

Harry Potter and the Prisoner of Azkaban FAQ/Walkthrough

by Andrew Testa

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This walkthrough was originally written for Harry Potter and the Prisoner of Azkaban on the GBA, but the walkthrough is still applicable to the PC version of the game.

- **Harry Potter and the Prisoner of Azkaban** FAQ/Walkthrough
- Game Boy Advance Version
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Introduction

Harry Potter and the Prisoner of Azkaban is a 2004 video game published by EA Games. The GBA version, which is different from all others, was developed by Griptonite Games. It is an RPG game that closely follows the plot of the very famous book of the same name, the third in the series. The story chronicles Harry Potter's third year at Hogwarts School of Witchcraft and Wizardry, from his positively demented trainride to Hogwarts, all the way to the sirius werewolves and rats. In the Prisoner of Azkaban, you take the role of all three characters as they go to classes, battle bosses, and try to survive another year at Hogwarts.

This is a great Harry Potter game. It is an RPG, akin to the Final Fantasy series, so if you like RPGs, this game is fantastic. It is a good game to get your Harry Potter fix in, if you're craving more after the books, movies, and fanfiction. The game was even reviewed decently, and it is very similar to the Game Boy versions made from the previous books.

NOTE: The Game Boy Advance version of this game is different from the PC, PS2, GC, GB, and GBA versions. This guide will only work for the Game Boy Advance version!

Game Info

- **Game Name:** Harry Potter and the Prisoner of Azkaban (US)
- **Alternate Names:** Harry Potter to Azkaban no Shuujiin (JP)
- **Genre:** RPG
- **Platform:** Game Boy Advance (all versions are different)
- **Release Date:** 25 May 2004
- **MetaCritic Score:** 69 from 11 reviews
- **GameFAQs User Score:** 3.78/5 from 88 votes
- **Length:** 12+ Hours on a first playthrough

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Basics

Harry Potter and the Prisoner of Azkaban is a typical turn-based RPG. You control Harry, Ron, and Hermione in battle, and the three follow each other outside of combat, akin to Chrono Cross or Breath of Fire III. Mainly, you cast spells in combat, and most of these spells cost MP. Each character only has a certain amount of MP, but it can be restored by resting or by consuming potions. Your SP is your health; when it is fully depleted, you die and go back to your last save. You can save at any time in the pause menu.

IMPORTANT STATS

- **SP:** Your stamina, or health, just like HP in other RPGs.
- **MP:** Your mana; it depletes according to the spell cast.
- **Def:** The higher this is, the less damage *physical* attacks will damage you.
- **Magical Defense:** The higher this is, the less damage *magical* attacks will damage you.
- **Agility:** How fast you go in combat. This is an important stat, and you should try to not equip things that lower it.
- **Sickles:** The currency of the game. Used to buy items at Fred and George's shop.

SPELLS OUT OF COMBAT

- **Flipendo:** Moves pillars and breaks barrels.
- **Lumos:** Lights up the dark, allowing you to see otherwise invisible green paths. Harry only.
- **Alohomora:** Unlocks doors. Ron only.
- **Reparo:** Repairs objects, like stairs and platforms, and even books! :) Hermione only.
- **Spongify:** Makes pads spongy, allowing you to bounce off them to get to higher places. Ron only.

- **Glacius:** Freezes water, allowing you to cross rivers. Hermione only.

Walkthrough

Leaky Cauldron

After the introduction, go up and talk to Cornelius Fudge. On the second floor, go up and talk to him again; he'll give you some cards. After that, go inside the room next to him, and interact with the book on the bed. This begins a "magical encounter" -- just like a random encounter -- with the book. Your only spell is Flipendo, so cast it until the book is defeated. Remember to equip the Robes that you get as a reward for winning this battle.

The next day, collect the item from the chest, then exit the room. At the hall, go left, grab the item in the chest, then go right, back through the hall, and down the stairs to the first floor. Here, you meet Mr. and Mrs. Weasley, and then Ron. After talking to them, collect the card from the chest, then talk to the innkeeper -- the bald guy with the black robes behind the wooden counter.

After that, head up and to the left, then down into the cellar. Here, cast Lumos and then go across the gap. Lumos allows you to see the green paths that are otherwise invisible. Past the chasm, use Flipendo on the barrels in front of them, then continue right. You will see white-blue blobs -- these are enemies. If you walk into one, you will have an encounter with an enemy. This is very similar to the layout of Chrono Cross, in which you can see the encounter on the screen.

I recommend fighting the enemies here until you are at least level 3. This is because the upcoming boss fight is nearly impossible without being leveled to 4+, so getting to 3 here will give you a head start, and it will also allow you to practice your skills in combat without much worry, since these are the easiest enemies in the game. Nevertheless, you should definitely be weary of your SP, which is your health, and do note that your SP/MP replenish to full when you level.

In this same corridor, you can go up and find a chest that contains a potion. We will probably be using this potion in the upcoming boss fight, especially if you are underleveled, so be sure to grab it! At any rate, go down and then to the left. Head down the stairs, then cast Flipendo on the pillar so it moves toward the walkway. Go back up the stairs, then continue left; you can now because you moved the pillar. From here, go up, then to the left, you will see darkness. Cast Lumos and head into the darkness. After a bit of walking, go up and you will reach an area full of rats. At the top of this area, grab the antidote in the chest.

The boss is in the right part of this area, next to the item that you need to get. I HIGHLY recommend leveling to 4 here; just use Flipendo when you run out of MP. You will have a really hard time if you aren't 4+, even if you do use a potion. After you are done preparing (either level up, or be at full health), walk over the rat near the tonic to start a boss fight.

BOSS FIGHT: GIANT RAT

- **Area:** Cellar of Leaky Cauldron
- **Difficulty:** Medium
- **Recommended Level:** 4+

Strategy: This battle is basically impossible if you aren't at least level 3, and a lot easier if you are level 4 or above. For this fight, it's just you against the Giant Rat, so the damage you take can't be spread out to multiple characters. Because of this, Harry can easily die if the Giant Rat hits him enough; to make matters worse, the rat hits pretty hard. You should begin this battle at full health! That is essential. Aside from that, repeatedly cast Verdillious Uno on the Giant Rat; this does the most damage for the least MP. If you are level 4 and you are at full health, you should be able to out-attack the rat. But, if you have any trouble, or if you are a lower level, do not hesitate to use the potion that you picked up at the beginning of the dungeon.

