

# Harry Potter and the Prisoner of Azkaban FAQ/Walkthrough

by Ryan Gillam

Updated to v1.38 on Sep 4, 2005

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

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- E-Mail me so I can add you to the list of websites.
- Also have the updated version.
- Give credit where it is due.
- Do not change the guide in ANY place.

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- [www.gamefaqs.com](http://www.gamefaqs.com)
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- [www.cheatcc.com](http://www.cheatcc.com)

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## VERSION HISTORY

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Version 1.38 - Updated email address details.

Version 1.37 - Corrected some stuff.

Version 1.36 - Fixed lots of formatting stuff.

Version 1.34 - New tip added to cauldren boss.

Version 1.32 - Began work on a GBA section.

Version 1.31 - Recieved Flying Seahorse Location via e-mail. Added it to FAQ.

Version 1.3 - Upgraded Contents, added mini-contents added for each section.

Version 1.2 - Added Flying Seahorse to Folio Bruti, Added new sites that can use the guide.

Version 1.18 - Finally decided to start going through e-mails and adding thing but this time I decided not to add in, next version I will, but just then I updated e-mail address.

Version 1.17 - Been away from computer for a long time and thought I would go through my e-mails and add some stuff. More coming soon when I have time to view them all, again thanks to all the people that are viewing this. Change of E-Mail.

Version 1.16 - Changed my E-Mail address. Due to numerous death threats (No Joke) I have changed how many hits it takes to kill the dementors at the end of the game.

Version 1.15 - Loads of e-mails, so I thought I would add some tips in from them (see credits section for names) Also more sites can now host this FAQ.

Version 1.10 - Big update this time. I have added a spells section under basics and made the character descriptions more indepth. Updated Hermiones statue section. Updated Stink Bomb Challenge Section.

Version 1.05 - Updated Patronus Section as people were finding it very complex in the way that I described it. Added section on how to get 100%. Another site can use the FAQ. Also update the part in Carpe Retractum quest where Ron and Hermione have to move an ice block with a crystal on it, as many people were having problems with that section. Next update is going to include more detailed descriptions of getting the Wizard Cards.

Version 1.01 - Added Hermione Statue that I missed out.

Version 1 - Added rest of Wizard Card lists, entire FAQ complete, e-mail me if there is something that could be added.

Version 0.9 - Folio Bruti complete and first 2 sections in your quest to get the cards. Removed from PC FAQ page.

Version 0.61 - Added the rest of the main game extras section. Added a site that can use the guide.

Version 0.6 - Added NoticeBoard Section, touched up sections that people were having difficulty with. Trying again to fix the problem of the FAQ appearing

as a full walkthrough when it is half complete.

Version 0.52 - Added a disallowed website and a website that can use the FAQ.

Version 0.51 - Made navigation easier by numbering and lettering each sub-section. Fixed lettering problem for the Walkthrough. Also fixed the problem of it appearing on GameFaqs as a full walkthrough when it is only half done. Updated coming soon section.

Version 0.5 - Main Walkthrough Complete, new boxed in information added to the top of the page.

Version 0.4 - Completly re-worked basics and introduction, added the mini game section and completed Walkthrough up to the Carpe Retractum spell, added section on the Joke shop.

Version 0.3 - Completed up to the end of the BuckBeak section and part of the basics section.

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8. Folio Bruti.....	[100%]
9. Getting 100%.....	[100%]
10. Credits/Conclusion.....	[100%]

+-----+  
1. INTRODUCTION  
+-----+

Welcome my friends, to a new year at Hogwarts. Harry Potter and the Prisoner of Azkaban is based on the book and film of the same name. This game is great and I will be updating this guide a lot as I uncover more on this game, if you see anything wrong with this guide or just have general questions e-mail me at gillaml23@hotmail and I will do my best to get back to you. I do not accept people adding me on MSN any more, as it just annoys me, e-mail me and there will be a reply if the question is not answered in this FAQ and I will give all due credit in the guide. I have now updated the navigation so to search for a certain part of the guide press CTRL + F then type the section number and then the subsection letter. Thanks to everyone that has e-mailed me so far with problems, it is only with these e-mails I get feedback on what I am doing wrong so that I can improve the guide to help more people.

