

2-5 Players  
AGES 11+

PACK 1

# Harry Potter

## HOGWARTS BATTLE

THE CHARMS AND POTIONS EXPANSION

*A Cooperative Deck-Building Game*



### OVERVIEW

It is time to return to the classroom in this expansion to the HARRY POTTER: HOGWARTS BATTLE game. You will take on the Heroic role of one of the original four Heroes Harry, Ron, Hermione, or Neville and joining the battle is a new playable character Ginny Weasley™, increasing the player count to five Heroes. This game is designed to be played over a series of four increasingly difficult Courses.

### OBJECTIVE

Playing cooperatively as the Heroes, you win the game if you complete the Encounters and defeat all of the Villains and Creatures before they gain control of all of the Locations.



This game must be combined with the core Harry Potter: Hogwarts Battle game, starting any time after Game 6.

You can incorporate all of the content from the Monster Box of Monsters Expansion into this game as well!

Each of the rules in this game will reference Villains and Creatures, but you do not have to have the Monster Box of Monsters expansion to play this game.

### CONTENTS

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Gameplay – p. 4

Additional Rules – p. 5

## USE THESE CONTENTS

**NEW!**



**10 Charm boards**

Choose one. Place above your player board. (see page 6)



**1 Player board and Heart token**



**10 Influence tokens**



**Pack 1**

## SORT AND DISTRIBUTE PACK 1 CARDS

**3 Locations (1)**

Use the Pack 1 Locations. These are double sided. Stack face up in order choosing the side on each card that corresponds to the number of Heroes playing.

**5 Dark Arts (2)**

Shuffle these cards together with the Dark Arts cards from HARRY POTTER: HOGWARTS Battle.

**3 Encounters (3)** (see below)

Stack in order face up in the center of the game board.

### INFORMATION ON ENCOUNTER CARDS



- 1 **Encounter Name**
- 2 **Box Identifier & Order**
- 3 **Associated Villain(s)** — Villain(s) listed must be shuffled into the Villain stack as part of setup.
- 4 **Encounter Effect**
- 5 **To Complete** — The requirement needed to complete the Encounter.
- 6 **Reward** — Bonus for the active Hero when an Encounter is completed.

Many of the Encounters require playing or acquiring cards to complete. If you meet the requirement, you may collect the card at the end of your turn. On subsequent turns you will be able to use the reward. Note: Even if the reward says “Once per game...,” you may still only use the reward on your turn.

**3 Villains (4)**

Shuffle together with Draco Malfoy, Crabbe & Goyle, Lucius Malfoy, Dolores Umbridge and 4 randomly chosen Villains or Creatures. Place the Game 5 LORD VOLDEMORT™ face up on the bottom of the stack. Reveal the top three cards.



**29 HOGWARTS™ cards\* (5)**

Shuffle these HOGWARTS cards with the other Hogwarts Battle cards. Reveal the top six cards stacking any duplicates.



\*Four of the HOGWARTS cards are Ally cards for the original Heroes (Harry, Ron, Hermione, and Neville). Only shuffle these cards into the Hogwarts deck if you are not choosing that character as one of the playable Heroes.

**1 Ginny Hero and 1 Patronus Card (6)**

Place your Hero card and chosen Proficiency or Patronus card above your player board and Charms board. Included in Pack 1 is a Patronus card for Ginny Weasley. If you have not played the Monster Box of Monsters expansion, simply return Ginny's Patronus card to the box and choose a Proficiency card for her.



**1 Starting Hero deck of 10 cards for Ginny Weasley (7)**

Note: If you play with Ginny as one of the Heroes, remove her Ally card from the HOGWARTS stack.



## GAMEPLAY

Each turn consists of four steps.

### STEP 1. REVEAL AND RESOLVE DARK ARTS EVENTS AND THE ENCOUNTER

Each Encounter has a game play effect that will trigger when certain conditions are met. Check for this after resolving Dark Arts events.

**Neighbors:** Each of the Dark Arts effects in this pack reference the term “Neighbor”. Your Neighbors are the players to your left and right. In a two-player game, the other Hero only counts as one neighbor.

### STEP 2. RESOLVE VILLAIN ABILITIES

### STEP 3. PLAY HOGWARTS CARDS AND TAKE HERO ACTIONS

- Use your new Charm Ability.



Charms are tied to a Player’s Health. Usually, the lower your Health the better the effect will be. A Charms ability can only be used once on your turn regardless of how much Health you gain (or lose). Before playing out all of your cards, consider which ability you would like to use on your turn and if you need to gain Health (or discard a card) to be able to trigger your desired effect.

- Play cards to gain resources and generate effects.  
**Banish Cards:** Another term used on some cards is “banish”. When a Hero banishes a card, remove it from your deck. Place banished cards in the discard pile in the center of the game board. Cards can either be played for their effect or banished, but not both.
- Assign and/or to Villains and Creatures.  
Not all Villains can be defeated with tokens, some of them require . Only one can be placed on each Villain per turn. For example, Cornelius Fudge will take at least 7 turns to defeat.

