The Great Hall

The Courtyard

Peeves

EXAMEN

BRACH DORMIENS NUNQUAM TITILLANDUS

Defence Against the Dark Arts
Win a duel to escape. Use the duel cards. See ✋ for more info.

Shortcut to the Library

🚻 **Room of Requirement**
1. time: Throw the dice.
You get 7 x pips (spots)
Later use: shortcut to cat 2/5

⭐ **Library**
Do one task and recieve 15 points +1 spellcard

2/5

1/4

Exams (For longer gameplay)
O.W.L.s: 1 flashcard, 30 points.
N.E.W.T.s: 2 flashcards, 40 points.
Last year: No exam: yey! But Voldemort: yikes!
Move forward, answering one question for each space, from the courtyard to the great hall. If you fail a question, wait one round before you continue.

➤ Normal route.

⇨ Voluntary route.

⭐ **Library** (15 points + 1 spellcard per task)
1: Read a passage in a spesific manner. Your opponents chooses from the idea cards.
2: Make a cheer for your house's quidditch team. Perform with movements.
3: Choose one of your opponents to duel. The winner gets 1 spellcard + 15 points.

🚻 **Room of Requirements**
First time: Pass the room 3 times in a row without changing circles. The 4th time you can enter directly. If a player is standing right outside they go in with you and recieve the same bonus as you. (See room for more info about points)
Later use: Use as a shortcut to cat 2/5. Enter if you land in room on a 1-3 roll.

Dementor
A dementor awakens your worst nightmare which causes you to faint. Move to the room **"Defence Against the Dark Arts"** and work on your self defense skills. Win a duel angainst a player from the opposing team to escape the rom: Instead of the regular points, the winner gets 5 housepoints. You recieve the shielding spell "Expecto Patronum" when you escape (find spell among the spellcards).

Attention! You cannot fight your own team. A teammate can instead volunteer to switch places with you.

Voldemort
At the end of your school attendance there is a final battle against Voldemort. Choose an opposing player (from other team) to duel against in the following exercise:

Take two empty bottles and one wand. Lay the wand in the middle of the floor between you and place the bottles on each side with enough room to move around.

Keep one hand on the bottle as you run around it ten times as fast as you can. Grab the wand and cast the spell "Expelliarmus". Your opponent uses "Avada Kadavra", as befits Voldemort.

If you lose you become a **ghost** at Hogwarts. (See rules for more information).