

Harry Potter and the Goblet of Fire Bestiary

by ARobinson

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This walkthrough was originally written for Harry Potter and the Goblet of Fire on the GBA, but the walkthrough is still applicable to the Xbox version of the game.

"Harry Potter and the Goblet of Fire" for Game Boy Advance - Bestiary

Version 1.01

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Part 1 - Introduction

Part 2 - Spell List

Part 3 - Bestiary

- Blast-Ended Skrewt (Adult)
- Blast-Ended Skrewt (Young)
- Bowtruckle
- Bubotuber
- Dugbog
- Erkling
- Fire Crab
- Grindylow
- Hungarian Horntail Dragon
- Niffler
- Red Cap
- Salamander
- Vampyr Mosps
- Voldemort

Part 4 - Miscellaneous

4.1 - Disclaimer

4.2 - Acknowledgements

4.3 - Version History

NOTICE: This guide does not contain plot spoilers, but does spell out quite clearly how to defeat each enemy type. If you would rather work out strategies on your own, you're best advised to turn around now, or to use Ctrl-F to jump to the specific monster or enemy you need help on.

Part 1 - Introduction

This document lists all the monsters and enemies in the Game Boy Advance "Goblet of Fire" game, the stages they appear in, and various ways to defeat or otherwise dispose of them. Portions of this guide - namely, spell descriptions and a couple of strategies - are taken directly from my walkthrough for this

game. I hope this document will be of help to someone.

-- Andrea 'AquaHaute' Robinson

Part 2 - Spell List

As a quick review, here are the spells you will encounter in this guide as a means of defeating assorted enemies. They're listed in the order you receive them in the game.

* Confundus

What it does: Supposedly "causes confusion in creatures," but it's actually a damaging spell.

When you get it: Beginning of the game

How to cast it: Press A

Use to defeat: Bowtruckle, Dugbog, Erkling, Fire Crab, Salamander, Vampyr Mosp, Voldemort

* Wingardium Leviosa

What it does: Levitates objects and some creatures.

When you get it: Beginning of the game

How to cast it: Hold B and move items with the D-pad

Use to defeat: Blast Ended-Skrewt (Young), Bubotuber, Dugbog, Grindylow, Niffler, Red Cap, Salamander, Vampyr Mosp

* Verdimillious

What it does: Shoots a jet of green sparks.

When you get it: Chapter 3, Forbidden Forest

How to cast it: Hold B

Use to defeat: Dugbog, Erkling

* Aqua Eructo

What it does: Shoots a jet of water.

When you get it: Chapter 3, Forbidden Forest

How to cast it: Hold B

Use to defeat: Fire Crab, Salamander

* Glacius

What it does: Freezes water and some creatures.

When you get it: Chapter 6, Prefects' Bathroom

How to cast it: Hold B

Use to defeat: Grindylow, Vampyr Mosp

* Incendio

What it does: Shoots a jet of fire.

When you get it: Chapter 7, Care of Magical Creatures

How to cast it: Hold B

Use to defeat: Blast-Ended Skrewt (Adult)

Part 3 - Bestiary

Name: Blast-Ended Skrewt (Adult)

Found in: Chapters 7 and 9

Strategy: In Chapter 7, lure them into blasting away large pumpkins in order to proceed through the path; at the end of each path, use Incendio to direct them into the stone pens. Avoid their fireballs as best you can.

An adult Skrewt also appears in Challenge #9 of Chapter 9. Avoid it and concentrate solely on the Mosps in the stage - you can't do anything about the Skrewt.

Name: Blast Ended-Skrewt (Young)

Found in: Chapter 7

Strategy: These little guys are so dumb they'll sometimes wander into a crate all by themselves, saving you a little work. Grab the sparkly red fruits with Wingardium Leviosa and tease the baby Skrewts with them, luring them across each screen and eventually into the wooden crates, which will close automatically.

