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Adventures

Characters

Death Eater

- **Death Eater** is both a Wizard and a Witch.

Lynch, Irish Seeker

- The two abilities of drawing a card and putting a Lesson into play are separate abilities. You can do both, just one, or neither. However, you must resolve the abilities in the order written on the card.

Winky

- The card your opponent plays that loses its effect and is discarded does not enter play. It goes directly to their discard pile.

Care of Magical Creatures

Billywig

- You must have a card in your hand to discard to play Billywig. To play a card, you must be able to do everything on the card.

Bundimun

- If you do not discard an opponent's Item from play, there is no opponent that has been chosen, and thus you will not do 2 damage to that opponent.

Charms

Lantern Lit Trail

- The Lesson types are Care of Magical Creatures, Charms, Potions, Quidditch, and Transfiguration.

- A Lesson is a Lesson type if it provides Power. If a Lesson does not provide Power, it has no Lesson type.

Veela Fireballs

- When choosing to divide damage, first choose which Creatures and how much damage you want to put on each Creature, then damage is put on all Creatures at the same time.

Wizard Robes

- If you have 0 cards in your hand, this card will do 0 damage.

Potions

Arurors Arrive

- When choosing to divide damage, first choose which Creatures and how much damage you want to put on each Creature, then damage is put on all Creatures at the same time.

Tents Ablaze

- The Item this card makes you discard cannot be the Item you played to trigger this effect.

Quidditch

Broomstick Servicing Kit

- If your opponent uses a card like *Winky* to discard the Item you would play with Broomstick Servicing Kit and the Item was a Broom, you do *not* get an additional Action because the Broom was not played.

Quidditch Stadium

- If a player wants to look at the top card of their deck, they must tell their opponent. This is considered performing a game action and should be announced in the same way that playing a card or activating a card ability would be announced.

World Cup Match

- You cannot play any card that Wins you a Match without completing the “To Win” clause as you cannot complete everything on the card (Catch the Snitch, Swallowed Snitch, No Hands).

Transfiguration

Box of Portkeys

- You still need Power that Matches and the correct amount of Power to play the card.

Hanging Shamrocks

- If *Chamber of Secrets* is in play, Hanging Shamrocks will not return to your hand. It goes to the discard pile, and then *Chamber of Secrets* stops it from leaving your discard pile.

Model Broomstick

- You still need Power that Matches and the correct amount of Power to play the card.

Muggle Artifacts

- See “Activated Effects” in the rules.

Omnisculars

- At the end of the Before Your Turn step, if a player's Action count is less than 1 and is reset to 1, Omnisculars does not stop the resting of Actions to 1.

Touring the Tents

- You may play an Item card even if you don't have the correct Lesson type in play.

Trick Wand

- See “Copying” in the rules.

Other

“Choose” cards:

- When you play a card asking you to choose multiple effects on it, resolve the effects in the order on the cards. (e.g. If you play Sharp Eyed Seekers and choose to draw 5 cards and put up to 3 Q Lessons from your hand into play, you must resolve the effects in the order written. First draw 5, and then put up to 3 Q Lessons from your hand into play.)