1) “Mysterious Ticking Noise” (Sound leads them to cypher)
2) Grille Cypher w/book location: “I reveal the clue hidden in Alchemy”

3) Book leads to Stone: “The Philosopher’s Stone contains the key”

4) Stone contains combination (1031)

5) Unlock Lock 1
6) Pocket on lock 1 contains ancient Runes message
7) Decipher message using Advanced Rune Translation: “The key is in the Charms Classroom.”

8) Use Marauder’s Map to find the Charms Classroom
9) Hidden word in Charms Classroom is the combination to word lock: “Spell”
10) Unlock Lock 2
11) Pocket on lock 2 contains a riddle that leads them to the **trunk** with the spaghetti sensory hunt.

A bit of an elephant, but small,
Dark and brown, not grey at all.
Though not alive, what counts
Is what is packed inside.

12) Open trunk to find message in sensory.

13) Find potion riddle: picture on top should direct them to potions table. Acrostic reveals LEFT potion bottle is the one to add.

Like in appearance, but
Extremely different.
Find the one to add and
The color will be the key.

14) Add ingredient to potion: baking soda is in the jar. It is added to vinegar, dish soap, and food coloring.
15) Match the key with the potion color
16) Unlock Lock 3
17) Open chest. Message inside with wand location: “look for this fantastic beast” Red feathers indicate a phoenix

18) Find box with picture of phoenix on it. Wand is inside with instructions: “Reveals secrets hidden in ash. Simply tap and recite ‘Revelio.’”

19) Move “ash” in chest to find password. We had false messages all over. Only one corner had the password.

20) Password said aloud will unlock the room and turn the lights back on: “Dirigible Plum”
   (We chose a more obscure Harry Potter reference as the password because we didn’t want anyone to say it by chance. It was difficult for most people to pronounce properly, so it may not have been the best choice.)
The Runes we used were Medieval Runes we found from this Wikipedia entry: [https://en.wikipedia.org/wiki/Runes](https://en.wikipedia.org/wiki/Runes)

Our chest containing phoenix ash idea was adapted from here: [https://www.epbot.com/2018/12/full-walk-through-our-harry-potter.html?m=1](https://www.epbot.com/2018/12/full-walk-through-our-harry-potter.html?m=1)


We found a DIY Marauder’s Map tutorial: [https://www.instructables.com/id/How-to-Make-the-Marauders-Map/](https://www.instructables.com/id/How-to-Make-the-Marauders-Map/)

We made our own magnetic wands. We used this tutorial and just glued tiny magnets to the tips before painting: [https://oneshetwoshe.com/harry-potter/](https://oneshetwoshe.com/harry-potter/)

Dungeon Sound Effects Website: [https://rpg.ambient-mixer.com/fantasy-dugeon](https://rpg.ambient-mixer.com/fantasy-dugeon)

“Mysterious Ticking Noise:” [https://www.youtube.com/watch?v=Tx1XIm6q4r4&t=10s](https://www.youtube.com/watch?v=Tx1XIm6q4r4&t=10s)

Dungeon Wall Backdrop: [https://www.orientaltrading.com/design-a-room-mad-scientist-wall-backdrop-a2-70_5617.fltr](https://www.orientaltrading.com/design-a-room-mad-scientist-wall-backdrop-a2-70_5617.fltr)
Faux chalkboard with a potion recipe. This was an effective distraction.

Decorative spell books with our skeleton, Bones McCoy.

Desk with Snape’s Diary which was another effective distraction, the Marauder’s Map, a box of Bertie Bott’s, and a Chocolate Frog.

Turn to page 394. Some people will appreciate the little details.
We made a prop Daily Prophet by covering the outside of a real newspaper with a free printable image we found on Google. The Mysterious Ticking Noise was coming from a Bluetooth speaker that looked like a vintage radio.

Some detention lines next to the grille cypher made for a nice distraction.

This is the chest containing the password. We used puck lights as Lumos charms for our participants.

We put fake eyeballs, fingers, and bugs in colored water in mason jars. And decorated some jars with blue flames and put fairy lights in them.
The potions table. We had a flower vase inside the cauldron that contained the potion ingredients. Putting the ingredients in a tall cylinder makes the reaction more impressive.

Scales, a pestle and mortar, and dried herbs for decoration.

We found free printable potion bottle labels and put them on small apothecary jars we found from Amazon. These were excellent distractions as well.

Empty boxes covered in brown craft/butcher paper posing as parcels were great props. A few stuffed owls and a tapestry blanket helped fill the table. Decorations can help disguise more obvious clues like our trunk.

Panoramic photo of most of the escape room (the potions table is out of frame on the left. The lights were off for the escape room. The only light was that coming from candles, lanterns, fairy lights, and the Lumos charms. We also found a website that had creepy dungeon sound effects to add to the ambiance of the room.