

HARRY POTTER

and the

Warlock's Tunnel



A GURPS Adventure by J.C. Connors

ABOUT THE ADVENTURE

The Warlock's Tunnel is a *GURPS Wizarding World* adventure set in 1987 (four years before the start of *Philosopher's Stone*), although the serial numbers can be filed off and the adventure will work just as well in any fantasy campaign set in a magical academy.

The adventure is suitable for four 150-point characters and can be completed in a couple of hours, making it a good adventure for new roleplayers. The end of the adventure includes seven pre-generated, second-year student characters, though more experienced players can create their own.

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Sections marked with a small map icon are sidequests and adventure hooks, and not important to the overall plot of the adventure.

RULES OF THE WIZARDING WORLD

For simplicity's sake, this adventure uses existing rules for magic in the *Wizarding World*. Spellcasting is handled via standard *GURPS Magic* rules, but assumes the world is low-mana for anyone who doesn't carry a wand (-5 to any spell rolls without one!). This means wizards and witches suffer fatigue for casting spells, though a good house rule to make the adventure more Potter-like is to give wizards a +5 to base skill when casting in non-stressful situations (thus giving most student wizards a -1 to energy costs, making mundane magic more common-place). Also, when casting spells, the WAND skill acts as a replacement for Innate Attack.

ADVENTURE BACKGROUND

Several months ago, a fugitive acolyte named APHIDOS WILKES discovered Codderly's Fright Train — a medieval, train-like transportation artifact which, long ago, assisted in the construction of Hogwarts. Able to magically traverse the underground distance between the quarries of northern Scotland and Hogwarts itself, Aphidos was delighted to discover he had found a secret entrance into the school — the Warlock's Tunnel.

Along with the train, and even more interesting to Aphidos, he found a mine-ful of legendary *Lapis Exspiritum*, or ghoststone. Knowing through his studies of dark magic that the ghoststone, when unrefined, can act as a poison to Muggle-born wizards, Aphidos decided to transport it underneath Hogwarts to begin poisoning Hogwarts students not born with pure-blood.

Unfortunately, while raiding Snape's secret potion store, Aphidos was discovered by a Hufflepuff prefect, JACOB KINGSLEY. Although Aphidos escaped, he left behind his notes, which led the prefect to find the entrance to the Warlock's Tunnel.

Aphidos captured the prefect, and now holds him below ground in the tunnel while he finishes his plan. Within days, the ghoststone's effect will spread into Hogwarts itself, and make the place uninhabitable to Muggle-born wizards...

PART 1. THE MISSING PREFECT

The adventure begins at dinner in the Great Hall. The PCs are just finishing up their meals, when they hear scared whispers coming from a nearby huddle of first-year Hufflepuffs. Listening carefully discovers the topic of conversation — a well-liked Hufflepuff prefect, **Jacob Kingsley, has gone missing**, and several professors have been dispatched to find him.

Jacob's been gone for over 48 hours, and the younger students are panicked. One of the girls at the table whispers that she heard he disappeared into the Forbidden Forest two nights ago; another boy swears that the Bloody Baron told him that the boy was dead and has been turned into a legless ghost.

When the PCs approach the Hufflepuffs, the younger kids nervously share all the information they have (which isn't much). One first year, HENRY HUGHES THOMPSON, tells the PCs that Jacob Kingsley was last seen escorting two fourth-year Slytherins, MAXIMILLIAN CRIXLEY and ARTEMISIA PARKINSON from detention. The young Hufflepuffs beg the older students to help find their missing prefect.

If questioned for more details, the Hufflepuffs mostly come up empty. They hadn't considered whether Crixley and Parkinson had anything to do with the disappearance (and appear even more horrified if the PCs bring up the possibility). They don't know what they the Slytherins to get detention, nor where the detention was held. All they know is that Jacob Kingsley left the Hufflepuff common room around 10 PM that night to escort the Slytherins back to their own common room... and then did not show up for classes the next day.

SLYTHERIN TROUBLEMAKERS

The best place to start the investigation is with Maximillian Crixley and Artemesia Parkinson. It's easy to find the cause of their detention — they snuck a rare Green Saltmarsh Moss Slug out of Potions Class, chopped it up, and mixed it into the Gryffindor pudding. A second year student ate the pudding before it was detected, which caused glow-in-the-dark slime to pour from his ears for two days straight. PROFESSOR SNAPE, the potions professor, gave the two kids detention, and harshly forced them to clean the floors of his Potions Class for four hours that night. The rest of the Slytherins think the joke was hysterical, and are disappointed that Snape gave them a punishment at all.

If the PCs ask Snape (who generally reacts to any student at -2 or worse) about detention, he'll curtly reply that the next time someone steals from his ingredients store, they'll get far worse than a detention. He'll swoop off and avoid further conversation.

Approaching Maximillian and Artemesia is also difficult, as they react to non-Slytherins at -2, and younger students at -1. They haven't heard that Jacob Kingsley has gone missing, but once they figure out that the PCs need information, they'll be eager to share what they know — for a price.

The GM should give the PCs a shot at charming or dealing with the Slytherins with social skills (e.g., FAST-TALK, INTIMIDATION, or DIPLOMACY) and good roleplaying, but if they bomb, the two Slytherins strike a deal. The PCs can do their Herbology homework – copying drawings of rare plants – and they’ll tell what they know. “The homework better be *perfect*,” threatens Artemisia. “And it’s due tomorrow morning, so hurry up.”

If the PCs agree, finishing the Slytherin homework will take six hours (there’s a *massive* amount of unfinished work!) per assignment. Each PC doing the work must make an HERB LORE roll (at -2 if they spend half the time doing it). A PC can also make a successful ARTIST roll to give +1 to the HERB LORE roll (but -1 on a failure). PCs who stay up all night to do the homework suffer 1 FP, and 1 FP per 6 hours afterwards until they get a good night’s sleep.

A success by five or more means the homework is perfect and impresses the Slytherins that they actually gain respect for the PCs. A failure by five or more means the Slytherins immediately detect that the work is shoddy, and refuse to give help.

📄 If the Slytherins turn in the homework, the GM can check to see if the herbology teacher, Professor Sprout, detects that the homework was cheated. Roll against Professor Sprout’s IQ of 13, at -5 because she doesn’t pay much attention to written homework. On a success, she detects the fraud and questions the Slytherins, who immediately give up the PCs and earn everyone a detention, squeezing bubotubers for their acne-treating pus. This can play out during the adventure or afterwards. Let each PC make another reaction roll for each Slytherin, success may earn them respect after a shared detention, a bad failure may earn them enemy status.

Assuming the PCs somehow convince the Slytherins to share their knowledge, they reveal that Jacob Kingsley took them on a roundabout way back to their common room that night. He stopped past the statue of the **Architect of Hogwarts**, which had recently been moved from the front hall to a small chamber on the fourth floor for cleaning, after some mischievous students cast a pickles-and-old-cheese odor charm on it.

Maximillian describes the statue’s awful smell in detail, while Artemisia tells how Jacob circled the statue and took down some notes. She vaguely remembers him saying he thought he saw an “unfamiliar ghost” in the room a few hours before. She figured he was part of the older students who were charged with cleaning the statue for extra credit in class, so didn’t think anything of it.

If the PCs can’t extract any information from the two Slytherins (either due to botched homework, ineffective threats, or failed social skill rolls), the GM should provide other options for them to get the information. One suggestion includes having scared first-year Hufflepuffs tell the PCs that the FAT FRIAR, the cheery resident ghost of House Hufflepuff, also saw something that night, but won’t tell them because they are first-years. The ghost happily tells the older PCs about the same encounter as described above at the Architect of Hogwarts statue, embellished with dark and frightening theories that may call for a FRIGHT CHECK!

THE ARCHITECT OF HOGWARTS

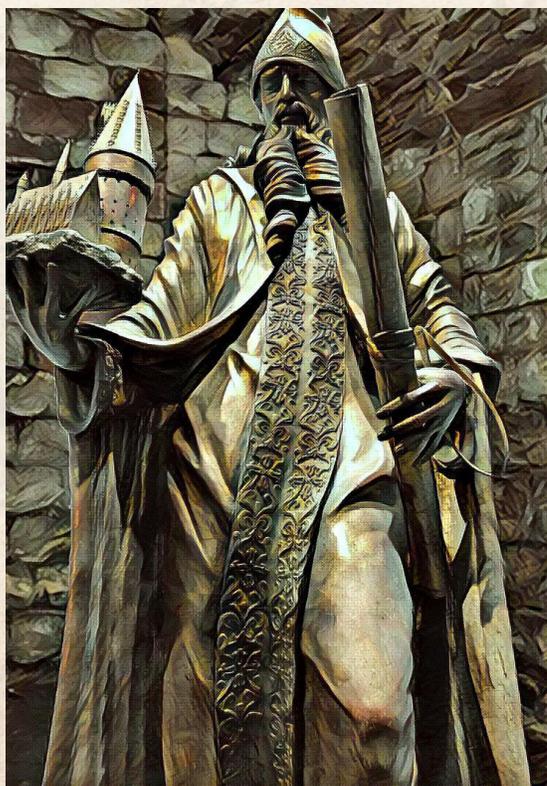
The large statue of the Architect of Hogwarts has been relocated to a small chamber on the fourth floor. Since Jacob’s disappearance, the door has been magically locked (treat as Magelock-15, which resists the PCs’ Lockmaster (“Alohomora”) spells. If the PCs can’t magically open the lock, they’ll need to find an older student who can help them. Three Gryffindor seventh year students have also been given special access to the room to get extra credit for their dark arts class, as they remove the stink curse from the statue. While the Gryffindors won’t be bribed like the Slytherin students, they’ll need a good excuse to give them the password to the magically-locked door (“Oddsbodikins”).

