

## Harry Potter Escape Room

We used one of our study rooms as they are smaller and easier to decorate. We scheduled 30 minute slots with 10 minutes in between to re-set up the room. This is 40 minute intervals. When the participants arrive, they MUST be on time and check in – after they check in someone must read them the introduction story (see “Harry Potter Introduction” document).

You then open the door for them and start the countdown clock – then leave and shut the door behind you, you must have a timer too so you can keep track of how much time they have left.

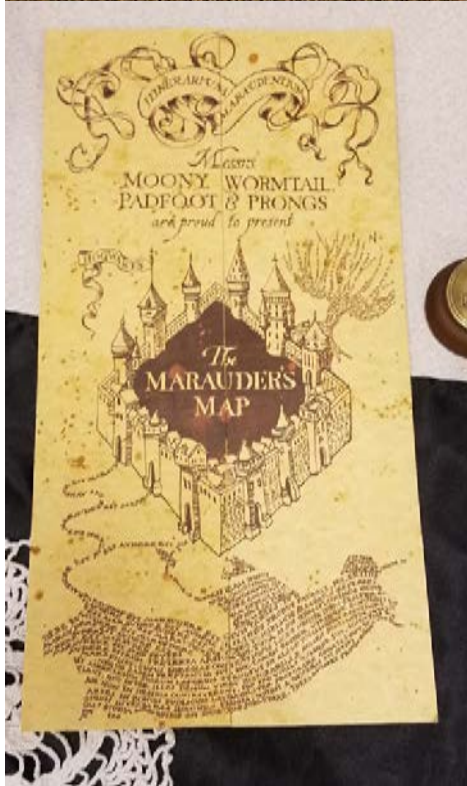
Here is a picture of our finished room:



**This is the order of the room**

### **Puzzle 1:**

Students must get into the Lockbox (brought in by a staff member) – in order to open this lockbox they must find the four digit code, the code can be found by reading the story associated with the marauder’s map (see “Marauder’s Story” document) we hid the story inside of a hollowed out book. The story has locations on the map bolded, when they find the location on the map there is a letter, they must find the locations in order – when they do it will spell out the combination to the lock box, example: ONE SIX FOUR – so they will have found ten locations on the map.



We purchased a Marauders Map:

[https://www.amazon.com/gp/product/B0026PW67W/ref=oh\\_aui\\_detailpage\\_o06\\_s00?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B0026PW67W/ref=oh_aui_detailpage_o06_s00?ie=UTF8&psc=1)

and a 3 digit lock on amazon:

[https://www.amazon.com/gp/product/B00Q0PACEI/ref=oh\\_aui\\_detailpage\\_o05\\_s00?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B00Q0PACEI/ref=oh_aui_detailpage_o05_s00?ie=UTF8&psc=1)

you could find a cheaper one, or ask a staff member if they have one, then change the letters to correspond to yours.

O – Arithmancy

N – Whomping Willow

E – Courtyard

S – Undercover Route to the Kitchens

I – Divination Stairwell  
X – Lost Wands Room  
F – Charms Classroom  
O – Defense Against the Dark Arts Classroom  
U – History of Magic Classroom  
R – Dark Forest

Once the participants gain access to the lockbox on the desk, they open it and find a locked diary:

[https://www.amazon.com/gp/product/B001TNVYVQ/ref=oh\\_aui\\_detailpage\\_o06\\_s00?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B001TNVYVQ/ref=oh_aui_detailpage_o06_s00?ie=UTF8&psc=1)

And a bunch of decorative keys (just to throw them off)

[https://www.amazon.com/gp/product/B01BF9ZHO8/ref=oh\\_aui\\_detailpage\\_o01\\_s01?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B01BF9ZHO8/ref=oh_aui_detailpage_o01_s01?ie=UTF8&psc=1)

And a key that goes to the locked book – this is decorated to match the book and it has the same symbol on it. They may or may not notice this right away, but it is their next puzzle. The locked book was purchased:

[https://www.amazon.com/gp/product/B00KTJ2SBG/ref=oh\\_aui\\_detailpage\\_o07\\_s00?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B00KTJ2SBG/ref=oh_aui_detailpage_o07_s00?ie=UTF8&psc=1)

we just wrapped it with paper and then glued the same color paper on the key, they both have a little symbol on them that we drew with a marker.