After the battle, Harry collects the Rat Tonic. Go around the crates to the right, then Flipendo the pillar so you can go down. This will bring you back to the stairs of the cellar, where you first began down here. Head back up the stairs, then back to the center of the inn. Here, Harry overhears a conversation he was not supposed to hear; then, head over to Ron at the far right part of the inn.

Hermione comes, and then you have a choice of who to go with down in the dungeon: Ron or Hermione. Both paths are very similar, except you will be Repairing things with Hermione, and Alohomora'ing things with Ron. And Ron's is slightly harder, but they are basically the same. Just go back down into the cellar, repair the stairs or unlock the gate, then make your way through the cellar to the north part. It will require a few more Alohomoras/Reparos, but soon the threesome will reunite, with all the family pets in hand.

Back up to the first floor of the inn, we move on to the Hogwarts Express.

Hogwarts Express

On the train, you need to find a seat. Go left, past the first two rooms (the first has Gryffindor students, the second Slytherin students) and at the third room, you will find Professor Lupin. The train soon stops; outside the room, Neville's lost his toad -again-. To find it, keep going right -- through the two train cars, and you will reach a storage area. Here, you find the Toad, but you also find...

With Hermione, cast Flipendo on the levers near the two doors up top. After that, you can either choose Ron or Hermione for the next task. Neither really matters, although Hermione is probably easier than Ron. In both cases, you will want to keep going right, to find a room with a chest. After that, find the chocolate or train conductor; the train conductor is at the left end of the train.

After completing the object, go back to Harry and the gang. You probably want to get a few battles in here, but do note that fighting with just one character is riskier. Back at the train car with Harry, there is a scene, and then we are at Hogwarts!

Hogwarts

After the little tiff with Malfoy and co., go up the stairs and then to the right. This will lead to the "Grand Staircase," which is where a lot of stuff is located. For now, go all the way up to the seventh floor, which is where the Gryffindor Common Rooms are located. Here, go to the right of the area, and enter the room here. You will find Fred and George's shop, which sells everything. And by that, I really mean EVERYTHING! You can get end-game gear from them, providing you have the cash. But you don't right now, so just grab the card from the chest, then exit the room and go all the way to the right to have a scene with Professor McGonagall. Then, we're off to bed.

Transfiguration Class

The next day, it's time for your first class, Transfiguration. Before that, open the chest next to you to get a card, then another chest in the bedroom for another card. Out of the common areas and in the hall, go up and open the chest, then head left. Interact with the portrait, then go left in this new area, then up to a chest, then back down. Here, you reach the dining area, and there is a chest in the right part of the room.

After collecting all those items, head to Transfiguration, which is on the ground floor. Here, Professor McGonagall has a little "game" for you. Basically, she turns into a cat, and you have to find her in a maze of sorts. You will, again, want to do a bit of leveling here, in the first area of the maze. These enemies are the easiest you can grind on, and a Harry-Hermione party is the quickest.

At the beginning of Professor's McGonagall's maze, go up, then right, and at the top, you will see a wooden door with two pillars on the side. Use Flipendo on the barrels in front of the door, then Flipendo the pillars to each side, so they are on the red pressure plates. This will open the wooden door for you, allowing you to continue further in the maze.

Up through the wooden door, go right at the junction, then north, and grab the card in the northeast corner of the room. Go back to the junction and head left now. A little bit to the south, you will find a chest which contains another card. After obtaining the card, go up, and then right, to reach a room with three pressure plates and three pillars.

You should know what to do by now. ^^ Use Flipendo on each pillar and position it on top of the pressure plate. After putting all three pillars on all three pressure plates, the top door will open. Through it, go left, and then keep going down until you find Crabbe and Goyle. Yes, a fight against the henchmen themselves!

BOSS FIGHT: CRABBE AND GOYLE

- **Area:** Transfiguration Class Maze
- **Difficulty:** Medium
- **Recommended Level:** 8+

Strategy: This is another fight where your level matters, to the point where it can make the battle impossible or a breeze. As I previously indicated, you should grind around the maze, preferably until you are at least 8, although the higher, the better. Start by casting "Proper Wand Techniques" on both characters so your spells do more damage. Then, get to all-out attacking with Verdimillious. It's the best, most cost-effective spell for the job here. And if you're at 8+, you should be able to defeat each Slytherin foe with three or four hits of it. Crabbe and Goyle both hit pretty hard, so be sure to use potions if you need them. And of course, it helps to be at full health for this fight, so it's good to be freshly-leveled right before entering combat with them.

After the battle, continue down the hall that Crabbe and Goyle blocked; you will reach a room with a ton of pillars. You will also see Professor McGonagall (the cat) in the left part of the room. But! Before going after her, grab the chest in the upper-right corner of the room, which contains a potion. Then, "catch" Professor McGonagall and class will end. You will learn Petrificus Totalus for your efforts in this class. And before leaving, grab the chest to the left of the front desk!

Leave class to the entrance, and then go south, to exit the castle. Out here, cross the bridge, then go right, to go into the forest. Keep going down-right on the screens, and you will reach a lake. Near the lake, you will find some gloves in a chest.

Hagrid's Class and Garden

After that, head back to the castle, but stay outside and look for Hagrid. If you remember, Hagrid is a teacher in the third book. For his class, you get three new spells for each character: Harry gets Diffindo; Ron, Spongify; and Hermione, Glacius. With the spells in hand, you are free to enter the garden.

Inside the garden, you finally have a full team. Take this time to do a little leveling -- that is, do not run around the enemies, and instead take them on. This way, it is not all-out "grinding" because you are at least going somewhere! And remember to fight those books as we come across them! Use Incendio and Diffindo to easily defeat them.

At the 4-way junction, go south and cross the river with the raft. Down here, you will find a card in the chest. Go to the left of the chest and switch to Hermione; she can use Glacius to turn the water in ice, allowing you to cross back up. And just north of the river, you will find the first book. Use Incendio and Diffindo to take it down.