Inside the chamber is the bronze-gold statue, which towers 10-feet above the students. The pickles-and-cheese smell in the room is awful; PCs must make a HT roll or be *nauseated* (-2 to all attribute and skill rolls). Clever spell use can purify the room...

A SEARCH roll, or PERCEPTION (VISION)-2 roll, reveals two gray, owl feathers oddly embedded in the wall of this room. Unknown to the PCs at this time, this is the section of the wall that Aphidos Wilkes walked through, using a magical Syrpens Mask, when Jacob Kingsley first saw him.

Examining the statue reveals nothing unusual other than a blank plaque on the back of the statue’s base. A THAUMATOLOGY roll reminds PCs that hidden information can be uncovered with a Reveal Secrets (Aparecium) spell. Sure enough, casting the spell on the statue reveals hidden writing on the plaque (long held secret because the back of the statue was against a stone wall in the statue’s original location).

I, the Architect of Hogwarts, have hidden the last source of the original Lapis Exspiritum deep in the Warlock’s Tunnel. I only leave



this clue to its existence in the event of extraordinary circumstances related to the defence of this school. Otherwise, may it stay forever hidden from those who might use it for their own personal agendas.

The Warlock's Tunnel has no meaning to the PCs; they've never heard of it. A THAUMATOLOGY or OCCULTISM roll made by 3 or more recalls that Lapis Expiratum, or Ghoststone, is a legendary material rumored to have been used in the construction of the greatest magical castles and fortresses. The material is thought to be merely a medieval fiction, but if some remains, it would be a treasure indeed. Any more information on the Warlock's Tunnel or the Ghoststone can be discovered in the school library...

PART 2. THE LIBRARY

PCs who go the main Hogwarts library only find some light references to Ghoststone, and no references at all to the Warlock's Tunnel. However, a RESEARCH roll reveals that there is a **book in the Restricted Section**, called *Magginluk's Poetics of Magical Space* that goes into depth on ghoststone.

THE RESTRICTED SECTION

The Restricted Section of the library is for rare, dangerous, or especially valuable books. It is closed off by a magical rope, which jealously guards the books, tripping, tangling, and sometimes whipping students away who do not have permission to enter. The only way students can gain permission to enter the Restricted Section is via a **note from a professor**, presented to MADAM PINCE, the librarian, who can disable the section's defences.

If asked about access, Madam Pince unapologetically explains that she cannot allow the students into the Restricted Section without a note from a professor. She suggests they ask Professor CONSUS RANKLORD, the school's new Defence Against Dark Arts teacher, for access, as he is one of the few teachers who grant access to younger students (the ones that do well in his class).

Impressing Ranklord is the easiest way to get access, but more mischievous PCs may decide to sneak into the Library at night. Without an artifact like an Invisibility Cloak, this isn't easy! First, the PCs must sneak out of their dormitories to the library. This requires a STEALTH roll against a random professor who is patrolling the halls (assume PERCEPTION 12 for FILCH or a bored professor; Unlucky PCs might encounter the cat MRS. NORRIS, who has Perception-15!). Then the PCs must use a Lockmaster (Alohomora) spell on the locked Library door (protected by its own Magelock-15 spell), and then deal with the *Restricted Rope* which guards the Restricted Section.

Students who gain access to the Restricted Section can make another RESEARCH roll, choosing to look for information related to the Warlock's Tunnel or ghoststone (each attempt takes about four hours). **Handouts A** and **B** reveal two important pieces of information: One, that Ghoststone actually has two main uses. The more well-known use is to give architecture a semi-sentient intelligence, but a more vile purpose, when treated properly with dark magic, causes the stone to act as a insidious poison to any-

THE RESTRICTED ROPE

ST	13	HP: 13
DX	13	Will: 14
IQ	6	Per: 12
HT	12	FP: 12



Basic Speed: 5.75 SM: -1
Move: 5 Whip Lash: 2d-3 (0.5) cr
Dodge: 9

Traits: Combat Reflexes, Constriction Attack; DR 1; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Injury Tolerance (Homogenous, No Blood); Unhealing (Total).
Skills: Escape-14; Knot-tying-15; Whip-13.

one Muggle-born. Secondly, the Warlock's Tunnel was a magical tunnel underneath Hogwarts that led to a mine of ghoststone; a ghostly train, called "Codderly's Fright Train," transported ghoststone to Hogwarts during its construction in 990 A.D. The four founders of Hogwarts had the tunnel sealed after construction, and its exact location has been lost to time.

A HISTORY (WIZARDING WORLD) roll recalls that Aldusa Codderly was a famous inventor in the middle ages. If the PCs later spend an hour doing research in the library (even without access to the restricted section), a RESEARCH roll finds more information on how Codderly helped build Hogwarts (see **Handout C**).

D.A.D.A. WITH RANKLORD

Professor Consus Ranklord is the brand new Defence Against Dark Arts Teacher. He is an extremely tall (over 7' tall), skeletally skinny man, who speaks slowly, often while rubbing his temples with his pinky fingers. He likes the students of Hogwarts, but is uncomfortable and terribly awkward around children. *GM's Note: Knowledgeable Potter-philes may find Ranklord suspicious simply because he's a new Dark Arts professor, but he's undeserving of any real apprehension in this adventure.*

If the PCs ask Ranklord for a pass into the Restricted Section, he will not allow it unless the PCs exceptionally prove themselves in his class. *GM's Note: If you're running a shorter adventure, you can handwave this, and with some good roleplaying or fast-talking, allow the PCs to get a note that allows them into the section.*

If the PCs ask Ranklord directly about ghoststone, he just waves his hands and say it's a make-believe, mythological material. If asked about the Warlock's Tunnel, he hasn't heard of it, and, slightly annoyed, reminds the PCs that he is new to the school. Ranklord is being truthful in his answers, but he doesn't like being questioned about subjects he doesn't fully know.

The PCs' next Dark Arts lesson with Ranklord is an education on Welsh Crimbils. He'll ask for volunteers in class to explain more about them. A BIOLOGY (MAGICAL CREATURES) roll impresses him. But then he will continue, describing them as "nasty little baby-faced things that bite your neck and inject a poison that

WELSH CRIMBIL

ST 5 HP: 4
DX 14 Will: 10
IQ 7 Per: 12
HT 10 FP: 10

Basic Speed: 6 SM: -6
Move: 12 (fly) Bite: 1d-5 cut
Dodge: 9



Traits: Flight; Phobia (being swatted); Sharp Teeth w/ Wanderlust Venom (subject must make a HT roll. On a failure, he is inflicted with IQ-5 and an Obsession (6 or less) to wander aimlessly. Roll HT each 24 hours to recover. Treatable with highland mugwort concoction, which adds +6 to the next HT roll).

Skills: Stealth-14; Survival (Woodlands)-12.

forces you to wander aimlessly for days on end. A distant cousin to the Cornish Pixie... keep your distance from either type!"

Professor Ranklord has built a makeshift wooden cage in the classroom, six yards to a side, and big enough to hold a student and a porcelain pixie box. He demonstrates first... enters the cage, opens the box, and then stuns a screaming crimbil with a stunning spell. "Swat at them first, then stun them!" he recommends.

With the crimbil safely stunned, he picks up the creature carefully, and pulls out the thing's large, single tooth, "removing its ability to inject wanderlust venom for at least a year."

Ranklord asks for volunteers to disarm another Welsh Crimbil, but also explains that this kind of training is optional, and only for the "boldest of students." However, **defeating a crimbil earns a pass to the Restricted Section** – as long as it's accompanied by a semi-passable explanation, like studying more about crimbils.

Professor Ranklord will give up to two students a try in the cage (he doesn't want to get a bad reputation with Madam Pomfrey in the hospital wing, so he won't let more than two students get sent off her way for an antidote to the crimbil's venom). He'll escort them in, remind them to swat at the creature first (to trigger their phobia) and then urge them to stun the creature as fast as possible. With a Flipendo spell cast from outside the cage, he'll open the box and watch with nervous excitement at the duel.

THE SICK STUDENTS

At this point, the PCs have probably put together that Jacob King-sley has somehow found the Warlock's Tunnel, and has gotten lost on some kind of foolish quest to recover ghoststone. However, they've likely run out of clues as the exact location of the tunnel. But Aphidos has brought in his first load of ghoststone into Hogwarts, which is beginning to have its effect...

Three first year students have recently become grievously ill and sent to the hospital wing, including Henry Hughes Thompson, the Hufflepuff first year who originally shared the information on the missing prefect. The students have contracted a weird fever; their skin turned pale gray and their fingernails and teeth glow

green! The PCs can learn about the sick students in several different ways:

- The quickest and easiest (especially for a shorter adventure) is to simply have the PCs find out that one of their friends taken ill.
- If a PC got bit by a Welsh Crimbil in DADA class, he might be in the hospital wing still, and see three young students brought in with the strange sickness.
- A slightly longer scenario would be if one of the Slytherins from earlier in the adventure attempt to get revenge on the PCs (if they botched the homework assignment, or otherwise annoyed them). Maximillien Crixley and Artemisia Parkinson eagerly tries to ambush one of the PCs, casting a particularly nasty, long-lasting hex on one of them, which forces them to the hospital wing for a cure. Similarly, if a PC has an Enemy, now is a good time for them to show up with a revenge-scheme.

PCs who visit the three sick kids find them gravely ill, shivering, with the unusual gray skin and glowing teeth. Madam Pomfrey is befuddled by the sickness, and treating them with her usual concoction of dittany variations (and won't hear of any other theories). The stricken students can barely speak, but the young Henry Hughes Thompson, weakly tells the PCs that they all got sick while practicing duelling spells (unofficially, of course) in the Owlery the night before.

If the PCs inquire, they discover that all three sickened kids are Muggle-born wizards and witches.

PART 3. THE WEST TOWER OWLERY

The Owlery is located in a tower perched upon a stony hill to the west of the main Hogwarts castle. Students rarely visit the Owlery, so the grounds around the West Tower are usually empty and quiet.