And the guide begins with.....

+-----+  
2. BASICS  
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This part of the guide is all the basics including item lists, spells and a basic overview of Hogwarts, more will be added to this section within the next

few updates.

Contents:

2a) Characters..... [100%]  
2b) Getting around Hogwarts..... [100%]  
2c) Enemies..... [100%]  
2d) Spells..... [100%]

.....  
2a) CHARACTERS  
.....

A new addition in this game is the ability to switch between characters. Each character can be for their own special tasks and each has advantages and disadvantages. During the game you will have to use them ALL.

1. HARRY POTTER

Special Skills: He can see secret areas in Hogwarts using the marauders map. The secret areas are marked in green on the map. He is also the only one that can jump over wide gaps and climb ropes.

Spells: He can use Carpe Retractum to pull bridges closed or to climb over large gaps, there has to be a statue with a hook on the other side though. He can also use Expecto Patronus which is the most powerful spell in the game and is used to defeat Dementors.

2. RON WEASLY

Special Skills: He can open secret passages and search bookcases for hidden items such as the valuable Bertie Botts Every Flavour Beans. Although Ron cannot see the Maruders Map, he can enter the passages shown on the Maruders Map. To know if you can open the passage look for a watery type texture on it. He is also the only one that can throw stink bombs to distract the Trolls later in the game.

Spells: The only spell that is exclusive to Ron is Lumos Duo, This spell is use against Hinkypunks (The invisible Lanterns) He can also charge up crystals with light using it.

3. HERMIONE GRANGER

Special Skills: Not much Hermione can do, but she can crawl into small spaces such as grates and gates that Harry and Ron hold open.

Spells: Hermione has quite a few spells up here sleeve, the first one that you do recieve is Glacius, this can be used to kill fire enemies, freeze Lava or even to freeze Fireplaces so they spit out some cards. Another spell is Reparo which can repara crates and the broken statues later on in the game. Draconifors is used on Dragon Statues, this spell makes the statues come to life and breathe fire onto draping rugs or flying things. Snufflifors really only has one use and that is to turn small flying books into mice, this in turn can reveal hidden items such as cards.

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2b) GETTING AROUND HOGWARTS  
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This is a basic overview of where everything is in Hogwarts, it will be updated in the next update to be more detailed and how to get to each place. But as for now these are the main things on each of the floors.

Seventh floor - Gryfindor Tower.

Sixth Floor - Ancient Runes.

Fifth Floor - Muggle Studies.

Fourth Floor - History of Magic.

Third Floor - Defense against the Dark Arts.

Second Floor - Charms.

First Floor - Transfiguration.

Ground Floor - Entrance Hall.

Dungeons - Potions.

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2c) ENEMIES  
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There are various enemies in the Hogwarts grounds and inside the school, I will detail them here and what is needed to kill them. They are listed in alphabetical order.

- Book

These can be turned into Mice using the snufficors spell, or killed by using the Flipendo spell.

- Dementor

The strongest thing in the game, it looks like a ghost and is found at the final section of the game, or during the task to get the Patronus charm. If they attack you, wiggle to control stick to break free, use the Patronum charm to repel them, you will not be able to kill them.

- Fairy

Looks like a flying fairy, to kill them shoot the Flipendo spell at them, they will then drop to the floor and you will be able to take their wings.

- Ghoul

This cannot be defeated, it is only encountered once in the Muggle Studies classroom, to move it use the Lumos spell.

- Hinkypunk

Is invisible but carries a lantern, to kill it use the Lumos spell to make it visible and fire Flipendo at it.

- Monster Book

Looks like a book with a mouth, when it fires spells at you, use Expelliarmus to repel them. It will fire back on the creature and kill it.

- Doxy

This will poison you, so always make sure you have something with you to cure the poison, to kill them target them and blast the flipendo spell at them.

- Red Caps

Look like goblins, are killed using Flipendo.

- Troll

Very large, are like prefects, if they see you, you will be sent to the last door you entered, to distract them use Ron to throw stinkbombs in their way and then sneak around the back.

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2d) SPELLS  
.....

This section aims to tell you the basic information needed for spells, such as who can use it, and what effects it has, each spell is numbered.