Keep going north now, and you will be in a forest with a bunch of spider webs. To destroy the spider webs so you can continue up the paths, switch to Harry and use Diffindo. Keep going north, and then go west to find a "pad." Switch to Ron and use Spongify to make it "rubbery," then jump up on it to bounce up. Up on the ledge, grab the potion from the chest to the north. Then, go south and defeat the second book.

South of the book, cast Lumos as Harry to cross the chasm. Then use Spongify on the pad to bounce across the river. After that, use Diffindo to destroy the webs to the south. Continue south and you will find the third book down here, flapping about and similar to the others.

After defeating the third book, go left and you will see water to the north. Cast Glacius on it, then go to the land above. The fourth book is there, as well as a chest. Defeat the book, open the chest, then use Glacius to get to the northern land. From here, Glacius to get to the west, then use Flipendo on the big boulder to the left. This will push the boulder into place, allowing you to cross when you reach the upper area.

A little south of the boulder, use Spongify on the pad. Bounce up and open the chest, then go north, over the boulder that we just moved. Past it, you will find another book -- you know what to do here -- and continue north to the real boss battle.

BOSS FIGHT: VENEMOUS TENTACULA

- **Area:** Hagrid's Garden of Books
- **Difficulty:** Medium
- **Recommended Level:** 11+

Strategy: This boss hits hard, so try to be at full health before starting the fight. You should be at 11+ here or you will have some trouble. Petrificus Totalus first, obviously! And INCENDIO is key here, especially if you want the best bang-for-your-buck for damage to MP cost. Incendio does a ton of damage on this plant, like it very well should. You might also consider tapping into the Special Moves here if you start to get overtaken. But, the key is Incendio -- Incendio, Incendio, Incendio, while staying over 50% health.

After the fight, exit the garden and talk to Hagrid. After the scene, head north and there is another scene, and finally, the "Buckbeak Hippogriff Glide" mini-game. This mini-game is kind of similar to Star Fox -- you fly around on Buckbeak, trying to get as many gold bats as possible. You get a little more time each time you get another bat, and your score, which is how many bats you've collected, is on the bottom-left corner of the screen.

With the mini-game completed, head back to the castle and over to Harry's favorite -- Potions with Snape.

Potions Class

Just as usual, Snape singles out Harry for the tough tasks. This time, both Harry and Hermione need to go into the storeroom, which is, of course, littered with enemies. Inside, Diffindo the web, then Lumos across the chasm. Go left before the water; to the north, you will find two chests! Then go back and use Glacius on the water to go across, and then Glacius again to go over the fire pits. Continue down to collect another chest.

Head north of this chest, to yet another chest, and then to a chasm with a huge purple enemy on the other side. Make sure that you are at full health first! Then use Glacius to cross the gap. Yep, it's a troll...

BOSS FIGHT: RIVER TROLL

- **Area:** Snape's Storeroom
- **Difficulty:** Medium
- **Recommended Level:** 14+

Strategy: Glacius with Hermione and Incendio with Harry. If you run low on MP, just go ahead and use some potions to restore it, especially Hermione's MP, since she does more damage. If Ron was chosen, then have them both Incendio.

After the battle, go left to find another chest, which contains the last of the ingredients. Backtrack all the way to class. For your efforts, Snape reluctantly gives you the spell Wingardium Leviosa. And then it's off to Defense Against The Dark Arts!

Defense Against The Dark Arts Class

To get to the class, head to the Entrance Hall and then go left, into the Staff Room. Here, you meet Professor Lupin, who talks about "practical" lessons. This is actually another mini-game. In this one, there are four students in each cardinal direction around the Boggart. You control all four students, and your job is cast spells on the Boggart as he goes toward a student. This will make the Boggart "reset," and it will start to go again after another student. Try to keep at this as long as possible. If the Boggart reaches a student, the mini-game ends.

Portraits of Fat Ladies

After class, go back to the Grand Staircase and up to the Gryffindor Common Room on the seventh floor. Here, Scabbers and Crookshanks go monkey and then run off. Head after them -- exit the commons and go to the right, down the hall, and catch Scabbers. Head back to the Common Room and there will be a scene at the portrait -- it appears that it's just gone.

Head to the Second Floor and talk to the Fat Lady portrait in the west part of the room. After that, head back to the Seventh Floor Common Room. After that, it's time for Defense Against The Dark Arts again, only this time, we have a different teacher.

Defense Against The Dark Arts Class (Second Time)

On the third floor, you'll find the class, now taught by Snape. Go up the steps and open the chest, then leave class. Head to the Library and talk to Madam Pince about the book. North of her counter, use Spongify on the pad, then Flipendo around the books and Diffindo the webs. Grab the first page of the book in the chest.

Continue north a little and Flipendo another stack of books. Grab the second page in the chest here, then Spongify the pad and grab the chest here. After that, Spongify back, and then Spongify back down to the floor. Go south, Spongify the pad, and use Flipendo on the three stacks of books so each is on a pressure plate. Go south, grab the chest, then go north, and grab this chest, which contains another page.

Head west, use Spongify to get back down, then go up a floor. Near the stairs, Spongify the pad and go south. To the left, you will find another Monster Book next to a chest. The chest contains another page; after collecting it, follow the walkway left. Go around the pad and to the south you will find a chest. After that, take the chest back down, then go north. Past the bookcases, you will find another pad. Go up and follow the walkway to a small room with two pressure plates and four books. Use Flipendo to put the stacks of books on the pressure plates, then go south. Diffindo the webs, then loop around north to a little room and collect the items from the chest. With all the pages collected, head back to Madam Pince. Hermione uses Reparo to put the book back together. Head all the way back to class and tell Snape the good news.

Firebolt, Buckbeak, and Dementors

Head back to Gryffindor Common Room and watch the scene in which Harry receives his Firebolt. After that, head outside the castle and go into Hagrid's House. Harry is quick to show off his new broomstick, but Hagrid has some really bad news about Buckbeak. Head back into the castle, all the way back to the library. Here, talk to Madame Pince again, then go south to find the "legal section" of the library. Afterward, exit the library and you'll meet Hermione again. It doesn't look like very good news for Buckbeak...