SNAPE'S PRIVATE STORE #2

A SIDE MISSION

At some point in the adventure, the PCs might find themselves in detention (e.g., if they try to sneak into the Restricted Section and get caught). Or, the GM may simply want to extend the adventure. This side-mission is perfect for either occasion, but it can also be completely omitted from the adventure.

If the GM wishes to send the PCs on a side-mission, there is none better than the one Professor Snape gives students he finds obnoxious or deserving of a hard detention.

Underneath one of his flagstones in his Potions dungeon is a narrow, spiralling staircase which leads down to one of his potion storages. "It is an *inexplicable* mess," he tells the PCs, eyeing each of them suspiciously. "And it needs to be cleaned and sorted. Carefully. I would hate to see you all with horrible acid burns all over your fingers... assuming the acid leaves anything left of you."

If a PC asks Snape when the mess occurred, a Good reaction roll or better will get an annoyed, "I have not been down in several days, so I do not know precisely," from the potions master.

Snape sweeps the PCs down the spiral stairs, and magically closes the flagstone behind them, telling him that they have two hours to alphabetically arrange all of his precious potions ingredients.

Indeed, the potions store is a disaster. Dozens of glass bottles, crystal containers, and strange beakers are knocked over, their ingredients spilled on the floor. It looks like days of work to the poor PCs, not hours.

To restore order to the ingredients, each PC can make an IQ *and* a DX roll to make an attempt in the murky darkness of the storage chamber. Each two hours and point of success on a roll organizes 5 ingredients of the 100 strewn around the room. Advantages like Single-minded can give up to +3 to the rolls. GMs should allow the PCs to use a clever spell or two to speed up the cleaning. Success on a spell roll can give a bonus to the IQ or DX roll, or accelerate the organization with its own roll, GM's discretion.

PCs who have designs to make their own potions can make an ALCHEMY roll at +3 to find almost any ingredients they might need. Snape won't notice a few missing burbur eyes or alihotsy leaves. But if the PCs steal too much, he'll *definitely* notice, and they'll be in for a worse detention.

THE SYRPENS MASK

The PCs will also discover an unusual item as they make headway on the mess — a strange, crowned bronze mask, resembling a Death Eater mask, but more roughly made and much older. GMs can show the players **Handout F**, which depicts the strange mask.

This mask was Aphidos Wilkes' mask, which he stole from a museum and used to sneak around Hogwarts, undetected. However,

while making too much noise, he was discovered by the Hufflepuff prefect, Jacob Kingsley. Having set down his mask, and unable to quickly recover it, he was forced to flee without it.

If the mask is later shown to a professor, he or she will quickly confiscate it and then shoo the PCs away with a warning not to get involved in things that are beyond their understanding.

A HISTORY (WIZARDING WORLD) roll at -3 reveals that the mask is a Syrpens Mask, almost 1,000 years old, and was a protective item once worn by Salazar Slytherin's apprentices as they lay the deep foundations of Hogwarts. A RESEARCH roll in the library will discover the same information, as well as the additional information that there are only a few masks still in existence, all kept in wizarding museums. A CURRENT AFFAIRS roll at -2 reveals that a mask was recently stolen from a New York museum (see **Handout H**); PCs who have friends or allies with easy access to current events can also find out this information.

The Syrpens Mask gives the wearer DR 3 on the head and face (1 for the metal itself, 2 for a protective spell on it), and is also enchanted, enabling the wearer to cast a Walk Through Earth spell (*GURPS Magic*, p.52).

FINISHING THEIR WORK

Snape will be impressed if the students actually finish the work, as he didn't expect them to be able to, and they may earn a house point or two from him. A complete failure, on the other hand, will earn them a negative points and a bad reputation...



The Owlery is three stories tall, with the highest room being the actual place where all the owls roost. The other floors have a handful of small, damp, abandoned classrooms, used only for special events now.

PCs who are Muggle-born feel queasy in the Owlery — a result of them being close to the Warlock's Tunnel and the ghoststone underneath their location. If the GM is using the pre-made characters, Muggle-born PCs include Kyle George Greyfall and Benjamin Liu.

After about 15 minutes in the Owlery, Muggle-born PCs suffer 1d FP loss. After an hour, they'll suffer 1d HP loss, as their skin begins to turn gray and their teeth and fingernails glow slightly green. HP loss will continue every hour they stay in the location.

THE FANGED OWL ROOM

The Owlery is located in a tower perched upon a stony hill to the west of the main Hogwarts castle. Students rarely visit the Owlery, so the grounds around the West Tower are empty and quiet.

All of the classroom doors in the West Tower are unlocked, except for one. A Locksmith (Alohomora) vs. Magelock-14 unlocks the door. Inside the stone classroom are old-fashioned, wooden desks, and a large, ornate “fanged owl” sculpture on the wall.

If the PCs search the room, they'll discover that one of the desks has a fresh inkwell mounted in it. Inside the desk is a quill and a crumpled up note (**Handout E**), written by Aphidos Wilkes, detailing a list of ingredients that he is searching for. An **ALCHEMY** roll reveals that the list of ingredients are often used in mind-control and intoxication potions.



If one of the PCs happens to be wearing the Syrpens Mask discovered in Snape's potions storage, the eyes of the owl glow green when the PC is within line of sight of the sculpture.

The owl sculpture is the entrance to the Warlock's Tunnel. A **TRAPS** roll uncovers complex mechanisms that reveal it is actually a door of some kind. The door can be opened in two ways. One is with the incantation found in the Restricted Section and also hidden on **Handout B**, “Ibis Mora Inaris!”, which magically unseals the doorway. The door can also be opened by pulling on the large heavy ring while wearing the Syrpens Mask discovered in Snape's potions storage; a **ST** roll slowly opens the door.

Players who get stuck here can make a **THAUMATOLOGY** roll to know that a magical door is often opened by a magical phrase.

Either way they open the door, the PCs find themselves staring down a crumbling, narrow spiral staircase, which descends deep underneath Hogwarts.

OSWOLD'S BROKEN LIFT

GM's Note: This side-scene is here to extend the adventure and provide the PCs with deeper, and more recent information on Aphidos Wilkes and the Warlocks' Tunnel, but it can easily be skipped.

The narrow stairs come to an abrupt stop, ending at a shaft that holds an iron cage big enough to hold ten people. Multiple chains wrap around the top of the cage. The cage is an clearly old lift, meant to haul heavy items up and down. The door to the cage lift magically folds open.

Standing inside the lift is its robed attendant, a sour ghost named OSWOLD. Oswald welcomes the PCs inside his lift, telling them that he's happy to be able to work again after almost a thousand years of boredom. On a Good reaction or better, Oswald tells the PCs that he was a friend of the first headmaster of Hogwarts (whose name he cannot recall now) who arrived at the school to help seal its foundations. Alas, he was sealed inside accidentally, fell down the lift shaft, and perished here.

Oswald knows that the Warlock's Tunnel is beneath them, though content to stay in his lift, he has not visited it in a couple hundred years. Oswald also reveals that he has seen another Hogwarts student here, just a few days ago, as well as another man, who often wears a mask, and is quite rude. Oswald last saw the man go into the Warlock's Tunnel; he has not returned for at least a day or so.

About halfway down the shaft, the lift comes to a screeching halt. Oswald apologies and tells the PCs that he must fix a mechanism... a task which might take a couple of months... He vanishes upwards through the shaft, leaving the PCs trapped in the cage.

A small hatch can be found on top of the lift, allowing the PCs to escape upwards to the top of the lift with a successful **CLIMBING** roll. Weirdly, the problem is evident. The lift's massive chain is old and rusty, each link the size of a man's arm — and after three links, a link looks like it has entirely *vanished*. A twisted and broken link lies nearby, on the top of the elevator. The chain

continues down from the shaft, the lift seemingly suspended and floating, even with the broken link gone from the chain.

Repairing the lift simply requires restoring the missing link. The easiest way is to hoist the broken link back in place (requiring a ST roll) and casting a Repair (Reparo) spell to restore it. Otherwise, the PCs need to replace the link somehow, perhaps Transfiguring another object to work as a temporary fix. Once fixed, Oswald returns, takes credit for the repair, and deposits the PCs in the misty, Warlock's Tunnel.

PART 4. WARLOCK'S TUNNEL

Once in the tunnel, PCs must use a Light (Lumos) spell or a non-magical light source to find their way around. The tunnel's walls are rough hewn, as if chipped away by tiny pickaxes. A HISTORY (WIZARDING WORLD)-2 roll reveals that House Elves helped build the foundations of Hogwarts, ages ago.

The PCs will find a textbook, *Hogwarts, A History*, by Bathilda Bagshot, near the stairs in this first chamber. The inside cover reveals that it belongs to Jacob Kingsley. If the PCs quickly scan the book, they'll see that the chapter on the construction of Hogwarts has been circled, as have several instances of the name "Aldusa Codderly" and the "Architect of Hogwarts."

If the PCs have somehow not discovered any information about Aldusa Codderly up until this point, the GM can allow a HISTORY (WIZARDING WORLD) roll to recall that Aldusa Codderly was a famous witch and magical inventor in the middle ages.

Stuffed into the middle of the textbook is a map of the Warlock's Tunnel (**Handout F**), which shows four locations:

- Puffus Gigantius. A HERB LORE roll recalls that a Puffus Gigantius is a massive spherical mushroom, easily the size of a large cat. They roll around in unusual patterns, avoiding each other, but if they roll into another lifeform, they emit a powerful sleeping gas.
- Skorpiosus Tunnel. A BIOLOGY (MAGICAL CREATURES) roll recalls that a Skorpiosus is a magical creature, similar to a goat-sized scorpion, but bright green and purple, with two tentacles instead of claws at its front. Like a scorpion, its tail is venomous. If the roll is made by 3 or more, the PC remembers that the Skorpiosus is afraid of loud noises.
- The Glowing Pool and Codderly's Fright Train. The locations of the magical ghost train that hauls the ghoststone into Hogwarts.