1. FLIPENDO

This is the spell that you need to do no work for, it is yours right from the start, so enjoy it, use it to kill enemies and to zap people you don't like.

2. EXPELLIARMUS

When you first arrive at Hogwarts, this is the spell you get, again no work is needed to get this, just read the spellbook. To use this spell target your enemy and then as soon as they fire there spell use it, you will be defended from their spell and the spell will backfire onto them, how evil.

3. GLACIUS (HERMIONE)

This is the first real quest for a spell book. Glacius is used to freeze Lava and ice, which is needed for some puzzles later on. You can also kill flaming enemies with this, such as Salamanders.

4. REPARO (HERMIONE)

Another spell for Hermione, this one fixes broken objects such as boxes and broken statues. Use it to fix broken bridges so you can climb across them.

5. DRACONIFORS (HERMIONE)

This spell is quite simple really and only has one use, that is to make dragon statues come to life, these will let out a flame that can open secret passages and kill flies (hint for later on)

6. SNUFFLFORS (HERMIONE)

This can be recieved from Fred and George at their shop. When you see flying books cast this on them and they will be turned into mice, which may uncover some hidden objects.

7. CARPE RETRACTUM (HARRY)

This will allow Harry to pull himself over large gaps. You can't just get over any gap though, you have to hook onto a statue with a yellow hook, you can also pull switches and bridges across using this spell.

8. EXPECTO PATRONUM (HARRY)

The most powerful spell in the game. The only use however is to kill the Bogart

boss or the Dementors. This spell is different from other spells as you have to guide it to its target.

### 9. LUMOS DUO (RON)

Ron finally gets a spell all to himself. This can make invisible enemies turn visible, it can also be used for lighting things up, such as crystals, which will let out a light, which can shine onto a mirror or wall.

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### 3. WALKTHROUGH

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#### Contents:

3a) The Train.....	[100%]
3b) Marauders Map.....	[100%]
3c) The first day of term.....	[100%]
3d) Neville and the Ghoul.....	[100%]
3e) Buck Beak.....	[100%]
3f) Black Deeds.....	[100%]
3g) Potion Ingredients.....	[100%]
3h) Carpe Retractum.....	[100%]
3i) Expecto Patronum.....	[100%]
3j) Potion Ingredients 2.....	[100%]
3k) The last day of term.....	[100%]

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#### 3a) THE TRAIN

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The game starts off on a train, there is a brief cutscene between Hermione, Ron and Harry, then scabbers (the rat) runs off and Harry and Ron go to catch him. Your first enemy will appear, it is an evil book, target him and cast flipendo at it when it is open.

After a while, the book will die and then Ron will require your assistance, he will ask you to move the box blocking the door, just stand next to it and then move it away from the door.

Your first duel is coming up as you enter the door, wands at the ready. It is a fight between you and the Draco gang. Just target the 3 of them and cast flipendo, it will be quite easy to do this.

After yet another cut scene, Harry will become unconcious and a dementor will appear. You will need to use Ron to drag Harry back to the carriage you were in, if the Dementor attacks you, wiggle the control stick to break free.

When you get to the end of the carriages where you were at the start, Lupin will appear and cast a spell (Which Harry will learn much later in the game). After he has given you a book, it will be the end of the train section, welcome to Hogwarts.

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#### 3b) MARAUDERS MAP

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You start off in Gryfindor tower, when Ron asks, go to your inventory and select the book called FOLIO BRUTI.

Go down the steps and you will see Hermione. She will then say what the

Expelliarmus spell is, you will then receive it, assign it to one of your spell slots and exit the tower into the corridor, that is down the steps and then through the painting.

The next section is like a practice duel, for the start just keep targeting Ron and casting Flipendo at him. When Ron is done practicing it is your turn to use the Expelliarmus spell. It is not too hard, just wait until he has fired then quickly press the button that you have the spell assigned to.

Ron will stop after 4-5 decent blocks. You will then need to go to the grand staircase, just go through the door behind Ron until you reach it, continue down the stairs until you reach the sixth floor. Go through the door on the sixth floor where you will be greeted by Peeves and a deadly book. Use the newly required spell to block and to defeat the book. Get the chocolate frog from the box and continue through the door to see Fred and George.