Head to the Dining Hall for a scene with Professor McGonagall. Unfortunately, just like in the books, she confiscates the Firebolt. After that, there is another small mini-game. This is a common internet mini-game called "pop-it." You try to pop all the things on the screen, but you only can pop it if it's grouped up with the same cracker.

After that, Lupin tells you to meet him about anti-dementor spells. When you reach him, you learn Expecto Patronum and there is another mini-game. This one is identical to the Boggart game, except now you are in the middle and firing at the sides. You can't let any dementors get too close, or else you lose a life. Not much strategy here, either; simply move and fire as fast as you can.

Head back to the Gryffindor Common Room now. Harry gets his Firebolt back! In the end, Harry sees Crookshanks and a black dog outside. The next day, Harry receives more bad news from Hagrid. Head to Hagrid's House. After the dialogue, go back outside, then continue east until you get tangled up by a tree in a boss fight.

Whomping Willows and Sirius Black

BOSS FIGHT: WHOMPING WILLOW

- **Area:** Outside Castle
- **Difficulty:** Medium/Hard

Strategy: Incendio. Incendio. Incendio. Seriously, that's it. If you run low on health, use a potion. MP shouldn't be a problem, since you haven't been fighting anything lately.

Afterward, you'll be in a Catacomb-type area. Go south, use Lumos to show the path in the dark, then go right and north. You'll find a room with ice -- go down the right chasm on the bottom, and use Lumos as you follow the hidden path east. Keep going east and south, and you'll reach a new area. Here, you have a choice of playing as either Harry or Hermione. As Harry, you need to use Lumos to get across a chasm, and then Diffindo on the ropes. As Hermione, use Glacius to get across the water, and break the barrels with Flipendo.

When the two paths conjoin, go south and Glacius the two water platforms to the right. After that, go up a little, and then to the right, to find a door. Through the door, use the platform to go up, then go south and flip the lever. Go back to the room with the water points and take the door in the southwest now. In this new room, use Lumos to get across the chasm, then grab the Handle in the center room. Go through the northern room now, and put the Handle with the other handles on the pipe. After that, Glacius the water to the north, and flip the lever in the room with the spiders. Backtrack to the room with the two water platforms. Here, go through the opening that had water pouring over it, in the northeast part of the room.

This new area is full of ice. You have to skid across it to the lever. It's so close-corridorred that it is easy to find. With that lever pulled, head back to the water platforms. Glacius all five as you walk across. Now you'll be in a house; open the chest then go up the stairs to find Ron. After the big scene, go back down the stairs, and backtrack through the catacombs. At the beginning, you encounter another boss.

BOSS FIGHT: FOREST TROLL

- **Area:** Catacombs
- **Difficulty:** Medium

Strategy: This battle is pretty simple. Use Petrificus Totalus and then Incendio him to death.

After that, there are a lot of scenes, and then you have a mini-game against the dementors. This is just like the practice mini-game in Lupin's office. Just fire at the Dementors as soon as they move toward Harry. After the mini-game, there are yet more cutscenes, and then Harry and Hermione go all wonky on time and...

Time-Traveling

You need to make your way through this foresty-area before you can reach Hagrid. This involves a lot of Hermione's Glacius, but I also recommend grinding on the enemies here if you feel that you are too low of a level. When you reach Hagrid's house, head down (Buckbeak in tow) to the area with the lake. After the scene at the lake, you're in a fight with Lupin, but you have Buckbeak to help. For this fight, just let Buckbeak do the attacking, while you focus on healing him and curing him of paralysis. After the battle, there are more scenes, and then we have the Hippogriff mini-game again. Just go toward all the gold bats that you see on screen and drive to stay in the air as long as possible. Remember that you get a few more seconds each time you collect a gold bat.

After the mini-game, you are back at the castle, but instead, you are on the rooftops. In the northeast corner, you will find a chest that contains a potion; and in the west-center side of the rooftops, you will find a card. After collecting them, go north, through the doorway, and the twosome decide to split up again.

For Harry, you need to use Lumos and go north. For Hermione, you need to go north, on the other side, to the water room, and use Glacius so you can slide inside. Here, slide across both parts of the room, and then go up to reunite each other.

Save the game here! Then, go up and talk to Draco Malfoy.

BOSS FIGHT: DRACO

- **Area:** Rooftops
- **Difficulty:** Medium/Hard

Strategy: You must be near Draco's level (60) for this to be an easy battle. But, basically, the strategy is as it's always been: use Petrificus Totalus and then cast away at him. Hermione's Glacius or Incendio do

a ton of damage, so have her cast those at all times; meanwhile, Harry should use Petrificus, throw potions, and cast Incendio when he has a free turn. It's a rather unremarkable final fight because Petrificus Totalus is completely overpowered; Draco should definitely be immune to petrification, but alas, he is not. :)

After the fight, watch the ending scenes. Wait for the credits to finish, then follow the game's prompt by saving the game if you wish to play again.

Congratulations on beating Harry Potter and the Prisoner of Azkaban!

Equipment

This section contains a list of all equipment in the game, along with its statistics (Defense, Magic Defense, Agility, and Cost) and the character who can wear it, if that restriction applies.

Gloves

Name	Defense	Magic Defense	Agility	Cost	Restrictions
Mittens	1	0	0	30	None
Leather Gloves	2	0	-1	105	Hermione only
Quidditch Gloves	2	0	0	140	Harry only
Potions Gloves	3	0	0	200	Ron only
Swedish Shortsnout Dragon-hide Gloves	4	0	0	250	None
Common Welsh Green Dragon-hide Gloves	5	0	-1	310	None
Romanian Longhorn Dragon-hide Gloves	6	0	2	390	None
Chinese Fireball Dragon-hide Gloves	7	0	3	500	None
Hungarian Horntail Dragon-hide Gloves	9	0	4	550	None

Belts

Name	Defense	Magic Defense	Agility	Cost	Restrictions
Ordinary Belt	1	0	-1	20	None
Leather Belt	2	0	0	30	Hermione only
Rope	4	0	-3	120	Ron only
Swedish Shortsnout Dragon-hide Belt	4	0	-2	245	None
Common Welsh Green Dragon-hide Belt	4	0	0	445	None
Romanian Longhorn Dragon-hide Belt	6	0	1	630	None
Chinese Fireball Dragon-hide Belt	8	0	2	775	None
Hungarian Horntail Dragon-hide Belt	8	0	3	850	None

