

Horcrux Hunt SOLUTIONS
CONFIDENTIAL

Horcrux Hunt One - SOLUTION

The purpose of this puzzle is to locate as many of the following words as possible in the grid, and then decode the letters from the grid that weren't part of any word to form the final clue. Not all of the following words are in the grid; bolded ones are. 17 letters should be left over, including vowel squares; the extra letters are underlined in the grid. The letters can be rearranged to form "Constant Vigilance" to lead to Mad-Eye Moody at the Masquerade Ball.

Alecto
Amycus
Augustus
Auror
Avada Kedavra
Avery
Azkaban
Barty
Bellatrix
Black
Crabbe
Crouch
Cruciatus
Dark Mark
Death Eater
Dementor
Diary
Dolohov
Draco

Dumbledore
Evan
Expelliarmus
Fenrir
Fidelius
Foe
Goyle
Greyback
Hex
Horcrux
Igor
Impedimenta
Imperio
Jinx
Jugson
Karkaroff
Lestrangle
Locket
Lockhart

Lucius
Lupin
Macnair
Malfoy
Marvolo
Moody
Morsmordre
Mulciber
Nagini
Narcissa
Nott
Order of the Phoenix
Patronus
Polyjuice
Prophecy
Quirrell
Rabastan
Reducto
Ring

Robe
Rodolphus
Rookwood
Rosier
Scar
Secret Keeper
Sectumsempra
Severus
Snake
The Dark Lord
Tom Riddle
Umbridge
Unbreakable Vow
Unforgivable Curse
Veritaserum
Walden
Wand
Wormtail
Wizengamot

E	C	I	U	J	Y	L	O	P	<u> </u>	E	L	D	D	I	R	M	O	T
G	<u> </u>	X	A	R	P	M	E	S	M	U	T	C	E	S	C	X	E	H
N	<u>G</u>	<u>T</u>	I	M	P	E	D	I	M	E	N	T	A	D	I	A	R	Y
I	S	C	A	R	D	O	O	W	K	O	O	R	E	N	F	V	O	<u> </u>
R	E	D	U	C	T	O	N	I	P	U	L	A	E	S	I	A	D	<u> </u>
U	L	E	S	T	R	A	N	G	E	<u>S</u>	T	O	L	U	D	D	E	V
N	O	T	T	Y	O	F	L	A	M	H	H	T	O	T	E	A	L	E
B	S	U	M	R	A	I	L	L	E	P	X	E	C	A	L	K	B	R
R	<u>L</u>	N	A	B	A	K	Z	A	E	<u> </u>	N	V	K	I	I	E	M	I
E	O	C	A	R	D	<u>N</u>	T	H	E	B	O	R	E	C	U	D	U	T
A	K	R	W	F	O	E	T	R	O	R	U	A	T	U	S	A	D	A
K	C	O	A	<u> </u>	R	F	E	P	A	N	S	S	U	R	E	V	E	S
A	A	U	N	F	O	R	G	I	V	A	B	L	E	C	U	R	S	E
B	B	C	D	R	E	B	I	C	L	U	M	Y	R	E	V	A	N	R
L	Y	H	E	E	B	B	A	R	C	L	L	E	R	R	I	U	Q	U
E	E	D	O	L	O	H	O	V	<u>N</u>	T	R	A	H	K	C	O	L	M
V	R	E	P	E	E	K	T	E	R	C	E	S	I	N	I	G	A	N
O	G	<u>C</u>	M	O	O	D	Y	T	H	E	D	A	R	K	L	O	R	D
W	I	Z	E	N	G	A	M	O	T	F	F	O	R	A	K	R	A	K

C O N S T A N T V I G I L A N C E

Horcrux Hunt Two - SOLUTION

The entire purpose of this puzzle is cracking homophones. First, players must determine that each pair of words separated by two blanks indicates a homophone. Then, players must figure out which homophone fits; keep in mind that these are homophones, so the exact pronunciation may not match (e.g., farther/father). Players must then sound out both lists of homophones to create two riddles. The answers to the riddles are “see” and “which”, or homophones of Sea Witch, the ultimate answer.

