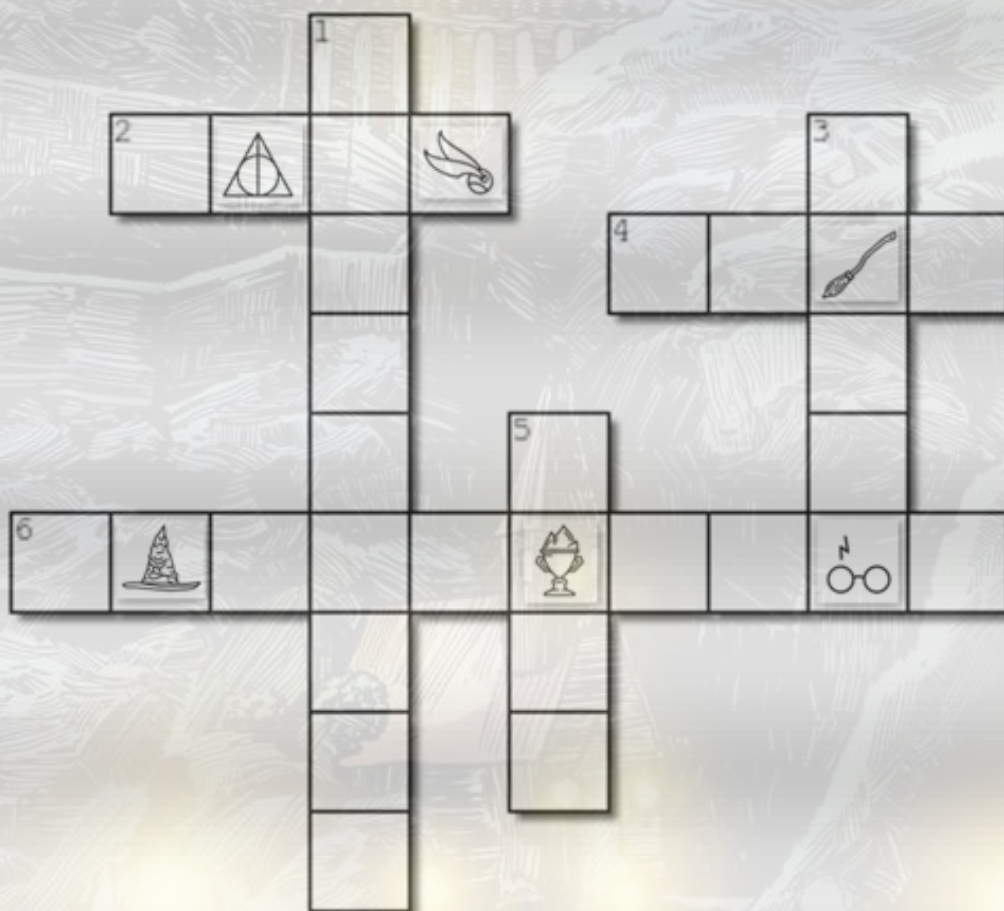
What is the name of your new friend? Solve the puzzle to find your friend!

Across

2. The number of Hogwarts houses
4. A powerful magical artifact, often used to amplify spells
6. The wand maker

Down

1. The sport played on broomsticks
3. The potions master
5. Harry's loyal dog



THE SORTING CEREMONY

A tall, black-haired woman in emerald robes waits for you at the door. She leads you and the other first years from the Entrance Hall to an empty chamber on the left. You look around and see the tall stone walls lit up by torches. "WELCOME TO HOGWARTS. MY NAME IS PROFESSOR MCGONAGALL. Before we can proceed, you need to be sorted into your houses." The four houses are called,

- ❖ GRYFFINDOR
- ❖ HUFFLEPUFF
- ❖ RAVERCLAW
- ❖ SLYTHERIN

Professor McGonagall places a stool in front of you and places a worn looking wizard's hat on top of it. You hear different names being called forward to sit on the stool. First up is Serena Bulstrode, she is sorted into Slytherin. Next is your new friend **Leonora Rosewood**, who is also sorted into Slytherin. A boy you were standing next to called Josiah Smith gets sorted into Hufflepuff. When your name is called you sit on top of the four-legged stool and the professor puts the hat on top of your head.



TASK TO BE DECIDED!