Boots

Name	Defense	Magic Defense	Agility	Cost	Restrictions
Sneakers	2	0	-2	30	None
Leather Boots	2	0	-3	135	Hermione only
Galoshes	2	0	-1	225	Ron only
Quidditch Boots	4	0	-1	320	Harry only
Swedish Shortsnout Dragon-hide Boots	6	0	-3	470	None
Common Welsh Green Dragon-hide Boots	7	2	0	775	None
Romanian Longhorn Dragon-hide Boots	7	3	0	1000	None
Chinese Fireball Dragon-hide Boots	7	5	0	1225	None
Hungarian Horntail Dragon-hide Boots	10	5	5	1350	None

Hats

Name	Defense	Magic Defense	Agility	Cost	Restrictions
Cap	1	0	1	25	None

Black-pointed Hat	2	1	1	110	Hermione only
Rear Admiral Hat	3	1	0	160	Ron only
Quidditch Helmet	4	2	-1	225	Harry only
Swedish Shortsnout Dragon-hide Cap	4	3	-1	315	None
Common Welsh Green Dragon-hide Cap	5	3	-2	450	None
Romanian Longhorn Dragon-hide Cap	6	4	-2	600	None
Chinese Fireball Dragon-hide Cap	7	5	-3	780	None
Hungarian Horntail Dragon-hide Cap	7	5	3	1100	None

Cloaks

Name	Defense	Magic Defense	Agility	Cost	Restrictions
School Robe	3	0	0	80	None
Winter Cloak	7	8	-3	255	Hermione only
Quidditch Robe	5	0	4	190	Harry only
Potions Robe	10	10	-3	320	Ron only
Swedish Shortsnout Dragon-hide Cloak	12	10	-3	450	None
Common Welsh Green Dragon-hide Cloak	17	12	0	780	None
Romanian Longhorn Dragon-hide Cloak	20	15	3	1000	None
Chinese Fireball Dragon-hide Cloak	22	18	3	1230	None
Hungarian Horntail Dragon-hide Cloak	25	20	3	1350	None

Charms

Name	Defense	Magic Defense	Agility	Cost	Restrictions
Pocket Watch	3	4	-2	275	Harry only
Quidditch Wrist Guards	4	5	2	275	Ron only
Eagle Feather Quill	5	7	-2	500	None
Crystal Ball	6	8	2	635	None
Dragon Liver	6	8	-2	900	None
Rabbit Fur Gloves	6	8	2	925	None
Spellotape	0	30	-2	1150	Hermione only
Golden Snitch	12	10	2	1230	Harry only

Items

A list of items in the game.

Name	Cost
Chocolate Frog	5
Wiggenweld Potion	30
Grand Wiggenweld Potion	60
Pepperup Potion	40
Grand Pepperup Potion	80
Antidote to Common Poisons	30
Anti-Paralysis Potion	20

Bosses

A list of the main bosses in the game and the strategies for how to defeat them.

BOSS FIGHT: GIANT RAT

- **Area:** Cellar of Leaky Cauldron
- **Difficulty:** Medium
- **Recommended Level:** 4+

Strategy: This battle is basically impossible if you aren't at least level 3, and a lot easier if you are level 4 or above. For this fight, it's just you against the Giant Rat, so the damage you take can't be spread out to multiple characters. Because of this, Harry can easily die if the Giant Rat hits him enough; to make matters worse, the rat hits pretty hard. You should begin this battle at full health! That is essential. Aside from that, repeatedly cast Verdimillious Uno on the Giant Rat; this does the most damage for the least MP. If you are level 4 and you are at full health, you should be able to out-attack the rat. But, if you have any trouble, or if you are a lower level, do not hesitate to use the potion that you picked up at the beginning of the dungeon.

BOSS FIGHT: CRABBE AND GOYLE

- **Area:** Transfiguration Class Maze
- **Difficulty:** Medium
- **Recommended Level:** 8+

Strategy: This is another fight where your level matters, to the point where it can make the battle impossible or a breeze. As I previously indicated, you should grind around the maze, preferably until you are at least 8, although the higher, the better. Start by casting "Proper Wand Techniques" on both characters so your spells do more damage. Then, get to all-out attacking with Verdimillious. It's the best, most cost-effective spell for the job here. And if you're at 8+, you should be able to defeat each Slytherin foe with three or four hits of it. Crabbe and Goyle both hit pretty hard, so be sure to use potions if you need them. And of course, it helps to be at full health for this fight, so it's good to be freshly-leveled right before entering combat with them.

BOSS FIGHT: VENEMOUS TENTACULA

- **Area:** Hagrid's Garden of Books
- **Difficulty:** Medium
- **Recommended Level:** 11+

Strategy: This boss hits hard, so try to be at full health before starting the fight. You should be at 11+ here or you will have some trouble. Petrificus Totalus first, obviously! And INCENDIO is key here, especially if you want the best bang-for-your-buck for damage to MP cost. Incendio does a ton of damage on this plant, like it very well should. You might also consider tapping into the Special Moves here if you start to get overtaken. But, the key is Incendio -- Incendio, Incendio, Incendio, while staying over 50% health.

BOSS FIGHT: RIVER TROLL

- **Area:** Snape's Storeroom
- **Difficulty:** Medium
- **Recommended Level:** 14+

Strategy: Glacius with Hermione and Incendio with Harry. If you run low on MP, just go ahead and use some potions to restore it, especially Hermione's MP, since she does more damage. If Ron was chosen, then have them both Incendio.

BOSS FIGHT: WHOMPING WILLOW

- **Area:** Outside Castle
- **Difficulty:** Medium/Hard

Strategy: Incendio. Incendio. Incendio. Seriously, that's it. If you run low on health, use a potion. MP shouldn't be a problem, since you haven't been fighting anything lately.

BOSS FIGHT: FOREST TROLL

- **Area:** Catacombs
- **Difficulty:** Medium

Strategy: This battle is pretty simple. Use Petrificus Totalus and then Incendio him to death.

