

P U Z Z L E O N E



ENTERING YOUR NAME INTO THE CUP

Prove to the Goblet of Fire that you are worthy of entering your name to compete in the Triwizard Tournament. This year, you must sign your name with a magical spell. Handwritten or quill-written submissions will be rejected immediately. Maybe you can learn something by reading your spellbook?

Oh no! Students from Durmstrang have cursed the Hogwarts spellbooks and scattered the pages across the castle. All you have left in your House are several copies of a single sheet. Talk with students from the other Houses who might have other sheets, and trade with them. You will need to collect four distinct sheets.

Note: For online solvers, this puzzle should have the following 8 (not including this one) pages printed double-sided.



A FINAL WARNING:

*Study carefully. Misspelling
can lead to disastrous effects.*

*The
Standard
Book of
Spells*

*Move your possessions a safe
distance away before using.*

LUMOS

Grade II

Create light at tip of wand

*Absolutely essential when
picnicing in a tent at night.*

INCENDIO

Grade III

Start a fire

*Cast this to prevent
embarrassing revelations.*

ORCHIDEOUS

Grade III

Conjure flowers

*Only cast inside the laboratory
to prevent the uncontrolled
growth of invasive species.*

SILENCIO

Grade II

Make target silent

Requires great control to avoid self-injury when cast on heavy objects such as a dumbbell.

CONFUNDO

Grade I

Confuse opponent

*The effects of this charm are
similar to drunkenness.*

ACCIO

Grade V

Summon an object

*Skilled witches and wizards
can induce a variety of
rythms.*

TARANTALLEGRA

Grade VII

Make opponent dance