As the PCs progress in the tunnels, they'll gradually hear a ghostly breeze, increasing in volume, and occasionally punctuated by an eerie, train-like whistle. This causes a FRIGHT CHECK at +2 the first time it is heard!

THE PUFFUS GIGANTIUS

As the PCs approach this section, a Perception (HEARING)-1 roll reveals the sounds of something soft, almost mushy, rolling on the cavern floor nearby. As the PCs approach, they'll see hundreds of football-sized, white mushrooms trundling along the cave floor. A PERCEPTION (VISION) roll spots that there is a crumpled Hufflepuff scarf not too far from the rolling mushrooms.

GM's Note: This was as far as Jacob Kingsley got. After getting hit by a mushroom and falling asleep, he was captured by Aphidos Wilkes.

Crossing through this tunnel is tricky and requires great dexterity or cleverness, as colliding with a Puffus Gigantius cause it to emit a powerful sleeping gas. Subjects must make a HT roll at -5 or instantly fall to sleep for 1d hours! (GMs might allow PCs to rush back upstairs to steal or swindle an Awakening Potion from either Madam Pomfrey or Professor Snape...)

Simply running through the cave is likely to end up with the PCs all asleep. Each PC must make three DX rolls to cross the cavern without getting touched, though a successful TACTICS+2 (or IQ-4) roll in advance see a pattern in the rolling mushrooms, and reduce the number of required DX rolls by 1.

A HERB LORE-2 roll recalls that aggressive fungi often avoid each other, so it's possible to trick them. To do so, a PC must catch a mushroom (itself a trick), cut it open after it sprays its sleep gas, and then spread its pollen on his or her pants legs. This gross act complete, other mushrooms will avoid the PC entirely.

PCs with a broom (or another way to fly) can avoid the mushrooms altogether. They should make a PILOTING (BROOMSTICK) roll to avoid both the mushrooms and the low cave ceiling.

GM's Note: Encourage creative magic solutions as well here! For example, the mushrooms may not like fire, so a magically created fire will clear them away. Or, a No-Smell Charm might prevent the mushrooms from sensing a PC altogether.

SKORPIOSUS

ST	12	HP:	12
DX	12	Will:	10
IQ	4	Per:	10
HT	11	FP:	11



Basic Speed:	6	SM:	0
Move:	6	Tentacle:	1d-1 cr (reach 1-2)
Dodge:	10	Sting:	1d-1 imp* (reach 1)

Traits: Combat Reflexes; DR 2; Night Vision 9, Phobia (Loud Noises; 12 or less); Vibration Sense.

*Skorpiosus Venom: After a delay of 1d seconds, subject makes a HT roll to resist. Failure inflicts 1d toxic damage and turns the subject's tongue green; success reduces this to 1d-3.

SKORPIOSUS TUNNEL

Two *Skorpiosii* live in this section of the tunnel, hiding in small caves they have burrowed into the rock. They've learned to fear Aphidos Wilkes (who casts painful spells on them when he sees them), but they scurry out of their lairs if they hear unfamiliar voices. PCs can make a PERCEPTION (HEARING) roll to hear their scuttling as they approach.

Seeing a Skorpiosus requires a FRIGHT CHECK-1, as they are especially horrifying to look at! (-2 if the creatures get the jump on the PCs). The Skorpiosus rush forward to grapple the PCs, sting them with their tails, and then drag them back to their lair for dinner.

The PCs can fight their way past the Skorpiosii, frighten them away (with loud noises), or use magic to subdue them.

CODDERLY'S FRIGHT TRAIN

As the PCs near the end of the tunnel, the sound of a ghostly wind increases in volume. The cavern suddenly ends in a cavernous chamber. Translucent railroad tracks run around this room, like a rollercoaster track gone berserk. Several raised platforms and ramps, all of irregular heights and angles, are scattered throughout this chamber. An ARCHITECTURE roll will reveal that the platforms likely raise and lower magically to accommodate deliveries from the train.

At the north end of the cavernous chamber is an iridescent pool of glowing water, with a large, crystalline pipe connecting it to the ceiling above. An ALCHEMY-2 roll identifies this water as *berylplasm*. Anyone who submerges themselves in the pool will be subject to the effects of a Blur spell for an hour (-3 to be hit from attacks). This magical water is also used to cool the engines of the train.

As soon as the PCs enter the chamber, the Fright Train dramatically enters. A blast of rushing wind and an ear-splitting whistle brutally blow the PCs back several yards (roll DX to stay on their feet; a critical failure might result in a broken item, like a potion or wand).

The ghostly train looks like no train the PCs have ever seen. Shaped like an elongated, luminescent wooden dragon, the train comes to a halt in the middle of the cave, and the pipes in the ceiling above shower the blue ectoplasm water over its engine, causing steam to fill the chamber. Dragged behind the train is a many-wheeled cart carrying massive, hewn blocks of glowing ghoststone.

Shortly after the train comes to a halt, Aphidos Wilkes exits the train. Unless the PCs stay in open sight as the train arrives (there are plenty of stalagmites to jump behind), he won't see the PCs. He'll leap out of the door in the dragon's side, survey the cavern, then twirl his wand. A contorted and bound Jacob Kingsley floats out of the train. With a wish of his wand, Wilkes dumps Kingsley to the side of the train, on one of the tall platforms, muttering to himself that the boy is a liability and that he has to find a "permanent solution" for the boy.

APHIDOS WILKES

ST	12	HP: 12
DX	12	Will: 13
IQ	13	Per: 13
HT	11	FP: 13



Basic Speed: 5.75 SM: 0
Move: 5 Punch: 1d-2 cr
Dodge: 8

Advantages: High Pain Threshold; Magery 3; Night Vision 2; Status 2.

Disadvantages: Enemy (Aurors, 6 or less); Fanaticism; Intolerance (Mudbloods); Kleptomania; Night Vision 2; Overconfidence; Social Stigma (Criminal Record, Still Wanted).

Quirks: Moves his eyebrows a lot when he talks; always wears spiky hair; never cleans up his own messes.

Skills: Alchemy-12; Thaumatology-14; Fast-Talk-13; Fast-Draw (Wand)-14; Forgery-12; History (Hogwarts)-16; Herb Lore-13; Hidden Lore-13; Navigation-12; Observation-14; Prospecting-14; Stealth-11; Wand-13.

Notable Spells: Agonize (Crucio)-15; Apportation (Wingardium Leviosa)-15; Counterspell (Finite Incantatum)-15; Daze (Confundo)-15; Knockback (Flipendo)-15; Light (Lumos)-15; Mental Stun (Cantis)-15; Sensitize (Sectumativa)-15; Spasm-15 (Expelliarmus)-15; Tanglefoot (Everte Statum)-15; Total Paralysis-15 (Petrificus Totalus); Ward (Protego)-15.

Gear: Robes, Wand (Silver Lime with Dragonheart String core); Invigorating Draught (Awakening Potion); Debilitation Potion.

APHIDOS WILKES' BACKSTORY

A frustrated hater of mudbloods, and a sympathizer of Voldemort's, Aphidos Wilkes has been looking to get revenge on his alma mater for over a decade. When he discovered the location of the original ghoststone quarry used to build Hogwarts, he realized he had found a way underneath the school — the Warlock's Tunnel.

Using a stolen Syrpens Mask to gain entry into the school, Aphidos Wilkes began plotting the locations where he could plant the unrefined ghoststone into the school's walls, which he knew would eventually poison and kill the Muggle-born students. Unfortunately, during one of his prowls, Wilkes was spotted by a clever prefect, Jacob Kingsley, near the statue of the Architect of Hogwarts. After returning two troublemaking Slytherin's back to their common room, Kingsley again tried to find Wilkes. He found Wilkes raiding Snape's Potion Store, and chased him to the Owlery, and into the Warlock's Tunnel, where the prefect was captured.

Thinking he can use the captured prefect as leverage, Wilkes has continued to haul ghoststone into Hogwarts, hoping to finish his plot to destroy the school within a few days.

If the PCs continue to watch, Aphidos levitates the ghoststone from the train and strategically place it around the cave. He'll occasionally stop and cast a mapping spell, which creates a shimmering outline of Hogwarts in the air above him. With a few flicks of his wrist, irregular sections of Hogwarts glow, like an unfinished puzzle. An AREA KNOWLEDGE (HOGWARTS) roll reveals that Aphidos is mapping all the ideal locations — inside the school walls — for the ghoststone to have a poisonous effect on Muggle-born students.

If the PCs study Jacob Kingsley, a PERCEPTION (VISION)-2 roll makes out that he's unconscious, but breathing. A healing spell, potion, or FIRST AID roll allows him to awaken, but he'll be weak and mostly useless (assume he has 0 HP).

The PCs have a few ways to deal with this encounter. They can try to rescue Jacob and escape. While Aphidos is distracted by moving the ghoststone, the PCs can use STEALTH (perhaps with the help of the Syrpens Mask), or a distraction, to sneak over to the unconscious Jacob, climb the platform (CLIMBING rolls are at -2 for the sheer surface), and carry him back through the caverns. Aphidos likely won't notice Jacob's disappearance until the PCs have made it back to safety to the Owlery. However, once he sees the boy is gone, he assumes the prefect escaped on his own, and make chase, likely catching up with the PCs in the Owlery. If the PCs manage to move fast and not get slowed down by an unconscious Jacob Kingsley (perhaps awakening him with a spell or potion), they may be able to make it back to a professor at Hogwarts before Aphidos catches up to them.

The PCs can also violently confront Aphidos, hoping to outnumber and outmaneuver him. Aphidos is overconfident and doesn't fear students... which may help lead to his defeat.

