

Memories

WRITE NOTES TO YOUR FRIENDS:

THIRD YEAR HOGWARTS

Spellbook

This belongs to:

Transfiguration

SPELLS TO REMEMBER:

Vera Verbo - is the incantation of a spell used to transform an animal into a water goblet. This spell is moderately difficult to perform, and disastrous if done wrong. Side effects include the goblet being furry or having a tail.

ASSIGNMENT:

Transfigure the lump of matter into the following:



Snake



Hat



Cup or Goblet

Defense Against the Dark Arts

SPELLS TO REMEMBER:

Riddikulus - is a charm that is used in defence against a Boggart. It causes the creature to assume a form that is humorous to the caster, thereby counteracting the Boggart's ability to terrorize. Boggarts are defeated by laughter, so forcing them to assume an amusing form is the first step to defeating them.

ASSIGNMENT:

Face the Boggart and make your worst fear funny.

Paste Boggart Here

Divination

USE YOUR THE INTER EYE TO FIND YOUR PATRONUS:

This ancient and mysterious charm conjures a magical guardian, a projection of all your most positive feelings. Draw a line from the drawing to the correct description.



A very wise create, the owl knows everything. This is why the wizard community put them in charge of delivering the mail.



The pixie likes to create mischief, tricks, and practical jokes. They are very fast and hard to catch.



With a body like a horse, head and wings of an eagle, and sharp talons, the hippogriff is a very strong and polite creature. Loves to play, but will defend off from any attackers.



A loyal bird, the phoenix flies with wings of fire. At the end of this birds life, the phoenix burns up and in the ashes, a new birds is reborn.



The most graceful beast in the magical realm. The unicorn's horn is used for its healing abilities and the mane is used for wands.



The puffskein is the one of the most cuddly and docile of all the magical creatures. They are very playful and will keep all the spiders away.

Potions

ALIHOTSY DRAUGHT:

This potion will only work correctly when made by those with magical abilities.

Fill your vial to one third with Essence of Dittony

Add 1 portion of Amortenia and stir well

Mix in 1 portions of Bone Regenerator

Add 2 portions of Poison No.9

Finally add 1 portion of Bezoar and blend thoroughly

Finish by dancing around your potion three times to enhance your magical senses.

DO NOT DRINK! Digestion of the Alihotsy Draught will cause hysteria and death.

CAXAMBU STYLE BORBORYGMUS POTION:

An ancient witches' potion that has been passed down for generations. It will summon good luck.

Begin by filling your vial halfway with Pepper Up Potion

Add Vampire Blood until your vial is almost three-quarters filled

Sprinkle Veritaserum while chanting:

**"Double, Double toil and trouble.
Fire burn and cauldron bubble."**

Stir with the root of a Mandrake

Finally, drop in one half of a Wartcap Powder tablet, followed by the other half

While it is bubbling, dance around your potion to draw as much of the good luck into your life.

Herbology

PLANT SPECIES:

Screaming Squash - Does best when planted in a site with full sun. Screaming Squash are big greedy feeders. They prefer very rich soil that is well-drained and not too soggy. Mix lots of compost and aged manure into the planting site before you sow seeds or transplant. Takes about 100 days to mature.



Screaming Squash

ASSIGNMENT:

Transplant a Screaming Squash.

STEP 1: Cast the *Silencio* spell on the squash plant or your eardrums will burst.

STEP 2: Remove the young plant while wearing gloves to protect against root warts.

STEP 3: Place the specimen in larger pot with rich soil.

SPELLS TO REMEMBER:

Silencio - is a charm that renders the victim temporarily mute, working on both beasts and beings.

Additional Charms

SPELLS TO REMEMBER:

Aguamenti - Produces a jet of water from the caster's wand.

Accio - This charm summons an object to the caster, potentially over a significant distance.

Wingardium Leviosa - Levitates objects.

Stupefy - Puts the victim in an unconscious state. Manifests as a jet of red light.

Rictusempra - The subject experiences the sensation of being tickled.

Alohomora - Used to open and/or unlock doors

Erecto - Used to erect something.

Duro - Makes the object hard.

Avis - This charm creates a flock of birds from the caster's wand.

Colloportus - Magically locks a door, preventing it from being opened by Muggle means.

Confundo - Causes the victim to become confused, befuddled, overly forgetful and prone to follow simple orders without thinking about them.

Descendo - Makes things sink, or go down.

Episkey - Used to heal relatively minor injuries.

Flagrate - With this spell, the caster's wand can leave fiery marks.

Muffliato - Keeps nearby people, or those to whom the wand is directed, from hearing nearby conversations.