BOSS FIGHT: DRACO

- **Area:** Rooftops
- **Difficulty:** Medium/Hard

Strategy: You must be near Draco's level (60) for this to be an easy battle. But, basically, the strategy is as it's always been: use Petrificus Totalus and then cast away at him. Hermione's Glacius or Incendio do a ton of damage, so have her cast those at all times; meanwhile, Harry should use Petrificus, throw potions, and cast Incendio when he has a free turn. It's a rather unremarkable final fight because Petrificus Totalus is completely overpowered; Draco should definitely be immune to petrification, but alas, he is not. :)

Bestiary (Folio Bruti)

This bestiary contains all the information you'd need to be successful against the normal enemies in PoA. Of particular note are the enemy weaknesses and resistances; this is key, as you should be casting the "Weaknesses" spells when fighting the enemies for the quickest, easiest battle.

RUBY FIRE CRAB

Weaknesses	Resistances
Flipendo	Incendio
Verdimillious	Diffindo
Petrificus Totalus	
Wingardium Leviosa	
Spongify	
Glacius	

- **Description:** "Native of Fiji. Has a heavily jeweled shell."

EMERALD FIRE CRAB

Weaknesses	Resistances
Flipendo	Incendio
Verdimillious	Diffindo
Petrificus Totalus	
Wingardium Leviosa	
Spongify	
Glacius	

- **Description:** "Native of Fiji. Has a heavily jeweled shell."

SAPPHIRE FIRE CRAB

Weaknesses	Resistances
Flipendo	Incendio
Verdimillious	Diffindo
Petrificus Totalus	
Wingardium Leviosa	
Spongify	
Glacius	

- **Description:** "Native of Fiji. Has a heavily jeweled shell."

CORNISH PIXIE

Weaknesses	Resistances
Flipendo	Wingardium Leviosa
Verdimillious	Diffindo
Petrificus Totalus	

Incendio	
Spongify	
Glacius	

- **Description:** "Pixies delight in tricks and practical jokes. They'll cause havoc at every opportunity."

RAT

Weaknesses	Resistances
Flipendo	Wingardium Leviosa
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Diffindo	

- **Description:** "A rodent common to houses and barns."

ALBINO RAT

Weaknesses	Resistances
Flipendo	Wingardium Leviosa
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Diffindo	

- **Description:** "A white rodent with red eyes. Commonly lives in dark, dank places."

PLAGUE RAT

Weaknesses	Resistances
Flipendo	Wingardium Leviosa
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Diffindo	

- **Description:** "A rodent with a poisonous bite."

CLABBERT

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

Wingardium Leviosa

- **Description:** "Tree-dwelling creature that looks like a cross between a monkey and a frog. The pustule on its forehead turns scarlet when it senses danger."

SUIT OF ARMOR (FOOTMAN)

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Suit of armor generally possessed by a ghoul, ghost or specter."

SUIT OF ARMOR (CAVALIER)

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Suit of armor generally possessed by a ghoul, ghost or specter."

SUIT OF ARMOR (PALADIN)

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Suit of armor generally possessed by a ghoul, ghost or specter."

SUIT OF ARMOR (SQUIRE)

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Suit of armor generally possessed by a ghoul, ghost or specter."

SUIT OF ARMOR (SWORDSMAN)

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Suit of armor generally possessed by a ghoul, ghost or specter."

SUIT OF ARMOR (CRUSADER)

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Suit of armor generally possessed by a ghoul, ghost or specter."

SUIT OF ARMOR (KNIGHT)

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Suit of armor generally possessed by a ghoul, ghost or specter."

FUNNELWEB SPIDER

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A large, aggressive, ugly looking spider with enormous fangs."

BROWN RECLUSE SPIDER

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	

Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A small but particularly venomous spider."

LARGE SPIDER

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "This arachnid is generally found in treetops, weaving webs to catch birds and monkeys."

REDBACK SPIDER

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Common house spider."

GIANT SPIDER

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "This arachnid is generally found in treetops, weaving webs to catch birds and monkeys."

COCOON SPIDER

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	

Glacius	
Wingardium Leviosa	

- **Description:** "Known for its ability to encase a grown human in webbing in under 30 seconds."

WHITETAIL SPIDER

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A large spider with a very poisonous bite."

FLOBBERWORM

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A thick brown worm that produces great amounts of mucus."

SNAIL

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A large gastropod."

LARGE ORANGE SNAIL

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A large gastropod."

FLAILTAIL SNAIL

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A large gastropod."

BAT

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Wingardium Leviosa
Incendio	Glacius
Spongify	
Wingardium Leviosa	

- **Description:** "A flying mammal with keen hearing and sense of smell."

FRUITBAT

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Wingardium Leviosa
Incendio	Glacius
Spongify	
Wingardium Leviosa	

- **Description:** "A flying mammal with keen hearing and sense of smell, but generally poor eyesight."

MORTIS BAT

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Wingardium Leviosa
Incendio	Glacius
Spongify	
Wingardium Leviosa	

- **Description:** "A flying mammal with keen hearing and sense of smell. Nasty when woken during the day."

DRAGONFLY

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Wingardium Leviosa

Incendio	Verdimillious
Spongify	
Wingardium Leviosa	
Glacius	

- **Description:** "Fast winged insect, often found near ponds and streams."

IMPERIAL DRAGONFLY

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Wingardium Leviosa
Incendio	Verdimillious
Spongify	
Wingardium Leviosa	
Glacius	

- **Description:** "Originally from the Far East, this dragonfly is found in streams all over the world."

HORKLUMP

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Resembles a fleshy, pinkish mushroom. Its preferred food is earthworms, which it digs for with its tentacles."

SNAKE

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A reptile with a poisonous bite."

SPITTING SNAKE

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	

Glacius	
Wingardium Leviosa	

- **Description:** "A reptile with a poisonous bite."

WASP

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Large and dangerous inset that can repeatedly deliver a nasty sting."

TARANTULA HAWK WASP

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "Large and dangerous inset with a poisonous sting."

BOWTRUCKLE

Weaknesses	Resistances
Diffindo	Flipendo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "European tree spirit generally made of bark and twigs."

OAKEN BOWTRUCKLE

Weaknesses	Resistances
Diffindo	Flipendo
Verdimillious	Wingardium Leviosa
Petrificus Totalus	
Incendio	
Spongify	
Glacius	

- **Description:** "European oak tree spirit. The bane of many tree cutters."

