

HARRY POTTER

and the

Warlock's Tunnel



A Risus Adventure by J.C. Connors

ABOUT THE ADVENTURE

The Warlock's Tunnel is a *Wizarding World* adventure for the free, rules-lite RPG, *Risus*. It is 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 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 pregenerated, second-year student characters, though more experienced players can create their own.

Trait and Target Number suggestions are in SMALL-CAPS (TN#). 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 standard *Risus* rules for magic in the *Wizarding World*. The PCs are all second year students, so spellcasting is handled via a SECOND YEAR HOGWARTS STUDENT trait roll (typically rated at 2 or 3 dice). Some characters may have specializations, such as POTIONS EXPERT or CHARMS AND JINXES. GMs can give small bonuses to those who know specific Potterverse spells. All of the young wizards and witches need their wand to cast a spell, and GMs should restrict players to simpler charms, jinxes, and transfigurations.

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 poorly...) 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 don't especially like non-Slytherins nor younger students. 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 (6) OR FLATTER OLDER STUDENTS (6)) 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 HERBOLOGY (9) roll, or (12) if they spend half the time on it. A PC can also make a successful ARTIST (5) roll to at least make the work *look* impressive. PCs who stay up all night to do the homework should suffer some penalty (GM’s discretion) for being exhausted the next day, without 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. She doesn’t pay much attention to written homework, roll a die. On a 1-2, 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. GMs can decide whether a shared detention earns respect from the Slytherins, or earns the PCs a new enemy who might show up later to slow the PCs down.

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 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 at the Architect of Hogwarts statue (embellished with dark and frightening theories that intentionally scare the poor children!)

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. It can only be unlocked with an UNLOCK (ALOHOMORA) SPELL (12). 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 a 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 STOMACH GROSS STUFF (7) roll or be *nauseated* for an hour. Clever spell use can purify the room...

A SEARCH THE ROOM (5) 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 HOGWARTS STUDENT (5) roll reminds PCs that hidden information can be uncovered with a REVEAL SECRETS (APARECIUM) SPELL (5). 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 MAGIC LORE (10) roll 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 IN THE LIBRARY (5) 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 (8) roll against a random professor who is patrolling the halls (likely FILCH or a bored professor). An unlucky PC might encounter the cat MRS. NORRIS, who increases the difficulty to (12)! Then the PCs must use an UNLOCK (ALOHOMORA) SPELL (8) on the locked Library door, and then deal with the *Restricted Rope* which guards the Restricted Section.

Students who gain access to the Restricted Section can make another RESEARCH IN THE LIBRARY (5) 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 anyone Muggle-born. Secondly, the Warlock's Tunnel

THE RESTRICTED ROPE *Guardian of the Restricted Section*

Cliches

Fairly Stealthy (2)
Grab, Tangle, Knot (3)
Always Vigilant (3)



Personality

Exactly as you'd expect from a watchful, but inanimate, rope.

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 OF MAGIC (10) roll recalls that Aldusa Codderly was a famous, magical 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 (5) roll finds more information on how Codderly helped build Hogwarts (**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. Ranklord begins by asking for volunteers to explain more about the creatures. An answer with a CARE OF MAGICAL CREATURES (10) 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 forces you to wander aim-

WELSH CRIMBILS

Nasty Buggers

Cliches

Flying Nuisance (2)

Sneaky (2)

Born Biter (3)



Traits

Welsh Crimbils are terrified of being swatted). Their sharp teeth injects a wanderlust venom. Victims must Resist Poison (6) or be inflicted with stupidity and an obsession to wander aimlessly. Reroll every 24 hours to recover. The bite can also be treated with highland mugwort concoction, available in the hospital wing.

lessly 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. If PCs have other rivals or enemies, this may also be a good time for them to show up.

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 empty and quiet.

The Owlery is three stories tall, with the highest room being the actual place where all the owls roost. The other floors have



SNAPES 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 FLATTER PROFESSORS (10) roll 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 ORGANIZE CHAOS ROLL (15) to make an attempt in the murky darkness of the storage chamber. GMs should allow the PCs to use a clever spell or two to speed up the cleaning. Success on a spell roll can lower the overall difficulty, or accelerate the organization with its own roll, GM’s discretion.