After the brief cut scene, take control of Ron and look at the wall behind the twins, open the secret passage. Walk through into the room.

Do not do what I done here and randomly walk around the room for a way out, just go through the door where you will come to another room. Take control of Harry and jump across the room, until you reach the chest. There are 3 switches that you will have to press. One in the centre, one on the right and one on the left. To reach the one on the left you will have to walk as close as you can to the wall and shimmy across.

Once all the switches are pressed, Pixies will appear and attack Ron, use Flipendo on them, and go through the area that has just been opened, change character to Ron and then face the furthest wall, open the secret passage and then through the door.

Go to trunk in the centre of the room, and use Harry to grab one side, change characters and use Ron to grab the other, move to where the platform with the crystal ball is, with Harry climb up the trunk and then to the mirror, stand on the mirror and move it, until it is alligned with the light. This will open up a set of steps, go up these to the exit.

In the next room, look at the mechanism on the floor and target it, cast flipendo a few times on it. Climb up the rope, and kill the pixies. Go up the steps and through the door. Walk to the chest, open it and get an owl treat. Walk up the perch and use the Owl treat, you now will be able to use Hedwig. Fly to the Map, which is the piece of paper, then fly back.

Go down the slope, after you have gone through the painting. Watch the purple section, as if you stand in this, you will get seen and have to restart the whole area again. Flip the switch to the left, then take the right turn that you had passed, avoiding the armour.

To get through the next section I reccommend that you go left first, to the door, so that you can avoid Snape.

After you are done, end the day by pressing Z.

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3c) THE FIRST DAY OF TERM  
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This is the first time that you will have control of Hermione, walk down the stairs and then to the Grand Staircase onto the 3rd floor to get to your lesson.







circles. When you arrive at some pillars that look like Stone Henge keep travelling down the field and somewhere to your right Hagrid should be wandering around, talk to him and the class will begin.

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### MINI GAME

This mini game is the first time you will get to fly Buckbeak, there is no limit on how many bats that you will have to collect. To begin to fly BuckBeak stand in front of him and press A to bow, then when on him give a run up and tap B to flap the wings, fly into the bats in the sky to catch them, you will be graded by Hagrid on how well you do.

NOTE: This mini game will be unlocked on the bonus section of the main menu when it has been played through once in the main game.

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End the day after the cutscene.

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### 3f) BLACK DEEDS

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This day begins with a quick cutscene. Follow Ron until you see Peeves, que another cutscene. When Peeves is still fire Flipendo at him. When Peeves has gone, continue to follow Ron to the grand staircase, then ultimatly into the dungeon.

You will have to not be seen here, however it is quite easy to avoid the purple stare of the armour. Keep going forward avoiding the armour until you see a door at the end of the corridor, go through it.

Que yet another cut scene.

Now use the real Ron to open the secret door, that is located on the back wall of the pit that you are in. There will be lots of Red Caps in the next area, however you should be able to avoid most of them, if it does become a bit hairy kill them with Flipendo. When you get to the bottom of the stairs start by going right. Get the owl treat out of the case and then summon Hedwig, fly Hedwig to the top of the stairs where he will continue alone to get Hermione.

As soon as Hermione arrives go to the gate near where Harry and Ron are and use them to lift it up. Then switch characters to Hermione and she will crawl under it.

Go across the bridge and then go right. When you see the thing with all the red caps on it, begin by freezing the water blocks, climbing up, killing red caps and then repeating until you get to the top. Follow the passage and there will be another cutscene.

Walk straight forward and drop down onto the path. Flipendo the box twice, then climp up. Walk along the walkway until you get to the Reparo spellbook. Use Reparo on the box that you had previously used Flipendo on, now climb up and push it down onto the path. Pull and Push until you are able to cross the bridge, use reparo to fix the bridge.

Go to Harry and Ron, near that is a broken box, use Reparo on it and flip the switch. Get Hermione to fix the near bridge and Ron to kill the things with lanterns, using a combination of Lumos and Flipendo. When everything is dead climb up the stairs until you get to the dungeons again.

Use Hermione to fix the broken box and to climb up onto the bookcase. Avoid the armour and prefects and make your way to the door. Thus ends this day.