If the PCs wait and watch Aphidos for an extended period of time, he'll eventually finish moving all the ghoststone, rest for a while to recover his stamina, and then set off through the cavern to return to Hogwarts for supplies. The PCs may be able to take advantage of Aphidos' movement to surprise him, or perhaps return to Hogwarts ahead of him, and then bring a professor down to capture him.

If, at any point, the PCs manage to successfully lead a competent professor to Aphidos Wilkes, he'll realize his plan has been ruined and attempt to make his getaway. Depending on the professor and the situation, Aphidos may be apprehended and turned over to the Aurors, or successfully make his escape. If the PCs were perceived to have a level of involvement in his capture, they'll likely make themselves an Enemy of Aphidos for future adventures.

WRAPPING UP

With Aphidos defeated or escaped, the PCs are ceremoniously called up to Dumbledore's office. After sincerely thanking them for their action and bravery, along with a warning to not meddle in affairs that are clearly beyond their years, he informs them that

the unrefined ghoststone is being removed from Hogwarts, the Fright Train being decommissioned, and the Warlock's Tunnel sealed for good.

"At least, I believe it shall be for good," Dumbledore says, winking at the PCs. "For when one seals such a thing, it is impossible to know whether that is ever the right decision. We shall see, won't we?"

With that cryptic message delivered, Dumbledore tells the PCs that a feast is being held in the Great Hall, and he believes some extra house points will be doled out this evening.

For successfully completing this adventure, the PCs should receive 2 character points. They should receive an additional 1-2 character points for good roleplaying and displaying the qualities of their Hogwarts' houses. Furthermore, if they managed to defeat or apprehend Aphidos, they'll gain a point towards a good Reputation from the professors of Hogwarts.

ADVENTURE TRIVIA

- Artemesia Parkinson, while non-canon, is intended to be Pansy Parkinson's older sister.
- The Restricted Rope isn't around in Harry's years... something horrible must have happened to it, or perhaps Madam Pince destroyed it herself after something horrible happened to a student. The author hopes that this adventure gives it a suitable ending, explaining why Harry and his friends never found the rope when they snuck into the Restricted Section.
- Sirius Black mentions a "Wilkes" that was killed during the first war with Voldemort. It's entirely up to the GM whether Aphidos Wilkes is the same one (faking one's death is certainly a better alternative to getting caught and sent to Azkaban...) or is instead a sympathetic relative.
- No one knows who the Defence Against Dark Arts teacher was prior to Professor Quirrell. Consus Ranklord is made up for this adventure.
- Welsh Crimbals, Puffus Gigantius, and the Skorpiosus are entirely made up for this adventure as well.

DISCLAIMER STUFF

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NEW SPELLS

This adventure may refer to the following new spells:

“Accio”

Call Object

Special
Resisted by ST

This spell is effectively an improved version of the Apportation spell. It quickly summons a familiar, non-living object to the caster's hand, even if the item is out of sight (use long-distance modifiers, p. B241). The caster, however, must know the item's exact location, and the item must not be physically blocked from flying to his destination. The caster cannot specify an item in a generic sense (“bring me a sword from the nearest shop”) - he must be able to clearly picture the exact item.

If the item is held by someone, the subject can resist this spell with ST.

The cost of the spell depends on the mass of the object to be summoned. Summoned objects fly extremely fast (500 mph), avoiding all objects in their path, but it might take several seconds for an object summoned from a distance to appear.

Any spell that counters a Seeker spell (e.g. Scryguard) will resist this spell as well.

Duration: 1 minute, or until the summoned object reaches the caster's hand, whichever is less.

Cost: 3 for an object that weighs up to 1 lb., 4 for up to 10 lbs., 5 for up to 50 lbs., 6 for up to 200 lbs., and +6 per additional 100 lbs. Same cost to maintain.

Prerequisite: Magery 2, Apportation, and Seeker.

“Verdimillious”

Fireworks

Regular

Shoots up a bright explosion of (usually green) fireworks. The sparks are harmless, and do no damage.

Duration: Instantaneous, though the sparks last 10 seconds.

Cost: 2.

Prerequisite: Continual Light

“Aparecium”

Reveal Secrets

Regular

Reveals invisible ink, or other secret messages.

Duration: 1 minute.

Cost: 2; 4 to reveal the message permanently.

“Spongify”

Soften

Regular

Makes an inanimate object soft and cushy.

Duration: 1 minute.

Cost: 2.

Prerequisite: Magery 1.

“Expecto Patronum”

Spirit Patron (VH)

Area

Resisted by Will

Summons a powerful spirit that is the embodiment of the caster's hope, happiness, goodness and will to live. Otherworldly creatures (such as demons, ghosts, etc.) that do not resist, and mean the caster harm, must make a Fright Check at -10 when they see the patron. If they fail, they flee in panic and will not disturb the mage or his friends for at least an hour.

On a critical success, this spell does 3d damage to otherworldly creatures, in addition to its normal effects.

A patron also protects the caster against corporeal creatures that mean him harm. These foes who do not resist must make a Fright Check at -3, similar to the Terror spell.

Duration: 1 minute.

Base cost: 5. 3 to maintain

Prerequisites: Magery 2, Turn Spirit.

“Avifors”

Shapeshift Object to Bird

Regular

With a blast of blue light, the caster can change a small object into a flock of birds.

Duration: 10 minutes.

Cost: 3. Cannot be maintained; must be recast.

Prerequisites: Magery 1.

“Lapifors”

Shapeshift Object to Rabbit

Regular

With a blast of blue light, the caster can change a small object into a rabbit.

Duration: 10 minutes.

Cost: 3. Cannot be maintained; must be recast.

Prerequisites: Magery 1.

“Transfiguration”

Transfiguration, Minor

Regular

Special Resistance

Like Transform Object, but more limited. Also allows for small animals to be transformed into simple objects, or vice versa. Objects must be simple and non-mechanical. For example, with this spell, the caster could turn a rabbit into a block of cheese, or a parrot into a snake.

An object held or worn by someone resists with its owner's Will. Animals resist with HT. This spell does not work on sentient (IQ 6+) subjects.

Duration: 1 minute.

Cost: 1 to cast for every pound the object weighs (minimum of 1 pound, maximum 5 pounds). Double cost to change an object to (or from) a living animal. Double or triple the cost again if the new object is rare or dangerous (GM's option). Same cost to maintain.

Time to cast: 3 seconds.

Prerequisite: Magery 1.

NEW SPELLS (CONT'D)

"Riddikulus"

Turn Spirit

Regular
Resisted by Will

Causes a single subject in spirit form (especially boggarts) to retreat from the caster. The caster must be able to see the subject. The subject moves away from the caster at its current maximum Move until the spell ends or the caster loses sight of it. The subject cannot attack the caster in any way during this time; this includes the use of special powers and spells.

If the spirit possesses a living entity, Turn Spirit will not force the spirit out of its host. Instead, the spirit will flee using the host's body.

Duration: 10 seconds.

Cost: 4 to cast, 2 to maintain. Every point of extra casting energy reduces the spirit's resistance by 1.

Prerequisites: Fear and Sense Spirit.



VI. MAGICA GEOLOGIA

LAPIS EXSPIRITUM

The rare *Lapis Exspiritum* (*Semisentia*/*Venumem*), or Ghoststone, was discovered in 721 A.D. by Ketill Rokr, Order of Merlin (first class) and Chief Warlock of the Ulfheanor Bears.

Found in rare underground deposits, *Lapis Exspiritum* is noted for its lime coloration and silver crystalline marbling.

While *Librum Geomagica* argues that Ketill Rokr discovered the *Lapis Exspiritum* while conducting illegal meteoric summoning spells in Iceland, this has been utterly disproved by the discovery of Ketill Rokr's own diary, found in 1874 by Malcolmis Merlinman of Warwick, Order of Merlin (third class).

Lapis Exspiritum has two known properties. The first, *Exspiritum Semisentia*, is created when the raw stone is enchanted by the Seven Igneus Lodestone Incantations. The ghoststone loses its greenish luster found in its unrefined state, and becomes highly pliable to powerful locational magics. The most common use of *Lapis Exspiritum Semisentia* is in the architecture of manors and academies, allowing for stairs to move intelligently on their own, always understanding the destination of the wizards who walk on them, or for creating doorways and rooms that form on their own whims. Over three hundred tons of *Exspiritum Semisentia* were used in the creation of Hogwarts School for Witchcraft and Wizardry (10th century) and over nineteen hundred tons were used in the creation of Beauxbatons Academy of Magic* (13th century).

The second property, *Lapis Exspiritum Venumem*, is formed when the raw stone is enchanted with a series of simple curses. Unlike *Exspiritum Semisentia*, the ghoststone maintains its green colouring, and curiously begins to slightly glow from the silver marbling. The *Venumem* resists all future enchantments, and causes an unusual sickness or even death in nearby humans. Pureblood wizards and witches, however, seem to have a natural resistance to the toxic effects of *Exspiritum Venumem*, though it is unknown how prolonged exposure would ultimately affect the wizard or witch in question.

* "We have perhaps used far too much of a good thing," noted Madam Adelaide-Blanche, Headmistress of Beauxbatons (1412). "My head spins without end in the west-facing rooms."



The Warlocks Tunnel

During the construction of Hogwarts, the Architect of Hogwarts, along with his seven students, and Helga Hufflepuff, with her seven students, created a preternatural tunnel that connected to the quarries near the mountain of Ben Macdui.

Able to magically move and shape the stone far faster than normal methods of the age, the Warlock's Tunnel accelerated the construction of Hogwarts.

In 999, the tunnel was infested by Warblekins (nostril chickens). The Architect summoned Warblekin predators and sealed the tunnel to prevent further infestation. The location of the tunnel has since been lost to time.