PCs who have designs to make their own potions can make an POTIONS (5) roll 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 Huf-

flepuff 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 OF MAGIC (12) roll 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 (6) 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 WIZARDING AFFAIRS (10) roll 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 some minor protection on the head and face. More important, it is also enchanted, enabling the wearer to cast a WALK THROUGH EARTH AND STONE spell.

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 the potions master. A complete failure, on the other hand, will earn them negative points and a bad reputation...



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 become tired. After an hour, they'll feel *downright sick*, as their skin begins to turn gray and their teeth and fingernails glow slightly green. This sickness worsens 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. An UNLOCK (ALOHOMORA) SPELL (6) 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. A POTIONS (9) 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 OBSERVATION (6) 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 PULL HEAVY STUFF (6) roll slowly opens the door.

Players who get stuck here can make a HOGWARTS STUDENT (5) roll to recall that a sealed door is often opened by a magic 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 CLIMB (6) 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 and casting a REPAIR (REPARO) SPELL (6) 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 OF MAGIC (8) 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 OF MAGIC (10) 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 HERBOLOGY (8) 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 something, they emit a powerful sleeping gas.
- Skorpiosus Tunnel. A CARE OF MAGICAL CREATURES (10) 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. On a roll of 12+, the PC remembers that the Skorpiosus is afraid of loud noises.
- The Glowing Pool and Codderly's Fright Train. The location of the ghost train that brings 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 the PCs to jump in fright the first time it is heard!

THE PUFFUS GIGANTIUS

As the PCs approach this section, a LISTEN FOR STUFF (6) 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. An OBSERVATION (7) 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 STAY AWAKE (10) roll or instantly fall to sleep for 1-6 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 DODGE ROLLING MUSHROOMS (7) rolls to cross the cavern without getting touched, though if the PCs spend time studying the pattern of the rolling mushrooms, they can reduce this difficulty appropriately.

A HERBOLOGY (8) 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 BROOMSTICK (6) 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

Magical Horrors

Cliches

- Stinging Tail (3)
- Sneaky (2)
- Small Coiling Tentacles (2)

Traits

Skorpiosii are aggressive predators, but they are also skittish when confronted by loud noises. Their tail's venom causes excruciating pain, and turns their victim's tongues green and enlarged for days.



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 LISTEN FOR BAD GUYS (6) roll to hear their scuttling as they approach.

Seeing a Skorpiosus requires a FRIGHT (8) roll, as they are especially horrifying to look at! A failure results in the loss of a turn or two. 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 MAGICAL ARCHITECTURE (7) 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. A POTIONS (10) roll identifies this water as *ber-ylplasm*. Anyone who submerges themselves in the pool will be subject to the effects of a blurring spell for an hour, making it more difficult for them to be hit by 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 BALANCE (7) to stay on their feet; a bad 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

Intolerant Thief and Sympathizer



Cliches

Hogwarts Knowledge (4)
Dark Arts (3)
Overconfident and Smug (3)

Notable Spells

Agonize (Crucio)
Apportation (Wingardium Leviosa)
Counterspell (Finite Incantatum)
Daze (Confundo)
Disarm (Expelliarmus)
Knockback (Flipendo)
Light (Lumos)
Paralysis (Petrificus Totalus)

Notable Equipment

Robes
Wand (Silver Lime with Dragonheart String core)
Invigorating Draught (Awakening Potion)
Debilitation Potion

Personality

Aphidos is a wanted fanatic and a thief. He deeply despises mudbloods and can't wait to bring them great pain. He can be careless, however, causing messes he doesn't want to cleanup. He takes great pride in his spiky hair. He moves his eyebrows a lot when he talks.

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 HOGWARTS FAMILIARITY (8) 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 SEE STUFF FROM FAR AWAY (7) roll makes out that he's unconscious, but breathing. A healing spell, potion, or FIRST AID (6) roll allows him to awaken, but he'll be weak and mostly useless for quite some time.