DOXY

Weaknesses	Resistances
Flipendo	Wingardium Leviosa
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Diffindo	

- **Description:** "Small fairy-like creature with sharp venomous teeth."

DOXY QUEEN

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Small fairy-like creature with sharp venomous teeth."

HINKYPUNK

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A little one-legged creature that looks as though it is made of smoke. It carries a light with which it lures travelers into bogs."

GYTRASH

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Spongify	
Glacius	

- **Description:** "A fast and dangerous dog-like creature."

GRINDYLOW

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	

Petrificus Totalus	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A Grindylow is a pale green creature which lives in the weed beds on the bottom of lakes in Britain."

RED CAP

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Small, dwarf-like creature Red Caps love bloodshed; they bludgeon those lost in dungeons or battlefields."

ARMORED RED CAP

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Small, dwarf-like creature Red Caps love bloodshed; they bludgeon those lost in dungeons or battlefields."

SALAMANDER

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Incendio
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Small fire-dwelling lizard which can emit great heat."

AMAZONIAN SALAMANDER

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Incendio
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Small fire-dwelling lizard which can emit great heat."

PERUVIAN SALAMANDER

Weaknesses	Resistances
Flipendo	Diffindo
Petrificus Totalus	Incendio
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Small fire-dwelling lizard which can emit great heat."

CHARMED SKELETON

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A re-animated human skeleton. Watch out for its ability to paralyze!"

JINXED SKELETON

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A re-animated human skeleton. Watch out for its ability to paralyze!"

TREE FROG

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "Aggressive and territorial frog, most often found in forests and swamps."

WIDE-MOUTH TOAD

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A toad of northern England, this amphibian has a pudgy appearance and blemishes on its skin."

BULLFROG

Weaknesses	Resistances
Flipendo	Diffindo
Verdimillious	
Petrificus Totalus	
Incendio	
Spongify	
Glacius	
Wingardium Leviosa	

- **Description:** "A large frog with a deep croak."

Wizard Cards (Folio Universitas)

Jinx

FULBERT THE FEARFUL

- **Type:** Horklump Spores
- **Description:** "1014 - 1097. Famous for being so cowardly he never ventured out of his house. Died when a defensive charm backfired and the roof fell in."

BEATRIX BLOXAM

- **Type:** Horklump Spores
- **Description:** "1794 - 1810. Author of the 'Toadstool Tales,' a series of children's books since banned because they have been found to cause nausea and vomiting."

MERWYN THE MALICIOUS

- **Type:** Horklump Spores
- **Description:** "Medieval, dates unknown. Credited with the invention of many unpleasant jinxes and hexes."

HUNGARIAN HORNTAIL DRAGON

- **Type:** Tempest Jinx
- **Description:** "Supposedly the most dangerous of all dragon breeds, the Hungarian Horntail can breath fire up to fifty feet."

HEBRIDEAN BLACK DRAGON

- **Type:** Tempest Jinx
- **Description:** "Britain's other native dragon is more aggressive than its Welsh counterpart and feeds mostly on deer, though it has been known to carry off large dogs."

NORWEGIAN RIDGEBACK DRAGON

- **Type:** Tempest Jinx
- **Description:** "The Ridgeback is nowadays one of the rarest dragon breeds and has been known to attack most kinds of large land mammal."

XAVIER RASTRICK

- **Type:** Cracker Jinx

- **Description:** "Flamboyant wizard entertainer who vanished unexpectedly while tap-dancing to a crowd of three hundred in Painswick and was never seen again."

DYMPHNA FURMAGE

- **Type:** Cracker Jinx
- **Description:** "1612 - 1698. Famously abducted by pixies while on holiday in Cornwall. Failed to persuade the Ministry of Magic to have all pixies humanely destroyed."

YARDLEY PLATT

- **Type:** Cracker Jinx
- **Description:** "1446 - 1557. Serial goblin-killer."

MORGAN LE FAY

- **Type:** N/A
- **Description:** "Medieval, dates unknown. King Arthur's half sister. Dark sorceress. Enemy of Merlin."

Defense/Protection

WENDELIN THE WEIRD

- **Type:** Poison Antidote
- **Description:** "Medieval, dates unknown. Alleged to have enjoyed being burnt at the stake so much that she allowed herself to be captured fourteen times in various disguises."

HONORIA NUTCOMBE

- **Type:** Poison Antidote
- **Description:** "1665 - 1743. Founded the society for the reformation of hags."

JOCUNDA SYKES

- **Type:** Poison Antidote
- **Description:** "1915 - present. Famous for flying across the Atlantic on a broomstick -- the first person to do so."

JUSTUS PILLIWICKLE

- **Type:** Remove Jinx
- **Description:** "1862 - 1953. Celebrated Head of the department of magical law enforcement."

ADALBERT WAFFLING

- **Type:** Remove Jinx
- **Description:** "1899 - 1981. Famous magical theoretician."

EDGAR STROULGER

- **Type:** Remove Jinx
- **Description:** "1703 - 1798. Inventor of the sneakoscope."

MALODORA GRYMM

- **Type:** Poison Immunity
- **Description:** "Medieval, dates unknown. Using a beautification potion to conceal her true hag form, she married a King and used a charmed mirror to reinforce her self-image. Became jealous of the most beautiful girl in the land and fed her a poisoned apple."

LETICIA SOMNOLENS

- **Type:** Poison Immunity
- **Description:** "Medieval, dates unknown. This spiteful hag was jealous of the King's daughter and caused her to prick her finger on a spindle tainted with a draught of the living death. A young wizard who had smeared his lips with eiegenweld potion kissed the princess and brought her out of her trance."

CORDELIA MISERICORDIA

- **Type:** Poison Immunity
- **Description:** "1298 - 1401. Hag representative at 14th century summit of wizards' council."

CARLOTTA PINKSTONE

- **Type:** N/A
- **Description:** "1922 - present. Famous campaigner for lifting the international confederation of wizard's statue of secrecy and telling Muggles that wizards still exist. Ms. Pinkstone has been imprisoned several times for her blatant and deliberate use of magic in public places."