Ibis Mora Inaris

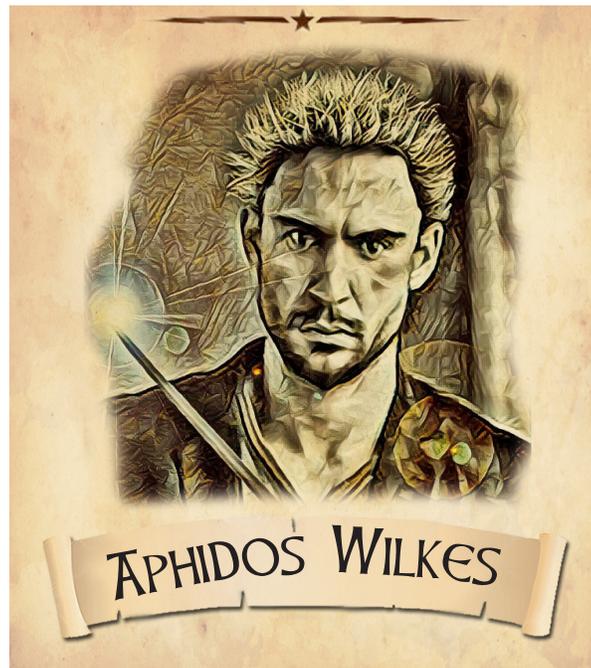
Handout B - Research on the Warlocks Tunnel, found in the Restricted Section

Aldusa Codderly

Born c. 920 A.D., Aldusa Cotterly was the third daughter of Adelard Cotterly, Chamberlain of the Council of Elementalists and Royal Cacophomuffin Society. Famous for her work bringing oaken "work dragons" to life, she aided in the construction of several famous magical monuments, including the Lovestoft Spiral, the Fenge of Ravenclaw, and the Hogwarts School of Witchcraft and Wizardry.



Handout C - Additional research on Aldusa Codderly, found in the main Hogwarts library

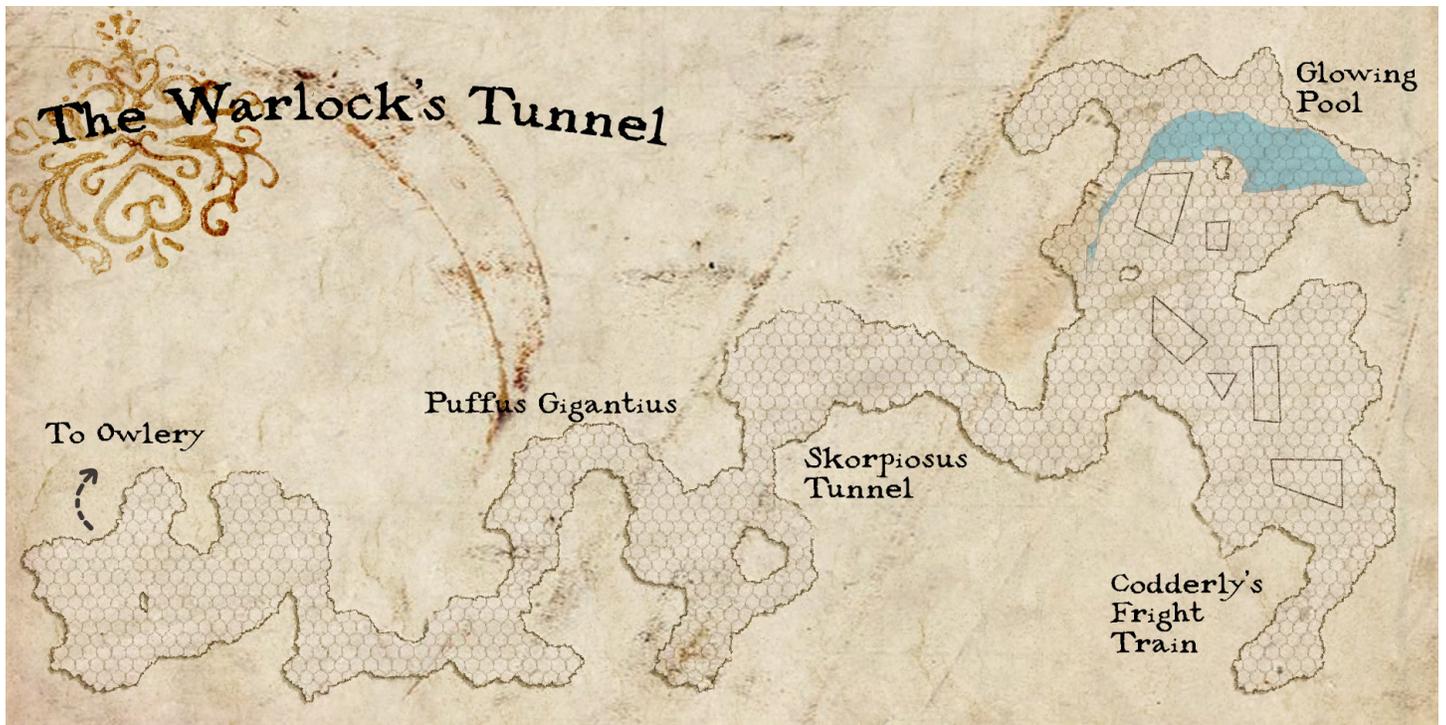


I, the Architect of Hogwarts, have hidden the last source of the original Lapis Exspiritum deep in the Warlock's Tunnel. I only leave this clue to its existence in the event of extraordinary circumstances related to the defence of this school. Otherwise, may it stay forever hidden from those who might use it for their own personal agendas.

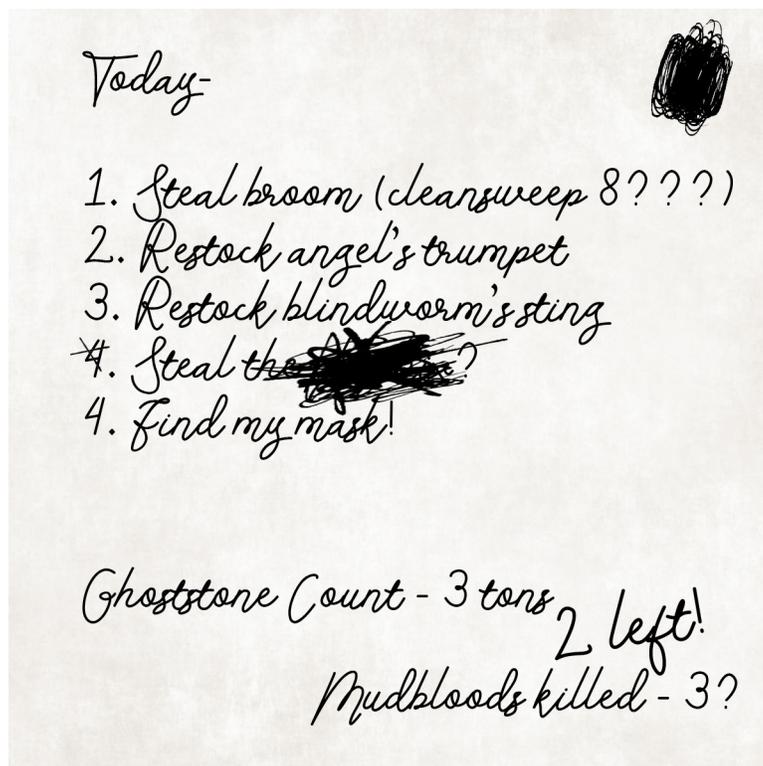


Handout D - The inscription on the back of the statue of the Architect of Hogwarts (revealed)

ADVENTURE HANDOUTS



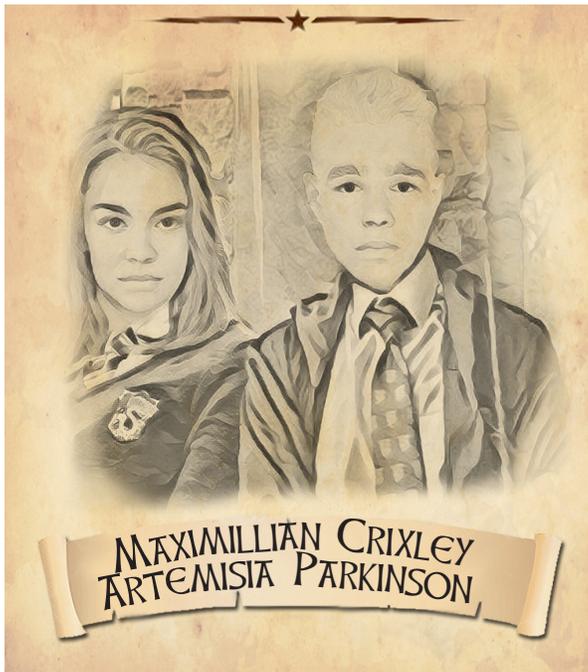
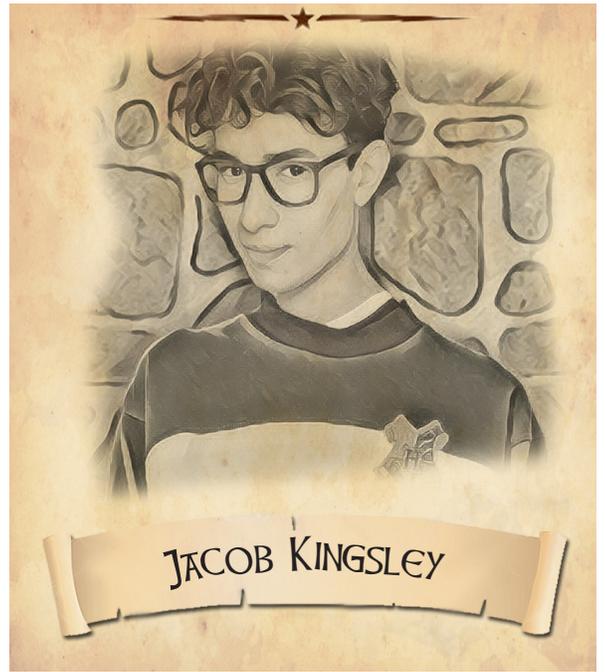
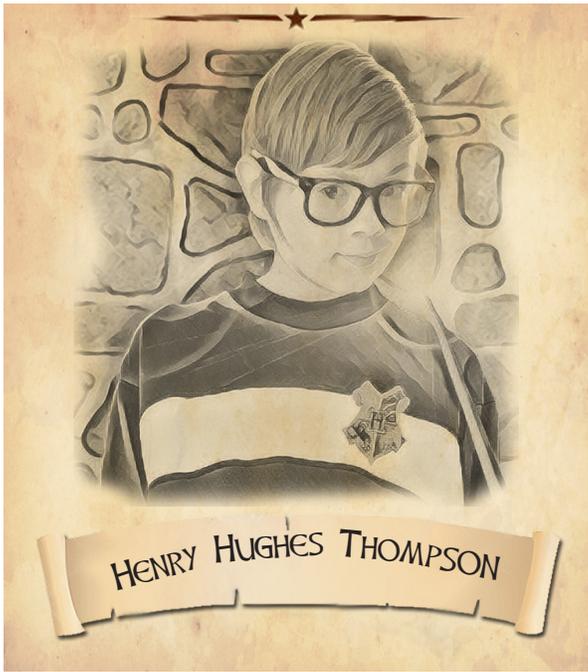
Handout F - Map of the Warlock's Tunnel, found in Jacob Kingsley's book located inside the first chamber of the tunnel