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, 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 50 points for their House and a handful of Bertie Botts Every Flavor Beans. They should get a chocolate frog for good role-playing. Furthermore, if they managed to clearly defeat Aphidos, they'll earn a good reputation from the professors of Hogwarts, and a little less homework for a day or two.

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

The material presented here is an original creation, intended for use with the *Risus* system by Big Dice Games. To grab a free copy of *Risus*, head to DriveThruRPG!

For more free adventures for *Risus* and other systems, visit www.1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or send an owl to the www.1shotadventures.com forums.

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.

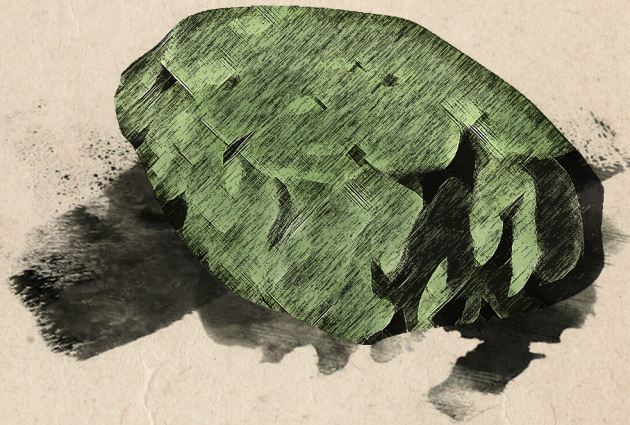
Found in rare underground deposits, *Lapis Exspiritum* is noted for its lime coloration and silver crystalline marbling.

While *Librum Geomagia* 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

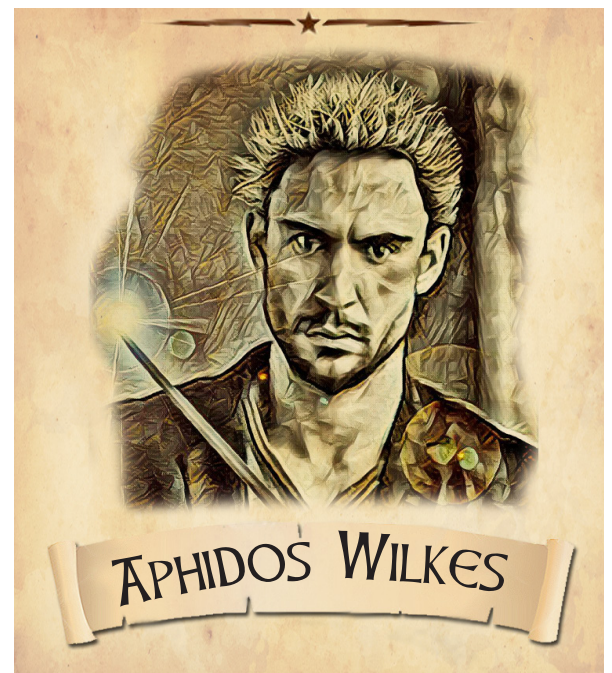
Handout B - Research on the Warlocks Tunnel, found in the Restricted Section

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.