Things to note that we learned and may consider doing differently – the map while very cool looking, is a bit confusing. All of the locations in the books are NOT listed on there, and some of them are listed more than one time. To fix this issue we just put the letters at all of the locations where they occur. The map is also sort of expensive, so you may be able to make one by hand and just customize it to fit your purposes.

### **Puzzle 2:**

Students must get into the locked book, in order to do this they must use the matching key (located in the locked box from previous step), once they gain access within the locked book are some runes and a

“wand” we purchased tiny black lights and just glued one to a stick, then wrapped it with paper, it isn’t the greatest, but it will work!

[https://www.amazon.com/gp/product/B018UOJZS0/ref=oh\\_aui\\_detailpage\\_o00\\_s00?ie=UTF8&psc=1](https://www.amazon.com/gp/product/B018UOJZS0/ref=oh_aui_detailpage_o00_s00?ie=UTF8&psc=1)

The runes were just small black rocks we gathered from outside, we drew on them with a metallic sharpie. The rune guide is one of the books on the bookshelf, you could use a binder to create this, but we used a notebook and glued crumpled up paper to the outside of it and wrote the name “Ancient Runes”. We also numbered the rocks on the other side. The participants must figure out that the rocks go in order and that they must look up the rune translations – once they do this it will spell out the word “MANDRAKE” - this leads to their next puzzle.



Things to note – it is entirely possible that the participants will just start shining the black light around the room at this point, if they do, they may notice the writing on the Victor Crum poster which has the directions to escape the room. This is fine, good for them if they do!

### **Puzzle 3:**

After spelling out MANDRAKE in the previous puzzle the participants should grab the mandrake, which could just be a baby doll with leaves glued to its head sitting inside of a pot. We are fortunate enough to know someone who sculpted ours out of clay! Once they inspect the mandrake, they must pull it out of the pot and attached to its feet (or vines) is the key to the locked diary! This leads them to the next puzzle.



#### **Puzzle 4 (final puzzle):**

Once they gain access to the diary, which we just hand wrote in some random entries where this crazy professor goes on and on about how dumb the Slytherin student was and how she loves Quidditch and how she can't wait to stop working for Dumledore, etc. You could really have fun with this and do whatever you want. The very last page mentions that the Slytherin student who died would have been able to escape from her office if he had only inspected the poster of the greatest quidditch player of all time a little more closely. – They will need to use the blacklight inside the wand to do this, once they do they will find the message that reads something along the lines of:

Congratulations, you solved the puzzle! To escape the room write the incantation "Alohomora" on a piece of paper and bring it to the witch (or wizard) outside the room. Then, when they exit the room they can bring that paper to whoever is managing the room. If they don't get done within the 30 minutes – they do not escape. We made some buttons that say "Mischief Managed" for those who finish and buttons that say "Potter Stinks" for those who do not finish in time, but you could do stickers if you don't have a button maker.

#### **Item List:**

1. Shelf full of Wizarding books
2. Table with lock box sitting on top with a four or three digit numerical code
3. Locked diary of Professor Vector

4. Fake/hollow book locked with three digit combination/locker lock, with a cover that has a distinct symbol on it
5. Key to the book decorated to match the book with the same symbol
6. A Quidditch poster of Victor Crum
7. broom stick in the corner (optional, just for looks)
8. A mandrake plant
9. Marauder's Map
10. Marauder's story to go with map
11. Wand with a black light in it (we made this out of a paint brush with crumpled brown paper glued around it and the black light key chain glued to the end...you can get as fancy or plain as you want but it has to fit inside your locked book...so not too long.
12. Decorative keys...there's a link below for these on Amazon.
13. Rune's & Rune Key...we made these out rocks with sharpie, and we made the translation book out of a blank notebook and glued crumpled paper stained with coffee on for the cover.
14. Two count down clocks or kitchen timers (one for you, one for them)
15. Scratch paper and pencils for them to write on
16. Any other odds and ends that look like it might belong in the room

<http://hideousdreadfulstinky.com/wp-content/uploads/2014/07/harry-potter-printable-book-spines.pdf>

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