chair	<u>throne</u>	<u>thrown</u>	cast
prior	<u>fore</u>	<u>four</u>	quad
pierced	<u>holey</u>	<u>wholly</u>	entirely
more distant	<u>farther</u>	<u>father</u>	sire
paddle	<u>oar</u>	<u>ore</u>	deposit
self	<u>I</u>	<u>aye</u>	e'er
places	<u>sites</u>	<u>cites</u>	references
intent	<u>purpose</u>	<u>porpoise</u>	dolphin

Throne for holy father, or eyesight's purpose.

see

horsepower	<u>watt</u>	<u>what</u>	know
duo	<u>pair</u>	<u>pear</u>	fruit
twitch	<u>tic</u>	<u>tick</u>	parasite
sheep	<u>ewe</u>	<u>you</u>	addressee
hustler	<u>liar</u>	<u>lyre</u>	harp
individual	<u>one</u>	<u>won</u>	victorious
belonging	<u>in</u>	<u>inn</u>	tavern
collect	<u>hoard</u>	<u>horde</u>	swarms

What particular one in horde?

which

sea

witch

**Horcrux Hunt
Three - SOLUTION**

This puzzle seems to be a straightforward maze, but when solved, the maze path delineates an upside-down fairy, the ultimate solution. The image below has been flipped right side up and filled.



Horcrux Hunt Four - SOLUTION

This is a classic logic problem, though we haven't provided a grid. A grid may not be strictly necessary, but the average player will find this much easier with a grid.

This logic problem can be solved completely, and if the player does so, he or she may have an easier time deducing that he or she is searching for a ninja at the Ball. The answer to the final question, "What object returned on May Day?", is shuriken, which is a ninja weapon. If the player solves the entire puzzle, he or she will find that Christiane Benoit went to Kyoto to study Edo artwork (a period of Japanese history that included ninjas) and found the shuriken. The puzzle can be gamed a bit, but players would be unwise to do so because not all the answers that seem to go together actually do.

Rather than providing an entire solution deducing the answers through logic, the answers are below. The key to the logic of the puzzle is ensuring that you're not creating more than five people. In addition to a grid, a chart laying out the five people and the relevant data is very helpful. At one point, when the player can't get anywhere on the grid, he or she can discover additional information by working the chart instead.

Christiane Benoit: Kyoto, Edo artwork, shuriken, October, May 1

Tansy Bechet: Budapest, Gothic manuscripts, paint well, February, May 4

Salvador Fernandez: Alesia, wizarding motets, parchment, January, May 3

Jonas Wright: Oaxaca, Quidditch history, Iron Age pot, December, May 6

Pappi Gautreaux: Dover, Muggle sciences, kinetoscope, November, May 2

Which object returned on May Day? The shuriken.

Horcrux Hunt Five - SOLUTION

This is a straight trivia acrostic, though players may find that the trivia is rather more difficult than normal and that the Internet and other attendees may be very helpful. Part of the puzzle is garnering resources, though theoretically, a careful reader would know enough of the answers to crack the ultimate solution without the Internet.

First, players must solve the clues in the first portion. Again, this is trivia, rather than a riddle. Second, players take the answers in the first section and plug them in by number to create the answers in the second section. The asterisks, or the “stars” of the hint, are irrelevant. The answers in the second section are all winter weather, *Harry Potter*-themed items. Finally, players must determine that the center, bolded column is the final clue. “Cast *Glacio*” in the *Harry Potter and the Prisoner of Azkaban* video game means to freeze something. In other words, “ice” is the ultimate solution.

Namesake of a patented brain elixir: B A R U F F I O
120 * * 24 74 53 123 64

Discovered the use of gillyweed: E L L A D O R A K E T T E R I D G E
104 79 * 51 8 * 55 94 * 121 23 56 127 71 86 * 63 107

Founded the Society for the Reformation of Hags: H O N O R I A N U T C O M B E
38 * 19 54 * 1 * 84 9 105 89 * * * 77

Last names of owners of a wizarding dress shop: T W I L F I T T A N D T A T T I N G
37 96 88 47 * 106 113 82 98 * 32 * 18 138 17

Wrote *Fantastic Beasts and Where to Find Them*: N E W T S C A M A N D E R
* 50 122 25 81 109 * 4 34 * * 61 10