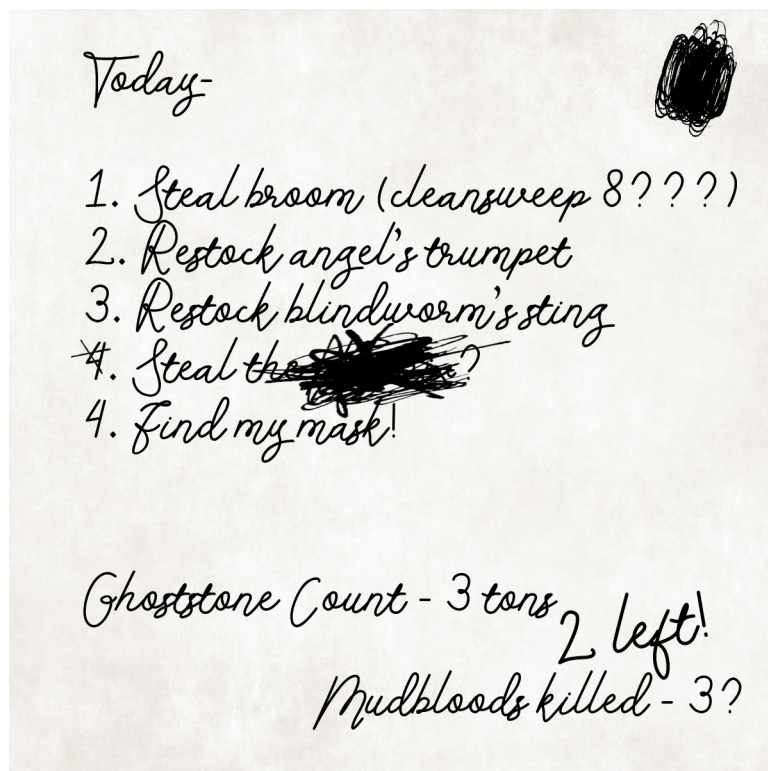


Handout D - The inscription on the back of the statue of the Architect of Hogwarts (revealed)

ADVENTURE HANDOUTS



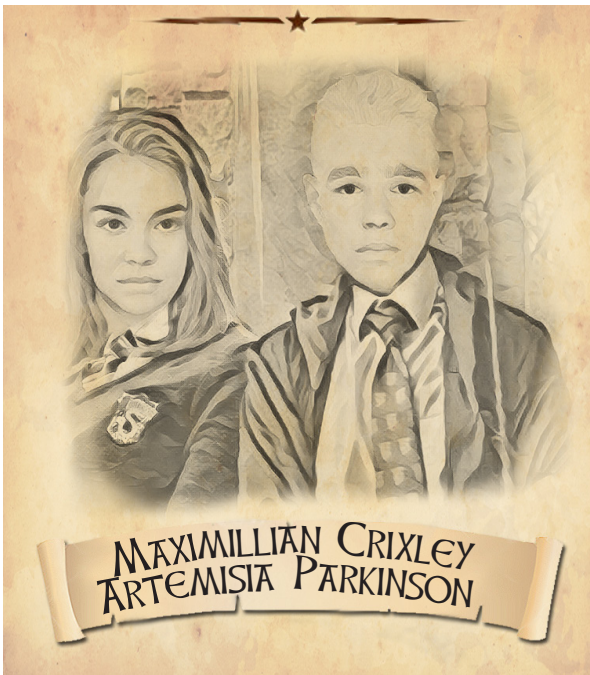
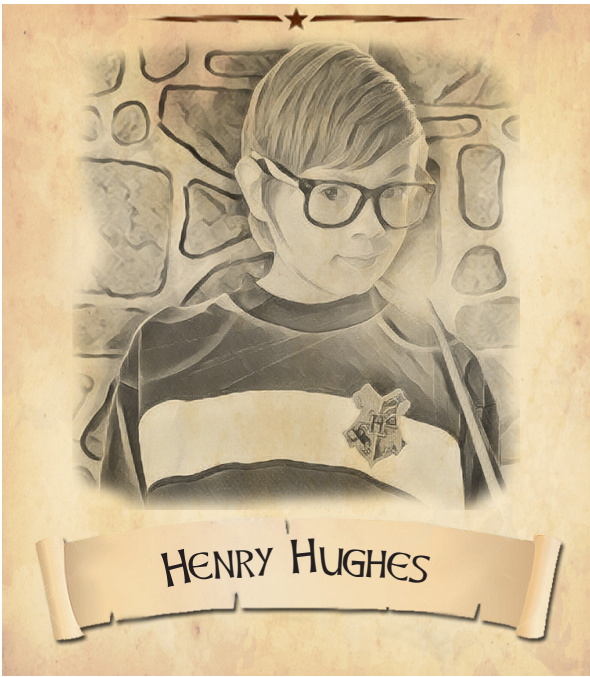
Handout F - Map of the Warlock's Tunnel, found in Jacob Kingsley's book located inside the first chamber of the tunnel