Handout E - Crumpled page from Aphidos' notes, found in the Owlery. An ALCHEMY roll will reveal that angel's trumpet and blindworm's sting are used in mind-control and intoxication potions.



Handout G - Aphidos Wilkes' Syrpens Mask, found on the floor of Snape's private potions store



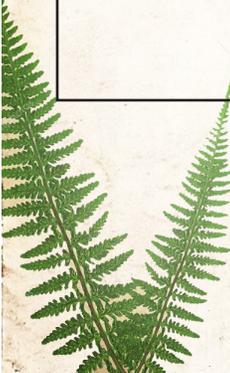
ADVENTURE HANDOUTS

ADV. HERBOLOGY HOMEWORK III B

1. *Illustrate* the Parsipponous Shrivelnsare entrapping its victim (blue-fig or crim-nut variety)
2. *Describe* the Shrivelnsare's reaction, if approached after midnight by a warlock using the Confundus Charm:



3. *Write* the spell incantations and/or elixir that would *best* counter the Shrivelnsare's kindness venom:



Bonus handout - for players who do the Slytherins' homework for them (and like to be creative in the process)



ENCHANT

THE DAILY PROPHET

VOL. LIX NO. 010947 - DAILY

★ **SUNSET** ★
FINAL EDITION
LAST MINUTE UPDATES

WIN!
RUST REPELLENT
CAULDRON

NY BURGLARY!

Early Tuesday morning, New York's Museum of Naturalistic Magic was burglarized and a thousand-year-old Syrpens mask stolen. While initial reports suggested that it was a no-maj who performed the heist, Aurors later uncovered that the no-maj was subject to a particularly nasty variant of the Cruciatus Curse, which forced him, under the penalty of terrible agony, to falsely admit guilt. MACUSA has issued an alert for the prime suspect, fugitive Aphidos Wilkes, who is known to have entered the country illegally after a failed plot to enchant magical constructs to devastate a no-maj residence in his hometown of Woking, England.

FIRE AT ST. EL

Handout H - Newspaper clipping detailing the break-in and theft of the Syrpens Mask by Aphidos Wilkes

WIZARDING WORLD

Name Phineas Paynecroft Player _____ Point Total 150
 Ht 4'11" Wt 95 lbs Size Modifier 0 Age 13 Unspent Pts -
 Appearance A devilish second year Slytherin, usually seen with a squint, a smirk, and a plan

ST	9	[-10]	HP	9	[0]	MOVE	5
	DX	12		[40]	Will		13
IQ	13	[60]	Per	12	[-5]	DR	0
HT	10	[0]	FP	10	[0]		



BASIC LIFT (ST x ST) / 5 16 lbs DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>16</u>
Light (1) = 2 x BL	<u>32</u>
Medium (2) = 3 x BL	<u>48</u>
Heavy (3) = 6 x BL	<u>96</u>
X-Heavy (4) = 10 x BL	<u>160</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	10 (Brawling)	-

REACTION MODIFIERS	
Appearance	+1
Status	+2
Reputation	-2 (Slytherins)
	+1 from Charisma
	-1 for Stubbornness, when noticed
Pure-blood	

ADVANTAGES & PERKS	
Appearance (Attractive)	[4]
Combat Reflexes (you're rarely surprised, +2 to Fright Checks)	[15]
Charisma 1	[5]
Magery 3	[35]
Status 2 (family owns Twigger, the famed broomstick-makers)	[10]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

SKILLS	
Name	Level
Acting	12 [1]
Alchemy	10 [1]
Area Knowledge (Hogwarts)	13 [1]
Brawling	12 [1]
Counterfeiting	11 [1]
Fast-Draw (Wand, includes +1 from Combat Reflexes)	13 [1]
Games (Wizard Chess)	13 [1]
Piloting (Broom)	11 [1]
Psychology	12 [1]
Savoir-Faire (High Society)	13 [1]
Sports (Quidditch)	11 [1]
Stealth	11 [1]
Tactics	11 [1]
Thaumatology	13 [1]
Wand	12 [1]
Writing	12 [1]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Curious	[-5]
Low Self Image (-3 to rolls when odds are against you)	[-10]
Stubbornness	[-5]
Reputation -2 (Slytherins, all the time)	[-5]
	[]
	[]
Highly protective of his expensive wand	[-1]
Never admits others ideas are actually good	[-1]
Generous with his extra magical equipment and supplies	[-1]
Dislikes Quidditch players (since he didn't make the team)	[-1]
Dislikes owls (after one clawed his hand, leaving a scar)	[-1]
	[]
	[]

Languages	Spoken	Written
English	Native	Literate [0]
		[]
		[]

WIZARDING WORLD

Name Fiona Abbot Player _____ Point Total 150
 Ht 5'0" Wt 105 lbs Size Modifier 0 Age 13 Unspent Pts -
 Appearance Athletic and quick-witted second year Ravenclaw - knows everyone, but few know her

ST	8	[-20]	HP	8	[0]
	13	[60]		Will	12
DX	12	[40]	Per		12
	11	[10]		FP	12

MOVE	6
DR	0



BASIC LIFT (ST × ST)/5 13 lbs DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	13
Light (1) = 2 × BL	26
Medium (2) = 3 × BL	39
Heavy (3) = 6 × BL	78
X-Heavy (4) = 10 × BL	130

ACTIVE DEFENSES		
Dodge	Parry	Block
9	-	-

REACTION MODIFIERS	
Appearance +0	_____
Status +0	_____
Reputation	_____
Half-blood	_____

ADVANTAGES & PERKS	
Eidetic Memory	[5]
Fit (+1 to all HT rolls)	[2]
Magery 3	[35]
Precognition (sense danger and gets premonitions about the future)	[25]
Honest Face	[1]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

SKILLS	
Name	Level
Alchemy	9 [1]
Area Knowledge (Hogwarts)	12 [1]
Climbing	12 [1]
Current Affairs (Sports)	12 [1]
Fast-Draw (Wand)	13 [1]
Fortune-Telling (Crystal Gazing)	11 [1]
Herb Lore	9 [1]
Jumping	13 [1]
Naturalist	10 [1]
Piloting (Broomstick)	12 [1]
Riding (Equines)	12 [1]
Running	10 [1]
Sports (Broomstick Racing)	12 [1]
Stealth	12 [1]
Survival (Woodlands)	12 [1]
Swimming	11 [1]
Thaumatology	9 [1]
Throwing	12 [1]
Wand	13 [1]
	[]
	[]

DISADVANTAGES & QUIRKS	
Chummy (-1 to IQ-based skills when you're alone)	[-5]
Destiny (something stolen from her will hurt someone else)	[-5]
Enemy (Violet Matthews, Hufflepuff Beater, 9 or less)	[-5]
Impulsiveness	[-10]
Pacifism (Self-Defence Only)	[-15]
	[]
Loves talking (endlessly) to professors after class	[-1]
Fascinated by divination, studies it in her spare time	[-1]
Never turns down a chance to show off her athleticism	[-1]
Embarrassed that her parents are poor	[-1]
Poor night vision (extra -1 penalty in the dark)	[-1]
	[]
	[]

Languages	Spoken	Written
English	Native	Literate [0]
		[]
		[]

WIZARDING WORLD

Name Kyle George Greyfell Player _____ Point Total 150
 Ht 4'11" Wt 95 lbs Size Modifier 0 Age 12 Unspent Pts -
 Appearance A studious second year Gryffindor; usually seen with a squint, a smile, and a pile of books

		CURRENT	
ST	9 [-10]	HP	9 [0]
DX	10 [0]	Will	14 [0]
IQ	14 [80]	Per	14 [0]
HT	11 [10]	FP	13 [6]

MOVE
5
DR
0



BASIC LIFT (ST × ST)/5 16 lbs DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	16
Light (1) = 2 × BL	32
Medium (2) = 3 × BL	48
Heavy (3) = 6 × BL	96
X-Heavy (4) = 10 × BL	160

ACTIVE DEFENSES		
Dodge	Parry	Block
8	-	-

REACTION MODIFIERS	
Appearance	+0
Status	+0
Reputation	-
	-1 for Workaholic, when noticed
	+2 from Professors (due to Academic)
	Muggle-born

