



McGonagall checks if you have done your homework. Answer one question (flash card). 12 points if you answer correctly.

Snape is drilling you in potions. Answer two questions (flash cards). You get 6 points for each correct answer, which is half the normal rate.

NB! If you get 0 points, you'll be forced to take a step back (move pawn). You can't pick a new card. The cat prowls as usual.

Exam's coming up! All the students are studying just as intensely as they are hysterical when escaping Mrs. Norris. To get work done, you and Ron install yourselves at the library.

Prof. Lockhart is checking who has been reading his books thoroughly. He misinterprets your frustration as an expression of devotion and gives you his dedicated attention.

Take a flash card and question another player. If they answer correctly you both get 12 points each.

Answer one flash card. You get 24 points if you answer correctly.

Timeturner!

This card will let you go back in time. Use it to get another chance at winning a duel, solving a task, taking an exam or just rolling the dice.
Put the card back at the bottom of the deck after use.

Felix Felicis!

Drain this potion and become the luckiest person in the world! Your steps are doubled (dice: $\times 2$). If you draw an unlucky chance card: redraw. You automatically win all challenges. Moving stairs: choose which stair to go to. It last for one round only.

Being chatty in Snape's class earned you a dose of "silencio". You must now mime anything you want to express for a whole round. In addition:
Draw word-notes. Mime the main word, ignore the grey. You and whomever guesses correctly gets 5 points each. You've got 1 minute.

Draco hit you with "silencio". You must mime what you wish to express until help arrives:

Draw word-notes. Mime the main word, ignore the grey. You and whomever guesses correctly gets 5 points each. You've got 1 minute.

Jelly-fingers curse

Blow air into the pair of vinyl gloves as you would a balloon, until it looks like a hand. Use the gloves to pick up 3 pencils from the floor to the table in the course of 1 minute.
All three pencils: 30 points.
1-2 pencils: 10 points.

Love potion!

Suddenly you fall insanly in love with the portrait of the poet Percival Pratt. Trying to impress him you proclaim your love through a poem/song, not caring that the stairway is swarming with students.

Recreate the moment: 15 points.

Immobulus!

You can use this card whenever, on any player, as long as they are not taking part in a duel. The jinxed player must remain immovable for the duration of 1 minute. Discard card to the bottom of the deck after use.

Invisibility cloak

With this cloak you will be able to sneak around without being seen by classmates, teachers and the janitor's cat. This means you can't get hit by spells cast by the other players nor get caught by Snape. Use whenever. Valid for one round.

A catastrophic error has occurred with your Polyjuice Potion. You have now literally become a cat-person, a hybrid of two species! In pure desperation you skip school and get a bad mark for your absence.

Minus 5 points. Put on cat-ears for the duration of one round.

On the run from Filch you crash right into Snape. You get read the riot act for being out of bed after hours.

Roll the dice: You lose as many points as the dice shows.

During the flying lesson you lose control of your broomstick and fly in big circles out on the field.

Roll the dice: walk backwards as many steps as shown on the dice.

Confundus!

Sparks fly and suddenly you don't know where you are. Completely disconcerted you roll the dice and walk backwards as many steps as the dice tell you.

Being interviewed by Rita Skeeter is like getting your life bared for the whole world, only it's your life from a parallel universe. After learning the lesson to never trust gossipy magazines, that smoke doesn't always mean fire and that some people would gladly sell their own grandma, you **take a step backwards** and receive 10 points for your wisdom.

Hagrid got himself a huge, new pet with big claws and razor-sharp sharp teeth. All your classmates quickly steps back, leaving you as the first "volunteer".

Hagrid praises your courage and rewards you with 10 points.

You drank a cup of euphoria, a potion that puts you in a state of irrational happiness. It has its side effects though; too much singing.

Be overly positive: cheer, applaud everyone on, singing instead of speaking. Lasts for one round even if there is an exam.

Congratulations! You just discovered a secret passage behind the statue of a witch. This gives you a better chance at escaping Mr. Filch: reroll the dice (once) if you get caught by Mrs. Norris. **Roll a 4** to escape.

Put the card back in the bottom of the deck after use.

You've been practicing with Ginny on how to defend yourself against dark magic. Unfortunately she managed to hit you with a tongue-tying curse.

Speak with your tongue rolled backwards for the duration of one round.

Rolanda Hooch asked you to practice some advanced flying maneuvers. You did it brilliantly!

Roll the dice and fly forward as many spaces as the number got from the dice.

You've just been in Dumbledore's office. Your mind is now filled with wonderful, new and exciting knowledge.

Pick a spell-card.