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3g) POTION INGRIEDIANTS

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From the start head the Hagrids hut by going down to the main entrance hall and then into the Hogwarts school grounds, like before when you first met BuckBeak.

In the area by the river and near the trees you will see a light, head down towards this, underneath the trees you will see the first ingridiant that you want, Chizpurples. Change you character to Ron and use target one of them and use Lumos to drag them towards the Venomous Tentaculos (The Plants) When they are infront of the Tentaculos they will be eaten and you will get the ingrediant, do this 3 times.

Now, change to Hermione and head back up the hut and get on BuckBeak, fly towards a light on the left of the river and catch the Billywig's here, catch them by flying straight at them, it isn't to hard. Once you have got 3 fly around the castle until you see yet another light, set BuckBeak down and freeze the flames on the tree using Glacius. The seeds will drop when the tree is frozen.

You will now have all the ingrediants, so head to the Potions classroom in the dungeon.

After the cutscene in the potions room, go to the Charms classroom on the 2nd floor, a short cutscene will introduce you to the next task of collecting a spell book.

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3h) CARPE RETRACTUM

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NOTE: THIS IS THE HARDEST SECTION IN THE GAME, SO IF YOU HAVE A BETTER WAY TO DESCRIBE THE ICE PUDDLE PUZZLE, PLEASE E-MAIL ME AND I WILL GIVE YOU FULL CREDIT, OR IF YOU FIND THAT SECTION SIMPLY CONFUSING, AGAIN E-MAIL ME AND I WILL DESCRIBE IT FOR YOU.

Right at the start switch to Hermione and equipped the Glacius spell. Kill the torches by freezing them and head into the next room, there are 3 switches in this room, do it in this order:

- Hermione Freezes one
- Change to Harry
- Grab Switch
- Change to Hermione
- Freeze another switch
- Change to Ron
- Grab Switch
- Change to Hermione
- Freeze final switch
- Grab it

After the last switch has been flicked the floor, then you will be attacked, kill all of the Red Caps. When you have killed all of them the floor will stop moving, use Harry and Ron to lift the gate while Hermione crawls underneath it.





will be burnt and a secret passage will be revealed, go through it. In the next area avoid the prefects and armour and make your way to the exit, which is on the right, make your way to the 3rd floor now and avoid the prefects, There is a statue there, if you can't find it switch to Harry and use the Maruders map, the statue is called "Gunhilda of Gorsemoor" you will know you are in the right place as that is also the name of the corridor. Go to it, and open the secret passage and you will be in.....

Hogsmeade, after a duel with Malfoy, switch to Hermione and use reparo on the dragon statue over by a push, when it has been repaired used Draconifers on it and the tree will catch alight and there will be fairys every where. Use Flipendo to knock down the fairies and Glacius to get the wings, once you have 3 some Dementors will appear, use Patronus on them until Ron and Hermione have knocked the gate down which will take around 1 minute, always hit the Dementors closest to you so they do not suck your soul.

When you have left Hogsmeade head towards the 7th floor and into the corridor, the Fat Lady has dissapeared so go through the door on the side of you. There are Trolls in this corridor so you will need Dungbombs, change characters to Ron and search all the bookcases for them, when you encounter a Troll through the bomb in front of them and run round the back, if you run out of Dungbombs just search the bookcases for some more. At the end go back to the common room and press Z to end the day.

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3j) POTION INGREDIANTS 2  
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Go towards Hagrids hut and to the left of you, there will be a light which comes up from the ground, these are Doxys. Kill all of them using Flipendo and then switch characters to Harry and pull the eggs off the trees using Carpe Retractum, if you get poisoned use the potion. After you have 3 eggs go to Buck Beak by Hagrids hut and get on him, fly towards the light over by the boat house so that you can get the seahorses. Use Carpe Retractum to pull the sea horses in. Get back on Buck Beak and fly to a courtyard that has a fountain in the middle.

Using Hermione use Dragonifors on the dragon statue so it burns the dragon flies, a good tip here is to use the spell just as the Dragon Flies are coming back, this will make it easier to get all 3 and does not waste time.