ADVANTAGES & PERKS	
Academic 2	[10]
Fearlessness +1 (bonus to Fright Checks)	[2]
Magery 3	[35]
Patron (Professor McGonagall, 6 or less)	[8]
Eye for Distance	[1]
Reliable owl, "Hamlet"	[1]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Curious	[-5]
Pacifism (Self-Defence Only)	[-15]
Truthfulness	[-5]
Workaholic	[-5]
	[]
	[]
Thinks Prof. McGonagall is the best professor; talks about her alot	[-1]
Collects wizard cards, treats them preciously	[-1]
Credulous - generally believes what he's told	[-1]
Soft spot for ghosts	[-1]
Lazy skill (Alchemy... doesn't quite get that it's not about speed)	[-1]
	[]
	[]

SKILLS	
Name	Level
Alchemy	7 [1]
Area Knowledge (Hogwarts)	14 [1]
Biology (Magical Creatures)	11 [1]
Diplomacy	12 [1]
Games (Wizard Chess)	14 [1]
Gardening	14 [1]
Herb Lore	11 [1]
Hidden Lore (Ghosts)	13 [1]
History (Magic)	13 [2]
Naturalist	13 [1]
Occultism	14 [2]
Poetry	13 [1]
Research (includes +2 from Academic)	16 [2]
Thaumatology	15 [2]
Wand	11 [2]
Wand Art	10 [1]
Writing (includes +2 from Academic)	15 [1]
	[]
	[]
	[]
	[]

Languages	Spoken	Written
English	Native	Literate [0]

WIZARDING WORLD

Name Alissa Turpin Player _____ Point Total 150
 Ht 5'7" Wt 95 lbs Size Modifier 0 Age 12 Unspent Pts -
 Appearance Though a little spacy, this second year Ravenclaw is the first to volunteer to help with anything

ST	9	[-10]	HP	9	[0]	MOVE	6
	DX	12		[40]	Will		12
IQ	12	[40]	Per	12	[0]	DR	0
HT	12	[20]	FP	12	[0]		



BASIC LIFT (ST x ST)/5 16 lbs DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	16
Light (1) = 2 x BL	32
Medium (2) = 3 x BL	48
Heavy (3) = 6 x BL	96
X-Heavy (4) = 10 x BL	160

ACTIVE DEFENSES		
Dodge	Parry	Block
9	-	-

REACTION MODIFIERS
Appearance +2 (+4 from boys)
Status +0
Reputation +1 for Compulsive Generosity, when known
-2 for Clueless
+1 for Animal Friend (animals only)
+2 for Sense of Duty, other animal lovers
Pure-blood

ADVANTAGES & PERKS	
Ally - Niffler (15 or less) "Fat Leonard"	[5]
Animal Empathy	[5]
Animal Friend 1	[5]
Appearance (Beautiful)	[12]
Magery 3	[35]

SKILLS	
Name	Level
Alchemy	9 [1]
Animal Handling (Equines and Thestrals)	12 [1]
Animal Handling (Griffons and Hippogriffs)	12 [1]
Animal Handling (Nifflers)	14 [2]
Area Knowledge (Hogwarts)	12 [1]
Biology (Magical Creatures)	10 [2]
Piloting (Broomstick)	11 [1]
Public Speaking	11 [1]
Research	11 [1]
Riding (Equines)	13 [2]
Sewing	12 [1]
Skating	10 [1]
Stealth	12 [2]
Streetwise	11 [1]
Survival (Woodlands)	11 [1]
Thaumatology	12 [1]
Tracking	12 [1]
Wand	12 [1]
	[]
	[]
	[]

ST 4	HP 6	
DX 12	WILL 13	
IQ 5	PER 12	
HT 12	FP 12	
MOVE 5	DODGE 8	
DAMAGE 1d-5 CUT	SM -3	
FUR; KLEPTOMANIA; STUBBORNESS		
CLIMBING-11; STEALTH-11; ESCAPE-10		

DISADVANTAGES & QUIRKS	
Clueless	[-10]
Compulsive Generosity	[-5]
Gullibility	[-10]
Sense of Duty (Animals)	[-10]
Vow (Strict vegetarian)	[-5]
	[]
Wears unusual hats, especially ones that look like animals	[-1]
Sews little hats for Leonard in her spare time	[-1]
Nervous about heights	[-1]
Nevers says no to pumpkin juice (and then adds sugar to it)	[-1]
One green eye, one brown eye	[-1]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]
		[]
		[]

WIZARDING WORLD

Name Benjamin Liu Player _____ Point Total 150
 Ht 5'3" Wt 110 lbs Size Modifier 0 Age 14 Unspent Pts -
 Appearance Always grinning, always planning, this second year Hufflepuff is a favorite of his classmates

ST	11	[10]	HP	11	[0]	MOVE	5
	DX	11		[20]	Will		
IQ	12	[40]	Per	12	[0]	DR	0
HT	12	[20]	FP	12	[0]		



BASIC LIFT (ST x ST) / 5 24 lbs DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>24</u>
Light (1) = 2 x BL	<u>48</u>
Medium (2) = 3 x BL	<u>72</u>
Heavy (3) = 6 x BL	<u>144</u>
X-Heavy (4) = 10 x BL	<u>220</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
8	9 (Boxing)	-

REACTION MODIFIERS	
Appearance	+0
Status	+0
Reputation	-1 for Troublemaker Reputation +2 for Overconfidence (young or naive folks) -2 for Overconfidence (experienced folks)
Muggle-born	

ADVANTAGES & PERKS	
Absolute Direction	[5]
Daredevil (+1 to skill rolls when you're taking dangerous risks)	[15]
Magery 3	[35]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

SKILLS	
Name	Level
Alchemy	9 [1]
Area Knowledge (Hogwarts)	12 [1]
Artist (Drawing)	10 [1]
Boxing (1d-1 or punching damage)	12 [4]
Fast-Draw (Wand)	11 [1]
Forced Entry	12 [2]
Fortune-Telling (Astrology)	11 [1]
Leadership	11 [1]
Singing	12 [1]
Sleight of Hand	10 [2]
Stealth	11 [2]
Streetwise	11 [1]
Thaumatology	12 [1]
Wand	11 [1]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Overconfidence	[-5]
Reputation (Troublemaker - all the time, almost everyone)	[-5]
Trickster	[-15]
Wealth (Struggling)	[-10]
	[]
	[]
Sensitive he got his invitation to Hogwarts a year late (due to injury)	[-1]
Blames failures on his cheap wand	[-1]
Still practices his boxing moves once a day	[-1]
Never skips his hour of study time every day	[-1]
Plans for mischief are way more complex than they need to be	[-1]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]
		[]
		[]

WIZARDING WORLD

Name Jaime MacCallan Player _____ Point Total 150
 Ht 5'0" Wt 110 lbs Size Modifier 0 Age 13 Unspent Pts -
 Appearance Dark-eyed and neat, this second year Gryffindor is usually seen laughing with the older students

ST	8	[-20]	HP	8	[0]
	DX	12		[40]	Will
IQ	12	[40]	Per	13	[5]
HT	11	[10]	FP	12	[3]
				CURRENT	

MOVE
5
DR
0



BASIC LIFT (ST x ST) / 5 13 lbs DAMAGE Thr 1d-3 Sw 1d-2
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	
None (0) = BL	<u>13</u>
Light (1) = 2 x BL	<u>26</u>
Medium (2) = 3 x BL	<u>39</u>
Heavy (3) = 6 x BL	<u>78</u>
X-Heavy (4) = 10 x BL	<u>130</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	-	-

REACTION MODIFIERS
Appearance +0
Status +1
Reputation +1 for Charisma
+2 from Talker, when helping people solve a problem
Pure-blood

ADVANTAGES & PERKS	
Charisma 1	[5]
Contact Group (Skull & Bone Society students)	[5]
Combat Reflexes (you're rarely surprised, +2 to Fright Checks)	[15]
Magery 3	[35]
Status 1	[5]
Talker 2	[10]
	[]
	[]
	[]
	[]
	[]
	[]

SKILLS	
Name	Level
Area Knowledge (Hogwarts)	13 [2]
Biology (Magical Creatures)	10 [1]
Current Affairs (Wizard Society)	12 [1]
Detect Lies	12 [1]
Diplomacy (includes +2 from Talker)	13 [2]
Falconry (owls)	11 [1]
Fast-Draw (wand)	14 [2]
Fast-Talk (includes +2 from Talker)	14 [2]
Gesture	12 [1]
Herb Lore	9 [1]
Leadership	12 [1]
Naturalist	10 [1]
Piloting (Broomstick)	11 [1]
Savoir-Faire (Wizard Society)	13 [1]
Swimming	11 [1]
Thaumatology	12 [1]
Wand	12 [1]
	[]
	[]
	[]
	[]

DISADVANTAGES & QUIRKS	
Compulsive Behaviour (smart aleck)	[-5]
Impulsiveness	[-5]
Phantom Voices (disturbing voices)	[-10]
Secret (Wand & Bones Society, serious embarrassment)	[-5]
	[]
	[]
Incompetent at history classes	[-1]
Always proper, sometimes vain	[-1]
Terrified of ghosts (hates Professor Binns' class)	[-1]
Prefers to make friends with older students	[-1]
Takes losing house points really hard	[-1]
	[]
	[]

Languages	Spoken	Written
English	Native	Native [0]

Phineas Paynecroft

SLYTHERIN OUTCAST



Per 13

Fiona Abbot

RAVENCLAW ATHLETE



Per 12 - Precognition - Enemy - Destiny

Kyle George Greyfell

GRYFFINDOR STAR STUDENT



Per 14

Alissa Turpin

RAVENCLAW NIFFLER LOVER



Per 12

Benjamin Liu
HUFFLEPUFF PRANKSTER



Per 12

Jayla Forester
THUNDERBIRD / SLYTHERIN
TRANSFER STUDENT



Per 13 - Unluckiness

Jaime MacCallan

GRYFFINDOR HONOUR STUDENT



Per 12 * Phantom Voices