General

UNICORN

- **Type:** Revive
 - **Description:** "The unicorn is a shy creature and generally avoids human contact. It is more likely to let a witch come near it than a wizard and casting magic spells might frighten it off. Its blood has highly magical properties."
-

MANTICORE

- **Type:** Revive
 - **Description:** "A rare, dangerous beast, the manticore has been known to sing softly as it eats its prey. Its sting will kill instantaneously."
-

PHOENIX

- **Type:** Revive
 - **Description:** "A gentle creature, the phoenix lives to an immense age because it can regenerate each time it bursts into flames. Phoenix song is magical and its tears have healing properties."
-

BURDOCK MULDOON

- **Type:** Girding All
 - **Description:** "1429 - 1490. Chief of Wizard's Council 1448."
-

GONDOLINE OLIPHANT

- **Type:** Girding All
 - **Description:** "1720 - 1799. Famous for studies of like and habits of trolls. Clubbed to death in the cotswolds while sketching."
-

ALMERICK SAWBRIDGE

- **Type:** Girding All
 - **Description:** "1602 - 1699. Famous for conquering the river troll that was terrorizing those trying to cross the Wye River. River troll in question believed to be one of the largest ever to exist in Britain."
-

MONTAGUE KNIGHTLEY

- **Type:** Reparifors
 - **Description:** "1506 - 1588. Wizard chess champion."
-

GLANMORE PEAKES

- **Type:** Reparifors
 - **Description:** "1677 - 1761. Famous slayer of the sea serpent of cromer."
-

ARTEMISIA LUFKIN

- **Type:** Reparifors
 - **Description:** "1754 - 1825. First witch to become minister for magic."
-

MERLIN

- **Type:** N/A
 - **Description:** "Medieval, date unknown. Most famous wizard of all time. Sometimes known as the prince of enchanters. Part of the court of King Arthur."
-

Hogwarts/Instruction

SIR HERBERT VARNEY

- **Type:** Replenish MP
 - **Description:** "1776 - 1977. Flamboyant American Vampire. Author of A Vampire's Monologue, intended to bore the reader into a stupor making him or her easier prey for vampires."
-

AMARILLO LESTOAT

- **Type:** Replenish MP
 - **Description:** "1858 - 1889. Short-lived Victorian vampire who preyed upon women in London during the 1880s. Was subsequently captured and killed by a special squad from the department for the regulation and control of magical creatures."
-

LADY CARMILLA SANGUINA

- **Type:** Replenish MP
 - **Description:** "1561 - 1757. Bathed in the blood of her victims to retain her youthful beauty."
-

ALBUS DUMBLEDORE

- **Type:** Replenish SP
 - **Description:** "Currently headmaster of Hogwarts."
-

QUEEN MAEVE

- **Type:** Replenish SP
 - **Description:** "Legendary witch who trained young sorcerers in Ireland prior to the establishment of Hogwarts School of Witchcraft and Wizardry."
-

HELGA HUFFLEPUFF

- **Type:** Replenish SP
 - **Description:** "Medieval wizard, dates unknown. Co-founder of Hogwarts. Gave her name to one of the four Hogwarts houses."
-

BRIDGET WENLOCK

- **Type:** Extra EXP
 - **Description:** "1202 - 1285. First to establish the magical properties of the number seven."
-

MIRANDA GOSHAWK

- **Type:** Extra EXP
 - **Description:** "1921 - present. Famous spellbook writer."
-

ROWENA RAVENCLAW

- **Type:** Extra EXP
 - **Description:** "Medieval wizard, dates unknown. Co-founder of Hogwarts. Gave her name to one of the four Hogwarts houses."
-

GODRIE GRYFFINDOR

- **Type:** N/A
 - **Description:** "Medieval wizard, dates unknown. Co-founder of Hogwarts. Gave his name to one of the four Hogwarts houses."
-

Quidditch

ROLAND KESS

- **Type:** Bludgers
 - **Description:** "1903 - present. President of English Gobstones Team."
-

GWENOS JONES

- **Type:** Bludgers
 - **Description:** "1968 - present. Captain and Beater of only all-female national Quidditch team, the Holyhead Harpies."
-

JOSCELIND WADCOCK

- **Type:** Bludgers
 - **Description:** "1911 - present. Chaser for Puddlemore United Quidditch Team. Record for highest number of goals during British season this century."
-

DUNBAR OGLETHORPE

- **Type:** Snitch
 - **Description:** "1968 - present Chief of QUABBLE."
-

DEVLIN WHITEHORN

- **Type:** Snitch
 - **Description:** "1945 - present. Founder of the Nimbus racing broom company."
-

CYPRIAN YOUDLE

- **Type:** Snitch
 - **Description:** "1312 - 1357. Only Quidditch referee ever to die during a match. The originator of the curse was never caught but believed to have been a member of the crowd."
-

LEOPOLDINA SMETHWYCK

- **Type:** Sonorous Charm
 - **Description:** "1829 - 1910. First British witch to referee a Quidditch match."
-

FELIX SUMERBEE

- **Type:** Sonorous Charm
 - **Description:** "1447 - 1508. Inventor of cheering charms."
-

RODERICK PLUMPTON

- **Type:** Sonorous Charm
 - **Description:** "1889 - 1987. Seeker for England quidditch teams. Holds British record for fastest capture of Snitch during game - three and a half seconds."
-

BOWMAN WRIGHT

- **Type:** N/A
- **Description:** "1492 - 1560. Famous for developing the golden gnitch."

Special

HARRY POTTER

- **Type:** Ultimate MP

Only one "special" card, but it's quite special! :)

Credits, Contact, Copyright

Credits

- CJayC for creating GameFAQs.
- Sailor Bacon, Devin Morgan, and Krystal for continuing, maintaining, and administering GameFAQs.
- You! For reading this guide, of course. :)

Contact Information

If you have any questions, comments, suggestions, inquiries, spam, additions, grievances, hate mail, and general overall concerns, please email me at:

"andrew.c.testa(at)gmail(dot)com"

All I ask is that you put "Harry Potter" or "Chamber of Secrets" or "HP2" in the subject line so I know what the email is about. I don't mind if u talk liek dis 2 me or whatever, so long as I can understand you.

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