"Stupify!" is the last thing you hear before you find yourself waking up on the hallway floor.

Pass a turn.

Someone poured love potion in your tea. You fall madly in love with one of the other players (use spinner). You can't help but compliment them, wink at and blow them kisses every time you talk.

Keep it up for one round.

Expecto Patronum!

You are learning a new spell. Either:
A) Describe, in a few words, one of your happiest memories.
B) Say something positive about the players on your team.

Use this spell against dementors.

Hermione helps you study for your exams. It makes all the difference.

Move two steps forward.

With the help of the invisibility cloak you scare the living daylight out of Draco, Crab and Goyle.

10 points and move one step forward.

Neville is supposed to transform you into a dog during transfiguration class. Unfortunately he used the wrong word, turning you into a biscuit cutter with a mustache. A confused McGonagall sends you off to the hospital wing.

Put on a mustache (1 round). Pass a turn.

After sneaking into the office of Snape you happen upon a flask of Polyjuice Potion. Switch places and game piece with any other player for 2 rounds, then switch back.

Both of you keep any points and exams you take yourselves during this period.

You've managed to brew some Polyjuice Potion. By using it you can impersonate another player and steal their points.

Write the name of one other player on a piece of paper and keep it secret. After one round you reveal who you chose and take the points they got during the round.

Moaning Myrtle is sad. You're a good friend and listen.

Receive 5 points or be an extra good friend; pass a turn to lend her your ear for a longer time and receive 15 points instead.

Prof. Lockhart picks you as an example for the Peskipiksie Pesternomi spell and hits you hard with it. So far, the spell is without any documented effects, feel free to go about your business.

Move one step forward.

You participated in a secret experiment arranged by some of your peers. Now you enjoy the questionable glory of a thick, decorative, black mustache!

Put a mustache on and move one step forward.

Fred and George tried to put Draco out of play with Langlock but jinxed you instead.

Speak with your tongue glued to the roof of your mouth for one round.

You know professor Trelawney will reward you any time you see doom and gloom in the crystal ball, or any other medium you could possibly pretend to use to predict the future.

You choose to keep your self-respect and drop out of the class.
10 points for your good judgement.

You and a friend foretell dramatic and heart-breaking tragedies towards each other in professor Trelawney's class. She is delighted!

10 points to you and an optional player.

Someone from Slytherin cursed you with a tongue-tying curse. Try to explain as many words from the word-notes as you can, without using the main word or the grey words accompanying them.

5 points per word to you and whomever's the first to guess correctly. You've got 1 minute!

Hit by a Langlock jinx you still try your best in class. Read a sentence from a book with great vigour and your tongue glued to the roof of your mouth. If anyone understands you, you both get 5 points each.

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5 points per word to you and whomever's the first to guess correctly. You've got 1 minute!

Practice makes perfect! You're using your rat to practice like crazy on the spell "Densaugeo". Just as you finally get it you miss on the rat and hit a nearby mirror instead.

Congratulations on earning a new spell! Wear big teeth for one round and receive 10 points.

You and a friend are working together on mastering a new spell.

Draw a spell card and choose one other player who also gets the spell. 10 points to each.

A boggart is loose and plays havoc in the corridors! The thought of meeting it alone scares you stiff.

Run back or forth to the nearest other player. If the distance is the same both ways you can choose freely where to go.

You're in the middle of a session with the dueling club. Let the other team choose a duelist, then pick any duel card.

No teams: You pick your opponent.

You've borrowed your best friends' new broom!

Spend this card whenever you want to go 1, 2 or 3 steps forward instead of rolling the dice.

Use once and put it back at the bottom of the deck.

You made a divine concoction, though not the one you think. Instead of a love-struck potion, you brewed a poet's drink.

Be careful or be silent, whatever you wish to do, because every thought that you may have will now be rhyming too!
(Speak in rhymes for 1 round)

You're too occupied with telling a friend about your new broom to pay attention in transfiguration class. Bad idea! Your teacher courteously gives you some new ears so it will be easier to pay attention.

Put on ears, use for one round.

You are flippantly/cockily boasting about your own abilities when someone, suddenly, challenges you to a duel! Draw a duel card and read it aloud. The other team may now choose a duelist amongst their teammates.

No teams: Choose your opponent, but they get to pick freely amongst all the duel cards.

Snape gives you some extra classes to teach you an important spell. To see if you've got it he gives you a test:

Answer a question from a flash card. If you answer correctly you get a spell card. If you fail, you lose a house point.

It's your time to try your hand in a duel! Draw a duel card. Read it first, then choose an opponent from the other team.