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 Shrivelsnare entrapping its victim (blue-fig or crim-nut variety)

2. *Describe* the Shrivelsnare'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 Shrivelsnare's kindness venom:



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



ENCHANTED

THE DAILY PROPHET

VOL. LIX NO. 010947 - DAILY

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

WIN!
A 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

Character: Phineas Paynecroft

Player:

Notes: A devilish second year Slytherin, usually seen with a squint, a smirk, and a plan



BACKSTORY

You still can't believe you didn't make the team. If Bardolph Pike hadn't bought his way on to the Slytherin team with dirty Cleansweep money, you'd be keeper this year. It served him right when you cast the "warbling funnel ghost curse" on his broom before the first game, and he shot up into the atmosphere making that horrible screaming noise. No one saw him for three days! It was completely worth stealing that spell from the Restricted Section. But you couldn't believe it when Snape took 150 points away from Slytherin when he found out what you'd done! Utterly ridiculous! And you can't believe you got caught. Now you have no chance of getting back in Snape's good graces. And no one in Slytherin will talk to you. Ugh. Maybe you're not as smart as you think.

RISUS

THE ANYTHING RPG

WIZARDING WORLD

Primary Cliché (Value): HIGH STATUS WIZARD FAMILY (3)

Tools of the Trade: Twigger 1987 broomstick (prototype)

Notes/Tasks: Family owns Twigger, the famed broomstick-makers

Generous with his extra magical equipment and supplies

Cliché (Value): CHARMS AND JINXES (3)

Tools of the Trade: Expensive 11" blackthorn wand, wampus cat hair core

Notes/Tasks:

Cliché (Value): SECOND YEAR HOGWARTS STUDENT (2)

Tools of the Trade: Slytherin robes

Notes/Tasks:

Cliché (Value): DEVILISHLY TACTICAL (2)

Tools of the Trade:

Notes/Tasks:

Other Clichés, Specials (Sidekicks, etc):

Dislikes owls after one scratched his hand

Dislikes Quidditch players (since he didn't make the team)

Possessions of Note, and Other Stuff

Pure-blood

Character: Fiona Abbot

Player:

Notes: Athletic and quick-witted second year

Ravenclaw. She knows everyone, but few truly know her



BACKSTORY

You get along with all the OTHER Hufflepuffs, but for some reason Violet Matthews just hates you. Last week, during breakfast she cast a BUBBLE WART CURSE on your chin right before Herbology class, and Jacob Kingsley, the nicest prefect in school asked you about it! It was so embarrassing. And then, yesterday, she tried to slip belch powder in your pudding, but you KNEW about it because you had that foggy premonition the night before.. You really need to go learn some more DADA spells from Professor Ranklord, before she POISONS you, or worse. If you had any interest at all in Quidditch, you'd join the Ravenclaw team and fly circles around her, but you'd be bored just flying around with no one to talk to for hours on end.

RISUS

THE ANYTHING RPG

WIZARDING WORLD

Primary Cliché (Value): FANTASTIC ATHLETE (3)

Tools of the Trade: Cleansweep 5 broomstick (grandfather's)

Soft leather broomstick racing gloves

Notes/Tasks:

Cliché (Value): NEVER FORGETS A THING (3)

Tools of the Trade: Locket with a photo of Emma, her best (muggle) friend

Notes/Tasks:

Cliché (Value): SECOND YEAR HOGWARTS STUDENT (2)

Tools of the Trade: Ravenclaw robes

10" holly wand, dragon heart string core

Notes/Tasks:

Cliché (Value): PREMONITIONS ABOUT THE FUTURE (2)

Tools of the Trade: Letter from her grandmother, explaining family precognition

Notes/Tasks:

Other Clichés, Specials (Sidekicks, etc):