LUSTRE LOURGE

Your first weeks at Hogwarts have been a great success! You and your friends have a lot of the same classes together. **Leonora** has become part of your friend group as well. You are happy to have a friend group that has people from all the different houses, because it makes for great friends and even better gossip.

Every morning after breakfast, you meet up with your friends, but today feels off—**Leonora** is nowhere to be seen. You scan the bustling Great Hall, but the crowd at the Slytherin table makes it impossible to spot her. Throughout the day, you search for her between classes, but there's no sign of her. As you head back from your last class, frustration growing, you suddenly come face-to-face with a grinning, mischievous figure—**Peeves the Poltergeist**.

He turns to you and starts to rhyme:


**"The girl is sad, the girl is crying.
Hurry, hurry friends, she could be dying"**

Oh no! Could he be talking about **Leonora**? You see **Peeves** fly away through a door but when you try it you find it to be locked. You and your friends try again, but the door won't budge. Suddenly, a faint whisper catches your attention.

Leaning in, you hear it through the keyhole: **"PASSWORD, PLEASE."**

You try **ALOHOMORA**, but nothing happens. "Close", the door whispers, "But not quite correct."





The door opens! But what a strange password... You now enter a long, dark corridor with rows of gargoyles. You see Peeves fly through the forcefield while laughing maniacally, still singing the same four lines of rhyme.

EMERALD ABYSS

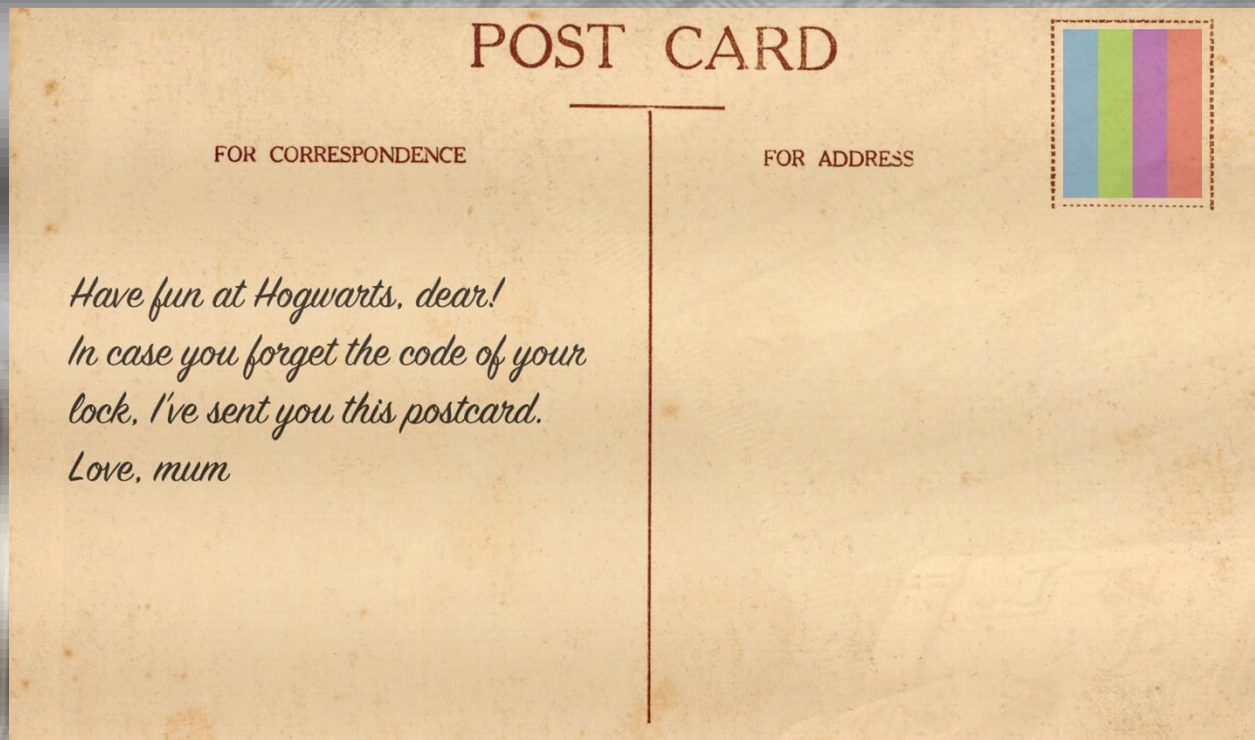
You walk around the room multiple times before you find an earring in the shape of a daisy. Wait, that is the same one Leonora was wearing the first night when you entered Hogwarts! You and your friends try every door in this new corridor, but you find nothing but empty classrooms.