First recorded example of an Animagus: F A L C O A E S A L O N
73 * * 2 118 * 75 137 * * * 52

Lead Singer with The Weird Sisters: M Y R O N W A G T A I L
11 92 43 * * * 67 85 21 134 * 144

Author of *Magical Theory*: A D A L B E R T W A F F L I N G
* * * * 133 93 * 100 119 * 46 * * 5 * 40

Head of the Goblin Liaison Office: D I R K C R E S S W E L L
128 * * 66 * 49 91 31 * 140 3 * 135

Sent to Azkaban for keeping sphinxes in his backyard: C R I S P I N C R O N K
6 78 30 12 * 62 * 59 * 142 130 *

Gave the owner of Honeydukes his first job: C I C E R O N H A R K I S S
125 * 87 57 65 * 112 101 36 * * 22 116 58

Drummer with The Weird Sisters: O R S I N O T H R U S T O N
72 14 * 97 117 * * 126 * * 35 124 48 16

Married to celebrity gardener Tilden Toots: D A I S Y H O O K U M
115 42 83 * * 110 39 139 * 60 *

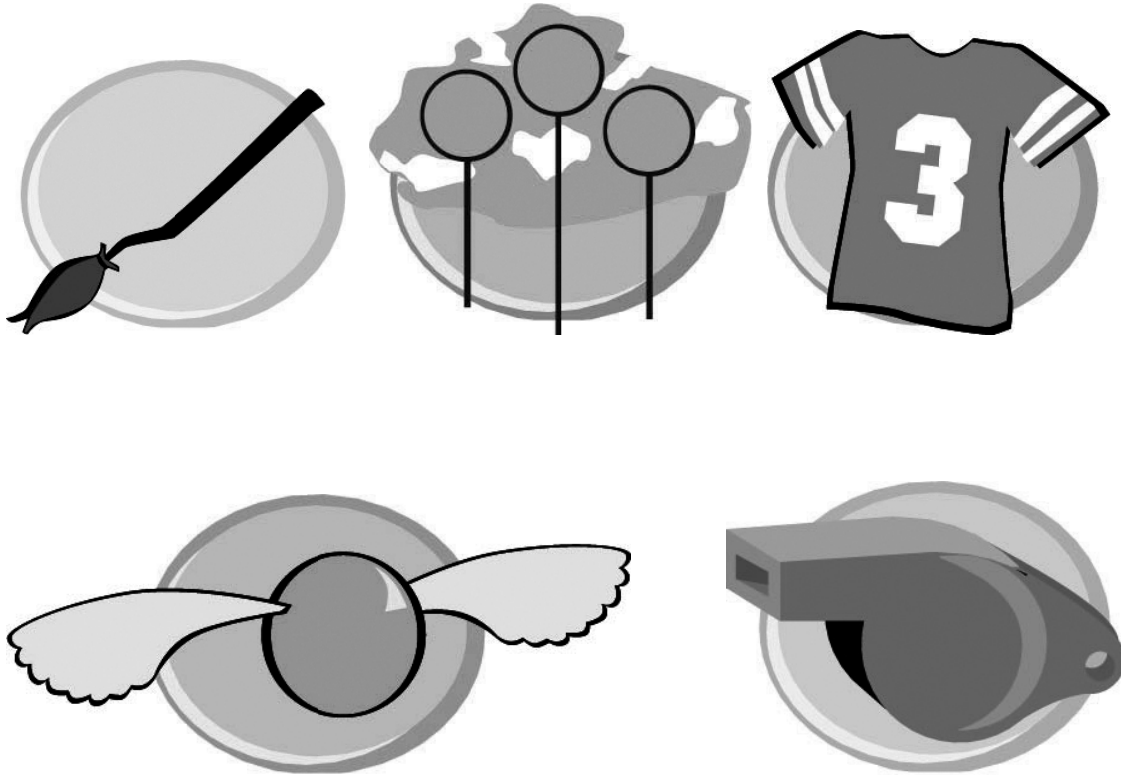
Author of *Home Life and Social Habits of British Muggles*: W I L H E L M W I G W O R T H Y
132 * 136 28 114 * 33 143 * * 41 * 68 44 99 141