Loves talking (endlessly) to professors after class

Has an school rival - Violet Matthews, Hufflepuff beater

Possessions of Note, and Other Stuff

Was told she has a destiny - something stolen from her will hurt someone

Half-blood

Character: Kyle George Greyfell

Player:

Notes: A studious second year Gryffindor, usually seen with a squint, a smile, and a pile of books



BACKSTORY

Yesterday was simply fantastic. Professor McGonagall gave you the best possible marks on the reparifarge test! You easily countered that Slytherin's desk-to-pig spell, and then surprised the professor with a orchideous transfiguration, which turned his wand into a lily bouquet. Although you're not sure why you didn't get extra credit for that last spell. Oh well. Of course, the day was ruined when Snape embarassed you in front of the class. "I can't teach you to bottle fame and brew glory when you insist on stirring that like a wild madman, Greyfall." Ugh. The whole class laughed. Well, tomorrow, you'll show them exactly how good you are, because you've found a new technique in the library that will make that potion in half the time!

RISUS

THE ANYTHING RPG

WIZARDING WORLD

Primary Cliché (Value): KNOW-IT-ALL (3)

Tools of the Trade: Pile of books and blank scroll parchment

Notes/Tasks:

Cliché (Value): SECOND YEAR HOGWARTS STUDENT (3)

Tools of the Trade: 10" elm wand, thestral tail hair core

Drowsiness Draught (Sleep Potion)

Notes/Tasks:

Cliché (Value): FRIENDLY WITH THE PROFESSORS (2)

Tools of the Trade: Gryffindor robes

Notes/Tasks: Thinks Prof. McGonagall is the best professor, talks about her alot

Cliché (Value): FEARLESS AND RELIABLE (2)

Tools of the Trade:

Notes/Tasks:

Other Clichés, Specials (Sidekicks, etc):

Soft spot for ghosts

Generally believes what he is told

TERRIBLE AT POTIONS (-1) - Thinks it is all about speed!

Possessions of Note, and Other Stuff

Exploding Snap cards

Binder of wizard cards

Muggle-born

Character: Alissa Turpin

Player:

Notes: Though a little spacy, this second year Ravenclaw is the first to volunteer to help with anything



BACKSTORY

Your parents are the owners of Miskal's Mysterious Menagerie, one of the most famous magical pet stores in Diagon Alley. You can't even remember a time when you haven't been surrounded by nifflers, crups, kneazles, and runespoors – and you love them all equally, even the one that bit you on the neck in June and didn't let go until August. You're happy to be back to Hogwarts again, though you're still shocked that you got sorted in Ravenclaw a year ago! Your entire family have been loyal Hufflepuffs for over a hundred years! You've never felt clever in your whole life. But Dumbledore even pulled you aside and told you that cleverness and wisdom comes as much from the heart as it does from the mind. You're not sure what that means, but it sure sounds smart!

RISUS THE ANYTHING RPG WIZARDING WORLD

Primary Cliché (Value): FRIEND TO MAGICAL ANIMALS (4)

Tools of the Trade: Fantastic Beasts and Where to Find Them – 1st printing!

Notes/Tasks:

Cliché (Value): ALLY – FAT LEONARD THE NIFFLER (2)

Tools of the Trade:

Notes/Tasks:

Cliché (Value): SECOND YEAR HOGWARTS STUDENT (2)

Tools of the Trade: Ravenclaw robes

11" laurel wand, kelpie hair core

Notes/Tasks:

Cliché (Value): STYLISH AND QUIRKY (2)

Tools of the Trade: Faux, bright pink raccoon tail hat

Sunflower-shaped backpack

Notes/Tasks: One green eye, one brown eye

Other Clichés, Specials (Sidekicks, etc):

Nevers says no to pumpkin juice (and then adds sugar to it)

A bit clueless and gullible

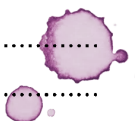
Strict vegetarian

Possessions of Note, and Other Stuff

Exploding Snap cards

Binder of wizard cards

Pure-blood



Character: Benjamin Liu

Player:

Notes: Always grinning, always planning, this second year Hufflepuff is a favorite of his classmates