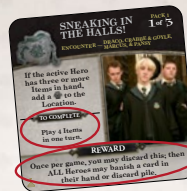


- Use to acquire new cards. You may not use the assigned to Villains to also acquire HOGWARTS cards.



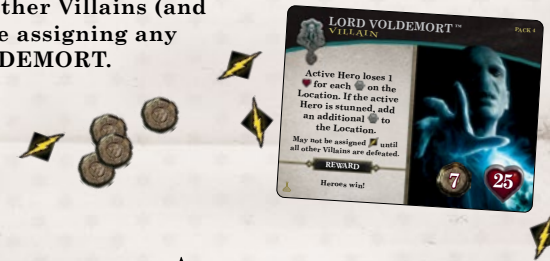
### STEP 4. END YOUR TURN

**COMPLETING AN ENCOUNTER**  
Before replacing cards at the end of turn, check to see if you completed the Encounter. If you did, claim the card. You may use the reward on a subsequent turn.



### LORD VOLDEMORT

As in previous games, LORD VOLDEMORT cannot be assigned immediately. You will need to complete ALL the Encounters and defeat ALL other Villains (and Creatures) before assigning any to LORD VOLDEMORT.



### END OF GAME

The game can end in one of two ways:

**THE ENCOUNTERS ARE COMPLETED AND ALL THE VILLAINS AND CREATURES ARE DEFEATED—HEROES WIN!**

Congratulations, Flitwick is proud of your Charms classwork. You may now open Pack 2 and follow the rules enclosed.

**VILLAINS AND CREATURES CONTROL ALL THE LOCATIONS—HEROES LOSE!**

Remember to swish and flick.

You are not yet ready to move on to Pack 2. Reset the game to its starting configuration and try again.

## HERO VS. ALLY

Each of the Heroes now have an Ally card. If you are playing as a Hero, remove their Ally card from the HOGWARTS deck at the start of the game.



## PATRONUS

Included in this game is a Patronus card for Ginny. If you are familiar with the Monster Box of Monsters expansion, you already know how to use this. Patronus cards are Hero specific. This card will replace a Proficiency if you choose to use it. A Hero may never have both a Patronus and a Proficiency. If you are playing with the Monster Box of Monsters expansion, you may choose between using the Hero's Patronus or a Proficiency card at set up.



## BANISHING



Sometimes the reward for defeating a Villain includes the ability to banish a card. In ALL instances, from rewards or playing HOGWARTS cards, banishing a card is optional. If a Hero would prefer not to banish a card, they do not have to. The exception to this is Cornelius Fudge. When his ability triggers, ALL Heroes must banish the top card of their deck whether they want to or not.

## CHARM ABILITY

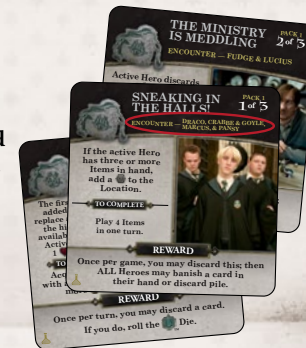
Most Charms have a trigger that allows a Hero to use its effect, either discarding a card or playing a certain combination of cards. Once the trigger has been met, a Hero still has the option of when to use the ability. Since a Charm ability is tied to a Hero's health, it is important to declare which ability you are activating.



For example, once you play an Item, the Summoning Charm has an effect you can use each time you play an Ally. If you choose the effect that gives health for each Ally and use it to heal yourself, you do not get to play another Ally and change the effect to gaining Attack. Once the effect is chosen it is in effect for the rest of that turn, but you can choose another effect on your next turn.

## ENCOUNTERS

When setting up any game from the Charms and Potions expansion, first select the Villains referenced at the top of the Encounter cards. You will shuffle these together with a randomly chosen set of Villains (and/or Creatures) to bring the total number of cards in the stack to 12, including a LORD VOLDEMORT card.



## VILLAINS AND CREATURES



Creatures were introduced in the Monster Box of Monsters. At the top of the cards in this game will be the identifier of either Villain or Villain-Creature, this affects the abilities on certain cards. Harry's Firebolt which states "If you defeat a Villain gain 1", will not give the reward if he defeats a Creature. Conversely, the Death Eaters will not cause the Heroes to lose 1 if a Creature is revealed.

STORE YOUR GAME RULES  
AT THE END OF THIS RULEBOOK.

## MORE WIZARDING WORLD GAMES FROM THE OP



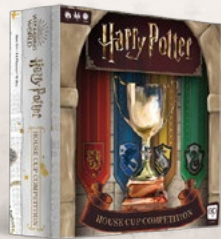
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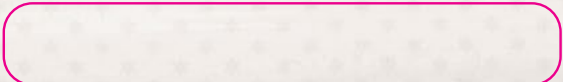
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**Store Pack 2 rules here.**



**Store Pack 3 rules here.**



**Store Pack 4 rules here.**

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### CONTENTS:

161 Cards (38 small, 96 regular, 27 oversized) • 4 Game Packs  
1 Player Board • 1 Health Tracker • 10 Influence Tokens  
10 Charms Boards • 2 Sorting Cards • Rules

DESIGNED & DEVELOPED BY:

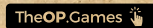
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