Name: Bowtruckle

Found in: Chapters 1, 2, 3, and 9

Strategy: Fire Confundus at the stump to get them out, then fire Confundus wildly at the three or four Bowtruckles that emerge. The other party members try to help. If you don't beat them all before they jump back in the stump, future attempts at that stump will bring out only the ones you didn't finish off before.

Name: Bubotuber

Found in: Chapters 3 and 7

Strategy: Use Wingardium Leviosa to pick one up, move it, and drop it. It'll explode, damaging party members if they're too close, and causing a chain reaction of exploding Bubotubers if they land close enough, which reduces the work you have to do. They'll also explode without being picked up if you get too close, but in that case they'll regenerate. Best to neutralize them from a distance before you're close enough to take damage.

Name: Dugbog

Found in: Chapters 1, 2, 3, 9, and 10

Strategy: There are several ways to beat these guys. One is to just shoot Confundus at them, and since the other party members will do so as well, this is really the best and easiest way to do it. You can also zap them rather ineffectively with Verdillious. The other strategy is to drop objects on them while they run - usually rocks, but you're required to do it using a dresser in part of chapter 9. There, you need to repair the dresser in between attempts, so you might wish to practice defeating them with this method before you get that far.

Name: Erkling

Found in: Chapters 2 and 9

Strategy: Early in the game, there's just one way to beat them in the field,

and that's to hit them with Confundus while avoiding their damaging musical notes. But once you have Verdimillious, you have a powerful weapon against them - in fact, they're the only enemy Verdimillious seems to significantly affect. Thanks to vaguely_aware on the GameFAQs message boards for tipping me off about Verdimillious.

Name: Fire Crab

Found in: Chapter 3

Strategy: Run in a circle to keep away from it, except when its shell is raised, its body glowing yellow as it shoots fireballs at you - at those times, press the A button over and over to spam it with Confundus. The first time you fight one, you'll be prompted when the time is right to press L and hold B to shoot Aqua Eructo at it; the second time, you'll have to get it for yourself - it's when Confundus stops making it flash and it doesn't start moving right away.

Name: Grindylow

Found in: Chapters 6, 8, and 9

Strategy: They'll shoot poison at you if they get a chance. Use Glacius on them as soon as their heads appear above water. In most cases, this is enough, but you're free to levitate them onto dry land afterwards, since they'll sometimes drop jelly beans or Chocolate Frogs. In chapter 9, however, levitating them onto dry land is required in order to beat the challenge.

Name: Hungarian Horntail Dragon

Found in: Chapter 4

Strategy: All you can do is avoid her. Use up and down on the D-pad to move Harry up and down, right to give him a slight speed boost, and B to jump over obstacles.

In the beginning, it's nothing but dodging and jumping obstacles. You have plenty of time to prepare for most of these, although later there are some slaloms and tunnels very close together. However, there are only two levels Harry can fly at, so precision isn't necessary.

When the dragon appears, you'll see that she also has only two levels she flies at, so watch her: when she moves down, move Harry up; when she moves up, move Harry down. You can avoid both her bites and her fire breath this way - the fire missiles she eventually shoots are harder to avoid, although staying up when she's down and down when she's up will keep you away from most of it. Just do your best; they don't do very much damage anyway. The other advantage you have is that you rarely have to contend with obstacles and the dragon at the same time. As always, if you run out of stamina, you'll restart at the most recent auto-save with five full hearts.

Name: Niffler

Found in: Chapter 7

Strategy: These little guys are hard to see, but easy to catch - grab them with Wingardium Leviosa and drop them in a crate, which will close automatically.

Name: Red Cap

Found in: Chapters 2 and 9

Strategy: Turn your character's back to the cabinet with the Red Cap inside. When the Red Cap comes out, wait until it starts to charge toward the group (rather than just creeping), then turn around and levitate it into the cauldron. In chapter 9, you need to trigger a switch to open a trapdoor to reveal a puddle - if you're careful, you can get them to run right into the water without actually touching them.

