



1. When a wizard has got an ailment this is where he or she may go. Retrieve the slithering slitheran creature.



2. Frog eyes, toad slime and Butterbeer. You will find your instructions for owl adoption here.



3. Quidditch practice happens here. Play a game and find the missing crown.



4. Choose Your house where the literature is kept.



The biggest room in the school.



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