BACKSTORY

Your dream is to get all the professors to drink Salabaster's Sultry Singing potions right before exams this year. Jacob Kingsley, the Hufflepuff prefect, swore it's the one thing he wouldn't tell the other professors about if you actually pulled it off. And you think you can do it, if only you could find that rare erumpent horn ingredient somewhere around the school. It's a brilliant plan. And you don't THINK it will get you kicked out of school. Not that you want to go back to the streets of Sheffield and hang out at the gym with your dad all day like you used to - back after you were still in a wheelchair after the big accident. But even he'd appreciate the work it took to pull off a grand stunt like this.

RISUS THE ANYTHING RPG WIZARDING WORLD

Primary Cliché (Value): MISCHIEF MAKER (3)

Tools of the Trade: Dr Filibuster's Fabulous Wet-Start, No-Heat Fireworks

Notes/Tasks:

Cliché (Value): HERBOLGY EXPERT (3)

Tools of the Trade:

Notes/Tasks:

Cliché (Value): SECOND YEAR HOGWARTS STUDENT (2)

Tools of the Trade: Hufflepuff robes (used)

Cheap 9" dogwood wand, phoenix feather core

Notes/Tasks:

Cliché (Value): IMPULSIVE DAREDEVIL (2)

Tools of the Trade: Luck "Felix Felicis" Potion (stolen)

Notes/Tasks:

Other Clichés, Specials (Sidekicks, etc):

Sensitive he got his invitation to Hogwarts a year late (due

Blames failures on his cheap wand

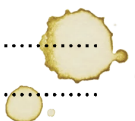
Never skips his hour of study time every day

Possessions of Note, and Other Stuff

Salabaster's Sultry Singing potion instructions

... (boom berry, erumpent horn, flitterboom) ...

Muggle-born



Character: Jayla Forester

Player:

Notes: An outspoken Thunderbird (or maybe a Slytherin?), moody and secretive



BACKSTORY

1987 has been the worst year. First, your father disappeared. No one knows what happened. He was heading north of Lake Erie to recover a golden re'em which had been sighted by no-majs, and then you and your mom never saw him again. Your mom moved back to England to be closer to her no-maj family, which got you promptly switched into Hogwarts. Goodbye Thunderbirds, goodbye Ilvermorny, hello Slytherin. You don't even think that hat worked, it was probably all decided by Dumbledore before you even arrived. And their Quidditch team is not even good (not to mention the rules make no sense), although they DO appreciate your healing elixirs as they get their hides handed to them game after game.

RISUS

THE ANYTHING RPG

WIZARDING WORLD

Primary Cliché (Value): ALTERNATIVE EDUCATION (3)

Tools of the Trade:

Notes/Tasks: Refuses to use British expressions

Cliché (Value): POTIONS EXPERT (3)

Tools of the Trade:

Notes/Tasks: Always talks about her old potions teacher, Professor Memphis

Cliché (Value): SECOND YEAR HOGWARTS STUDENT (2)

Tools of the Trade: Slytherin robes

13" poplar wand, rougarou hair core

Notes/Tasks:

Cliché (Value): ALWAYS HAS SOMETHING ON HAND (2)

Tools of the Trade:

Notes/Tasks:

Other Clichés, Specials (Sidekicks, etc):

Determined to find her missing father

Possessions of Note, and Other Stuff

Thinks of herself as an Ilvermorny Thunderbird first

Burning Bitterroot Potion (heals bruises)

Potion of Flight (weak, only lasts 2 dice minutes)

Vociferous Beast potion (beast speech, lasts 2 dice minutes)

Magical Anklet (allows her to breathe underwater)

Half-blood

Character: Jaime MacCallan

Player:

Notes: Dark-eyed and neat, this second year

Gryffindor is usually seen laughing with the older students



BACKSTORY

Dear diary-

Had another meeting of the secret Wands & Bones society this week. The other students there are so fascinating. Best yet, they LISTEN to me, even though they are so much older and smarter than I am. Jacob Kingsley even said to me "you're a bright one, Jaime" after the meeting. I asked him to get some gillywater with me, but he had to take two Slytherins to detention. Next time!