Name: Salamander

Found in: Chapters 3, 7, 9, and 10

Strategy: There are a number of ways to get past Salamanders. When you need to defeat them, the early-game strategy is to hit them with Confundus when they're yellow, and levitate them into pools of water once they're black (but hurry - if you wait too long, they'll regenerate and you'll have to beat them all over again). Once you get Aqua Eructo, you can just hit them with that right off the bat for a one-hit kill.

In Chapter 7, you're supposed to capture them, not kill them, so fight them with Confundus as usual until they turn black, then levitate them into a crate, which will close automatically.

Name: Vampyr Mosp

Found in: Chapters 6, 9, and 10

Strategy: Usually you at least need to hit them with Glacius or Confundus (Glacius is much easier, and doesn't wear off). You can sometimes leave them alone after that, but most of the time you need to levitate the disabled Mosp onto a steam vent. Move away; in a few seconds the vent will explode, damaging any characters in the area, usually dropping some beans, and most importantly clearing a path to continue through the level.

Name: Voldemort

Found in: Chapter 11

Strategy: This fight involves two different styles of "combat."

Part 1: Hit Voldemort from a distance by pressing A, hiding behind the gravestones between shots. Eventually the gravestones will be destroyed, and you'll just have to run in the small area you're given, avoiding straight-on shots and overhead spells. When Voldemort is surrounded by wisps of blue and white smoke, don't even try to hit him - you can't damage him when that shield is up. Eventually - I don't know what triggers it, whether it's damage-based or time-based - this part of the fight will end. For me, it's after I've hit him 18-20 times.

Part 2: It's just like the Yule Ball again, except with more regular timing, and in well-spaced spurts, and without L and R. You can mess up a bit - just be successful enough, often enough, to eventually get the meeting point of the wands all the way to the left.

Part 4 - Miscellaneous

4.1 - Disclaimer

I am not affiliated with Warner Brothers, EA Games, Nintendo, Scholastic, J.K. Rowling, or any publishers of guides or walkthroughs, and I do not claim their work as my own, nor am I profiting from this guide, monetarily or otherwise. This guide was written out of love for the Harry Potter universe and a desire to help other players.

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The only site that may host this guide is <http://www.gamefaqs.com>.

If you have questions, please reread the guide and make sure your question has not already been answered. If it isn't there, or if it falls outside the scope of a bestiary, check my walkthrough and any other FAQs, and if that doesn't help, direct your question to the "Goblet of Fire" message board on GameFAQs, located at:

<http://boards.gamefaqs.com/gfaqs/gentopic.php?board=927367>

4.2 - Acknowledgements

I gathered this information on my own over the course of several playthroughs. Some of it appears in my walkthrough for this game, but that was information I collected completely on my own as well. That said, I'd like to extend special thanks to...

- vaguely_aware on the GameFAQs message boards, for mentioning an easier way to defeat Erklings once you've finished chapter 3.
 - J.K. Rowling, for creating the wonderful Harry Potter universe.
 - The guys on FFT General, for their overall kindness and constant pimping of my FFT guides.
 - And, as always, thanks to Aaron, who bought me the GBA I played this game on, read the Harry Potter books at my urging, and without whom I would never have become a serious gamer. I love you, Aaron. Thanks for everything.
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4.3 - Version History

- * Version 0.1 - January 3, 2006
Began writing the guide by making a list of enemies and when they appear.
- * Version 0.2 - March 14, 2006
Began actual substantial work by structuring the FAQ and doing writeups for several monsters and enemies.
- * Version 0.8 - March 14, 2006
Added a spell list, all of Part 4, and strategies for most of the creatures.
- * Version 1.0 - March 15, 2006
Fixed line breaks and removed generic touchscreen references from the GBA version of this guide.
- * Version 1.01 - April 5, 2006

Fixed a couple places where the FAQ exceeded 79 characters per line. First version submitted to GameFAQs.

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