With a bad feeling in your stomach, you and your friends decide to go back to your common rooms. Maybe she will turn up fine the next day, you think to yourself that night in bed. Surely the professors would notice a missing student!

No one seems to notice Leonora's absence, so you take matters into your own hands. Luckily one of you is in the same house as Leonora. You head to the Slytherin common room, passing black leather couches and a crackling fireplace. You slip toward the girls' dormitories and check Leonora's belongings.

Her trunk is locked with a muggle combination lock, and **Alohomora** doesn't work. Searching for clues, you spot a postcard on her nightstand, addressed from her mother. Turning it over, you notice a message in delicate handwriting.

What is the code to the combination lock??



You look at the front of the postcard and it just shows a picture of some potions.



You've successfully opened Leonora's trunk! You see nothing but clothes and books at first, but when you look through one of her books, a crumpled note falls out.

YOU FILTHY **BLOOD TRAITOR!**

YOU WILL REGRET COMING TO HOGWARTS IF YOU
DON'T COME TO THE BUILDING THAT HAS THE
MOST STORIES.

BE THERE AT MIDNIGHT!

You and your friends look at each other with confused looks, what building does the note mean?

What building has the most stories?

CHRONICLE VAULT

You and your friends decide to take the note seriously and sneak into the library that night. When you arrive at the library, you look around, but you can't find anyone or any other clues. You are about to go back to your dormitories!

Wait, you realize you haven't checked the restricted section yet. You convince your friends to turn around and look for Leonora in the restricted section. You and your friends sneak towards the restricted section. When you get to the door of the restricted section, you notice that it's locked with another one of those bloody muggle combination locks.

Open the lock using these clues



814

one digit is right
and in its place

836

one digit is right
but in the wrong place

428

two digits are right but
both are in the wrong place

951

all these digits are wrong

512

one digit is right
but in the wrong place

SAGA'S RIDDLE

As you enter, someone nervously whispers about getting expelled, but you press on. At the end of the restricted section, a faint, muffled sound catches your attention. You look up in shock - Leonora is taped to the ceiling with SpelloTape. "Leonora! We found her!" you exclaim, now focused on how to get her down.



You find a piece of parchment on the floor. Both sides are scribbled with ink. By quickly glancing at the note, you see the acronym: **SAGA**. You still haven't got a clue of what this means, but maybe the note can help you to get her down.

You look to your left and see that there is indeed a box next to you. Sadly, the box is also locked with a combination lock, will it ever end? What is the 6-digit code to get the lock open?

Poor Leonora,
All alone, tied to the ceiling of the restricted section
Do you really think you will be able to save her?
What an absolute waste of time
You better find a counterweight to get her down
Or this will end in a disastrous misevent
But you don't even know everything about her
Is she even trustworthy? Is she really worth it to risk your life?
The four-eyed blood traitor deserves to be up there
The uncanniness to a house elf is unbelievably funny

There could be something in this box to help you
But I won't just give you the key, that won't be fun
So try to solve this riddle, or you'll never get her down

S.A.G.A

ELIXIR EXPORTISM

Well done! You and your friends are one step closer to helping Leonora. Inside the box is another note. Whoever did this to Leonora sure had enough time on their hands. You pick up the note and immediately recognize the recipe for Polyjuice Potion. What could this have to do with saving Leonora? You scan the note for hidden clues.

The Polyjuice Potion

1 Dried leech

12 Boomslang skin pieces

9 Lacewing Flies

1 Fine hair

16 grams of Crude Antimony

6 Bicorn horns

8 Fluxweed roots

3 Knotgrass blades

What is the note referring to? _____

LEONORA'S ASCERT

You cast **Diffindo**, carefully cutting the Spellotape. Your friends get ready to catch her as you try to cut the Spellotape with **Diffindo**. It takes a few tries since this spell is normally taught in the second year. But your wish to help Leonora gives you all the magic strength you need.

"Leonora are you okay?" You ask her once you and your friends get her down safely.

"Those little-, yes, I'm fine. Thank you, guys, for finding me. I don't know what I would've done if it wasn't for you guys." Leonora says while she is smoothing out her clothes.

But the real question remains - what happened to her?

STAY TUNED FOR PART 2!