But then, walking back to the Fat Lady, I heard that voice again. The echoing voice that I started hearing right after I joined the society. "Your bones will be scraped clean by the owls," it said. Ugh, more nightmares for me tonight.

RISUS

THE ANYTHING RPG

WIZARDING WORLD

Primary Cliché (Value): IMPULSIVE SMART ALECK (3)

Tools of the Trade:

Notes/Tasks:

Cliché (Value): NATURAL LEADER (3)

Tools of the Trade:

Notes/Tasks:

Cliché (Value): KNOWS SECRET WIZARD SOCIETY STUFF (2)

Tools of the Trade:

Notes/Tasks: Member of the Skull & Bone Society

Cliché (Value): SECOND YEAR HOGWARTS STUDENT (2)

Tools of the Trade: 12" apple wood wand, sea shell core

Gryffindor robes

Notes/Tasks:

Other Clichés, Specials (Sidekicks, etc):

INCOMPETENT AT HISTORY OF MAGIC (-1)

Terrified of ghosts (hates Professor Binns' class)

Always proper, sometimes vain

Possessions of Note, and Other Stuff

Red mirror (automatically combs hair perfectly)

Hears phantom voices at unusual times...

Pure-blood



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Character:

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Player:

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Notes:



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Primary Cliché (Value):

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Tools of the Trade:

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Notes/Tasks:

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Cliché (Value):

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Tools of the Trade:

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Notes/Tasks:

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Cliché (Value):

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Tools of the Trade:

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Notes/Tasks:

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Cliché (Value):

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Tools of the Trade:

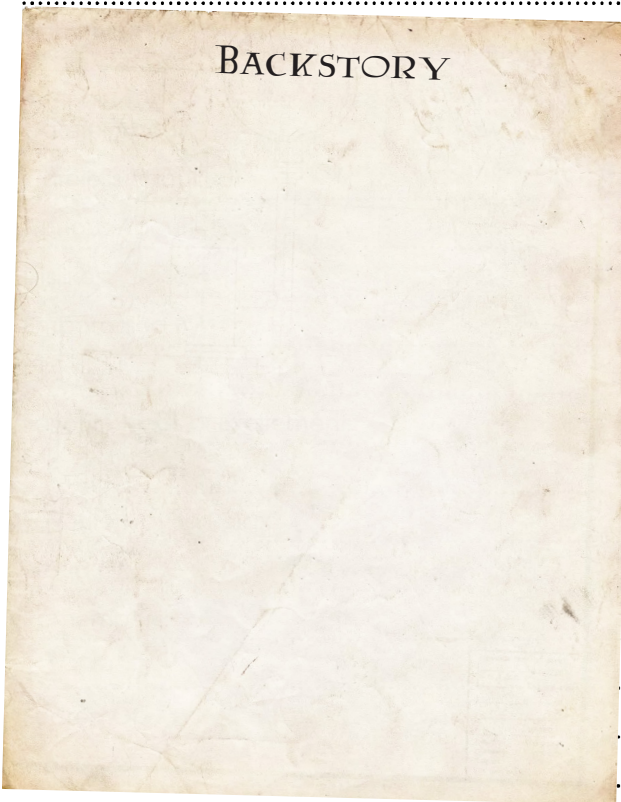
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Notes/Tasks:

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Other Clichés, Specials (Sidekicks, etc):

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Possessions of Note, and Other Stuff



BACKSTORY



Phineas Paynecroft

SLYTHERIN OUTCAST



Fiona Abbot

RAVENCLAW ATHLETE



Kyle George Greyfell

GRYFFINDOR STAR STUDENT



Alissa Turpin

RAVENCLAW NIFFLER LOVER



Benjamin Liu
HUFFLEPUFF PRANKSTER



Jayla Forester
THUNDERBIRD / SLYTHERIN
TRANSFER STUDENT





Jaime MacCallan

GRYFFINDOR HONOUR STUDENT