Head back to the potions classroom, there will be another cutscene and you find out that the balls for Quidditch have been swapped over. So run down to Hagrids hut and using Hermione climb on Buck Beak, fly to the courtyard which you previously could not get to because it is surrounded by the corridors, get off Buck Beak and freeze the Ice Puddle, climb up, use the Dragonifors spell on the dragon and then the balls will be free, quickly climb back on Buck Beak and then fly to the left hand side of you, this is the quidditch stadium, it has 4 flags outside, land here and walk up to the gate, time has now flown by and you are now on.....

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3k) THE LAST DAY OF TERM  
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Go down to Hagrids hut and then there will be a cutscene where you will be in the Whomping Willow, follow the tunnel and kill all the Red Caps, change characters to Hermione and enter the room with the 2 salamanders, kill them using glacius and flipendo, then use Harry to pull the bridge across using the retractum spell, where you will be greeted by more salamanders, kill them. Head





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NOTE: THIS GAME IS UNLOCKED WHEN YOU HAVE MADE SUFFICIENT PROGRESS IN THE MAIN GAME.

To start select one of the 4 owls, each one plays the same, so choose which ever ones name that you prefer. To play this game press B in time with the Owls wings and fly through the hoops to pick up speed. It isn't too difficult.

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4c) HIPPOGRIFF FLIGHT CHALLENGE  
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NOTE: THIS GAME IS UNLOCKED BY MAKING SUFFICIENT PROGRESS IN THE MAIN GAME.

To play this game, bow to BuckBeak and then you will get on him, to take off get a good run up and flap the wings by pressing B, the faster you tap B the faster you will fly. To beat this collect as many bats as you can in the allotted time, do this by flying into them with Buck Beak.

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4d) GBA GAMES  
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For this you will need a GBA to Gamecube adapter, and to have plugged the GBA in and turned it on. There are 3 games you can play (Controls with them)

- OWL CARE KIT

You will also need to own the GBA version of Azkaban for this, basically you breed your own owl and can use it in races on the Gamecube. Unfortunately this is all the information I can provide as I do not own the GBA Version.

- BuckBeak Hippogriff Glide

Move - Left and Right  
Fly Higher - A

- Wizard Cracker Pop It

Move Wand - Directional Buttons  
Pop - A

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5. MAIN GAME EXTRAS  
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These are the bonus "mini" games that you will find in the main section of the game, these do not effect the final outcome of the game, however they are quite fun to do. The collectable things such as wizard cards and the Folio Bruti are in another section.

Contents:

5a) Notice Board Items..... [100%]  
5b) Stink Bomb Challenge..... [100%]  
5c) Statue Challenge..... [100%]

.....  
5a) NOTICE BOARD ITEMS  
.....

To start to find these items you must first go to the Noticeboard in Gryfindor Tower, once you have found the item, bring it back to the Noticeboard and read it again, you can earn 10 house points for each item returned.

- The Prefect Badge is located in the great hall behind the Gryfinndor point glass.
- The Remembrall is somewhere near the stone circle outside in the grounds.
- The Vial Case is in the 2nd floor corridor.
- Dragonhide Gloves, in the classroom on the 3rd floor.
- Owl Parcel is located near the tower courtyard with the clock on it, it is in the left hand corridor.
- Key is on the first floor behind the statue.
- Telescope is in the boathouse, fly here with Buck Beak.
- Newspaper is in the hospital wing.
- Brass Scales is on the second floor in the classroom.
- Potion Jar, in the potion storeroom.

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5b) STINK BOMB CHALLENGE  
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These pellets that are bought from Fred and George can be used to do the Stink Bomb challenge, hit the grey pots around hogwarts, if you get all 20 you will get 4 cards.

1. The first pot is on the right of Fred and George.
2. On the grand staircase between the sixth and seventh floors.
3. In the East Wing by the secret door.
4. On the Grand Staircase on the ground floor, left of the door to the Entrance hall.
5. On the first floor, behind a secret door, Ron can open at the back of where you found the Gregory Smarmy Statue.
6. Climb up the bookcase in the Transfiguration Classroom.
7. Up on the same bookcase as number 6, just keep on running along it until you see the second pot.
8. Use Draconifors on a secret passageway in the second floor corridor, just follow this and you will be there.
9. In the third floor corridor, near the far exit on the right.
10. In the defense against the Dark Arts classroom, halfway in on the right hand side.