Celebrated seer: C A S S A N D R A V A B L A T S K Y
27 * 129 20 15 * * 29 111 76 80 * 90 * 13 45 * 103

Slayer of the sea serpent of Cromer: G L A N M O R E P E A K E S
* * 70 108 * 131 95 7 * 102 * 69 26 *

Horcrux Hunt Six - SOLUTION

This puzzle is a classic jigsaw puzzle with some twists. First, the pieces below actually make up several puzzles, each depicting something to do with Quidditch. Second, all the pieces to the individual jigsaw puzzles are not here, making the solution more difficult. Finally, all the pieces were deliberately created in grayscale to make the solution more difficult. The final pictures are a broom, Quidditch hoops, a jersey, a Snitch and a whistle, which when taken together, lead to a Quidditch referee. Some of the pieces are missing, but players have enough to figure out what each picture is.



Horcrux Hunt Final Puzzle - SOLUTION

Decoded quote: Which character said: There he showed his contempt for anything that tied him to other people, anything that made him ordinary. Even then, he wished to be different, separate, notorious. He shed his name, as you know, within a few short years of that conversation and created the mask of Lord Voldemort behind which he has been hidden for so long.

ANSWER: ALBUS DUMBLEDORE, *Harry Potter and the Half-Blood Prince*, Chapter 13

A	B	C	D	E	F	G	H	I	J	K	L
Ω	Ϡ	Ϟ	f	ϡ	⚡	☽	Υ	☾	Ψ	⊙	⚡
M	N	O	P	Q	R	S	T	U	V	W	Y
Ϡ	ϡ	⚡	△	∞	#	♀	Υ	☾	ϡ	⚡	⚡

⚡ Υ ☽ Ϟ Υ Ϟ Υ Ω # Ω Ϟ Υ ϡ # ♀ Ω ☽ f Υ Υ ϡ # ϡ
 Υ ϡ ♀ Υ ⚡ ⚡ ϡ f Υ ☽ ♀ Ϟ ⚡ ϡ Υ ϡ ♂ △ Υ ⚡ ⚡ #
 Ω ϡ ⚡ Υ Υ ☽ ϡ ☽ Υ Υ Ω Υ Υ ☽ ϡ f Υ ☽ ♂ Υ ⚡
 ⚡ Υ Υ ϡ # △ ϡ ⚡ △ ⚡ ϡ' Ω ϡ ⚡ Υ Υ ☽ ϡ ☽ Υ Υ Ω Υ
 ♂ Ω f ϡ Υ ☽ ♂ ⚡ # f ☽ ϡ Ω # ⚡' ϡ ϡ ϡ ϡ Υ Υ ϡ ϡ'
 Υ ϡ ⚡ Ω ϡ Υ ϡ f Υ ⚡ ♂ ϡ f ☽ ⚡ ⚡ ϡ # ϡ ϡ Υ'
 ♀ ϡ △ Ω # Ω Υ ϡ' ϡ ⚡ Υ ⚡ # ☽ ⚡ ☽ ♀' Υ ϡ ♀ Υ ϡ f
 Υ ☽ ♀ ϡ Ω ♂ ϡ' Ω ♀ ⚡ ⚡ ☽ ⊙ ϡ ⚡ ⚡' ⚡ ☽ Υ Υ ☽ ϡ
 Ω ⚡ ϡ ⚡ ♀ Υ ⚡ # Υ ⚡ ϡ Ω # ♀ ⚡ ⚡ Υ Υ Ω Υ
 Ϟ ⚡ ϡ ϡ ϡ ϡ # ♀ Ω Υ ☽ ⚡ ϡ Ω ϡ f Ϟ # ϡ Ω Υ ϡ f Υ Υ ϡ
 ♂ Ω ♀ ⊙ ⚡ ⚡ ⚡ ⚡ # f ϡ ⚡ ⚡ f ϡ ♂ ⚡ # Υ
 ♂ ϡ Υ ☽ ϡ f ⚡ Υ ☽ Ϟ Υ Υ ϡ Υ Ω ♀ ♂ ϡ ϡ ϡ
 Υ ☽ f f ϡ ϡ ⚡ ⚡ # Υ ⚡ ⚡ ⚡ ϡ ☽'