This shop is located on the 6th floor in the toilet, the items can be purchased using the beans found in various locations around Hogwarts.

- Stink Pellets - 10 beans
- Stink Pellet bag - 100 beans
- Wizard Cards - 100 beans
- Folio Bruti Page - 100 beans
- Snuffifors Spell Book - 50 beans
- Dung Bombs - 20 beans
- Dung Bomb Case - 100 beans
- Girding Potion - 50 beans
- Wiggenmeld Potion - 20 beans
- Antidote - 20 beans.

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7. WIZARD CARD LIST  
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In each section there are 5 cards, collect 4 and you get the fourth one automatically, for every section you get there is a prize. The cards are hidden in the trunks.

- 7a) Witches..... [100%]
- 7b) Wizards..... [100%]
- 7c) Vampires..... [100%]
- 7d) Goblins..... [100%]
- 7e) Hags..... [100%]
- 7f) Giants..... [100%]
- 7g) Dragons..... [100%]
- 7h) Beasts..... [100%]
- 7i) Classical Beasts..... [100%]
- 7j) Quidditch..... [100%]

.....  
7a) WITCHES  
.....

Prize: Hermiones endurance is increased.

1. Morgan le Fay is located in the first ice block puzzle room when you do the Glacius Spell book challenge.
2. Queen Maeve is located in the dungeons corridor.
3. Ignatia Wildsmith is located after you have the glacius spell book, go to the other side and there she is.
4. Beatrix Bloxham is in the defense against the dark arts classroom.
5. Gunhilda of Gorsemoor is given automatically when you have the first 4 cards.

.....  
7b) WIZARDS  
.....

Prize: Harry Potter endurance is increased.

1. Merlin is behind the bookcase in the charms classroom, use Harry to pull the switch using Carpe Retractum.

2. Glanmore Peakes is next to the second switch that is used to release Harry in the carpe retractum challenge.

3. Herpo the Foul is in the secret passage between the 7th and 4th floors.

4. Edgar Strougler is next to the first switch that raises the stairs in the carpe retractum challenge.

5. Albus Dumbledore is given automatically when you have the first 4 cards.

.....  
7c) VAMPIRES  
.....

Prize: 20 House Points

1. Lady Carmilla Sanguina - Cast Glacius on the fire in the common room.

2. Amarillo Lescoat - Freeze the fire on the 4th floor.

3. Sir Herbert Varney - In the Dungeons.

4. Blodwynn Bludd - Use Lumos on the crystal ball on the 4th floor, a secret area will be found, go into it.

5. Count Vlad Drakul - Given when the other 4 cards are recieved.

.....  
7d) GOBLINS  
.....

Prize: 20 House Points

1. Eargit the Ugly - Get from the joke shop.

2. Alguff the Awful - On top of the case on the 6th floor corridor.

3. Ug the Unreliable - Freeze the puddl in the disused toilet.

4. Urg the Unclean - Use reparo on the broken toilet in the disused bathroom.

5. Gringott - Given automatically when you have the other 4 cards.

.....  
7e) HAGS  
.....

Prize: Hermiones Endurance increases.

1. Babayaga is in the storeroom in the Gunhilda of Gorse Morr corridor, 3rd floor.

2. Malodora Grymm - Turn all the books in the Glanmore Peakes corridor into mice.

3. Leticia Somnolens - Turn books into mice on the 4th floor.

4. Old Mother Hubberd - Behind the secret wall in disused bathroom (The one you went in at start of the game) Go back there with all characters, using

Harry and Ron lift the gate, use Hermione to crawl underneath and then flip the switch. Use Carpe Retractum to get the card.

5. Corddelia Misericordia - Given automatically.

.....  
7f) GIANTS  
.....

Prize: 20 House Points

1. Bran the Bloodthirsty is in a secret area behind a wall opposite the disused bathroom.

2. Cyclops is got from the joke shop.

3. Morholt is on the balcony on the 3rd floor corridor, use Carpe Retractum to pull your self across.

4. Goliath is on the 6th floor corridor.

5. Hengist of Upper Barnton is given when you have the other 4 cards.

.....  
7g) DRAGONS  
.....

Prize: Rons Endurance increases.

All of these cards are recieved by doing Rons Stink Pellet challenge, the cards are as follows.

- Common Welsh Green Dragon
- Herbridean Black Dragon
- Hungarian Horntail Dragon
- Romanian Longhorn Dragon
- Norwegian Ridgeback Dragon

.....  
7h) BEASTS  
.....

Prize: 20 House Points

1. Imp is found in the secret passageway between the 2nd and 3rd floor.

2. Doxy is in the passageway between 4th floor and second floor.

3. Bowtruckle is in the just past the storeroom in the Gunhilda of Goresemoor corridor on the 3rd floor.

4. Billywig is in the north wing.

5. Gnome is given when you have the other 4 cards.

.....  
7i) CLASSICAL BEASTS  
.....

Prize: Ron's endurance increases.

1. Giant Squid is in the chest on the 4th floor corridor.
2. Manticore is in Ron's trunk on the boys dormitory.
3. Unicorn is on the stairs near where you kill the dragon flies when you get potion ingrediants for the second time.
4. Mountin Troll, in first room of the Glacius Challenge.
5. Phoenix is given automatically when you have the other 4 cards.

.....  
7j) QUIDDITCH  
.....

Prize: Harrys endurance increases.

1. Cyprian Youdie is in Harrys Trunk.
2. Joselind Wascock is in a chest on the 7th floor corridor.
3. Leopoldina Smethwyck is in the study area of the second floor.
4. Roderick Plumpton is in a chest on the ledge of the second room of the Maruders map challenge.
5. Barberus Bragge is given automatically when you have the other 4 cards.

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8. FOLIO BRUTI  
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- Dementor is given to you on the train by Proffesor Lupin.
- Billywig is in the room with all the bookcases, this is in the quest for the Glacius spellbook, you only get one chance to get this.
- Chizpurfle is in the potions classroom.
- Doxy is located by the frozen lake when you do the Carpe Retractum test.
- Dragonfly is in the secret area behind the bookcase on the 7th floor.
- Fire Seed Bush is in the potions storeroom.
- Ghoul is in the mugglestudies classroom, where you are attacked by instruments on the section called "Neville and the Ghoul".
- Fairy is in the secret passage between the 4th and 2nd floor.
- Flying Seahorse can be bought from Fred and George.
- Venemous Tentacula is in the trunk in the girls dormintory.
- Salamander is in the found in the second ice puzzle room on the Glacius spell book challenge.
- Troll is in the secret area behind the bookcase in the 7th floor Gryfinndor Comman room, you will need Ron to open this up.

- HinkyPunk is in the corridor between the two Muggle Studies rooms.
- Hippogriff is just up the steps from the boathouse where you get the flying seahorses.
- Red Cap is in the dungeon after you kill the Hinkypunks.
- Pixie is in the room after you recieve the Maruders Map.

9. GETTING 100%

I have been getting numerous e-mails on how to get the full 100%, well below I have listed all you need to to, it is only a short section but it will get you through.

1. Complete Game (Obvious Really)
2. Get all of Folio Universitas (The Cards)
3. Get all pages of Folio Bruti
4. Get all Spells
5. Get all House Points
6. Find all of Hermiones Statues
7. Find all objects on the noticeboard.
8. Get all the stink pellets with Ron.

10. CREDITS/CONCLUSION

I think that is just about it, everything is there that should get you 100%, don't hesitate to e-mail me if you see something wrong. There won't be many updates for a while as I am writing other FAQ's at the moment, there are a few people I would like to thank.

- CjayC - For posting this FAQ and creating Game FAQ's
- HarryPotter142484 - Pointing out an error in the patronus section.
- Underworld Gaming - Because they are reading this FAQ
- Carolyn Toleberg - Pointing out a mistake in the Hermione statue listing.
- Arnoud van Beveren - Told me a new way to defeat boss 2.
- Matthew - Gave a handy hint for the Patronus Section.
- Katie - Pointing out that I had the statues list muddled up.
- Amber - Pointing out I forgot the Flying Seahorse.
- Evan - Pointing out error in the 100% section, also submitted tip.

Happy Gaming,

Ryan