

# Harry potter 1

1. Boys Name 1
2. Boys Name 3
3. Boys Name 4
4. Crazy Name
5. Boys Name 5
6. Boys Name 6
7. Surname 1
8. Plural Noun
9. Location
10. Noun
11. Location
12. Plural Noun
13. Noun
14. Noun
15. Animal
16. Location
17. Surname 2
18. Noun
19. Location
20. Boys Name 7
21. Boys Name 8
22. Boys Name 9
23. Surname 3

24. Boys Name 10
25. Surname 4
26. Location
27. Noun
28. Crazy Name
29. Boys Name 7
30. Boys Name 11
31. Surname 5
32. Noun
33. Boys Name 7
34. Surname 6
35. Location
36. Boys Name 7
37. Location
38. Location
39. Boys Name 7
40. Boys Name 7
41. Boys Name 12
42. Boys Name 13
43. Location
44. Boys Name 7
45. Location
46. Boys Name 14
47. Noun
48. Location

49. Noun

50. Boys Name 7

# Harry potter 1

the most powerful Dark wizard in history, killed boys name 2 parents but mysteriously vanished after trying to kill boys name 2. While the wizarding world was celebrating boys name 1 downfall, Professor Boys name 3 Professor girls name 1 and Boys name 4 placed the one year-old orphan in the care of his Crazy name (non-wizard) aunt, uncle, and cousin: Boys name 5 girls name 2 and Boys name 6 Surname 1.

For ten years, they and their son boys name 6 neglected and bullied boys name 2. Shortly before boys name 2 eleventh birthday, a series of Plural noun addressed to boys name 2 arrive, but boys name 5 destroys them before boys name 2 can read them. To get away from the plural noun boys name 5 takes the family to a lonely Location. As they are settling in, boys name 4 bursts through the Noun to tell boys name 2 what the surname 1 have kept him from finding out: boys name 2 is a wizard and has been accepted at crazy name 2.

boys name 4 takes boys name 2 to Location a magically-concealed shopping precinct in London, where boys name 2 is bewildered to discover how famous he is among wizards as "the boy who lived

."; He also finds that he is quite wealthy, since a bequest from his parents has remained on deposit at

\_\_\_\_\_ crazy name 3 Wizarding Bank. Guided by \_\_\_\_\_ boys name 4 he buys the \_\_\_\_\_ Plural noun and

\_\_\_\_\_ Noun he needs for \_\_\_\_\_ crazy name 2. At the \_\_\_\_\_ Noun shop, he finds that the only \_\_\_\_\_ noun

that works well for him is the twin of \_\_\_\_\_ boys name 1. Both \_\_\_\_\_ noun contain feathers from the same

\_\_\_\_\_ Animal.

A month later \_\_\_\_\_ boys name 2 leaves the \_\_\_\_\_ surname 1; home to catch the \_\_\_\_\_ crazy name 2 Express

from \_\_\_\_\_ Location railway station. There he meets the \_\_\_\_\_ Surname 2 family, who show him how to pass

through the magical \_\_\_\_\_ Noun to \_\_\_\_\_ Location where the train is waiting. While on the train

\_\_\_\_\_ boys name 2 makes friends with \_\_\_\_\_ Boys name 7 \_\_\_\_\_ surname 2 who tells him that someone tried to

rob a vault at \_\_\_\_\_ crazy name 3. Another new pupil, \_\_\_\_\_ Boys name 8 accompanied by his sidekicks

\_\_\_\_\_ Boys name 9 \_\_\_\_\_ Surname 3 and \_\_\_\_\_ Boys name 10 \_\_\_\_\_ Surname 4 offers to advise \_\_\_\_\_ boys

\_\_\_\_\_ name 2 but \_\_\_\_\_ boys name 2 dislikes \_\_\_\_\_ boys name 8 arrogance and prejudice.

Before the term's first dinner in the school's Great \_\_\_\_\_ Location the new pupils are allocated to houses by the

magical

Sorting Noun. When it is boys name 2 turn to be sorted, the noun wonders whether he should be in Crazy name but when boys name 2 objects, the noun sends him to join the surname 2 in crazy name 4. While boys name 2 is eating, Professor boys name 15 catches his eye and boys name 2 feels a sudden stab of pain in the scar boys name 1 left on his forehead.

After a horrible first Potions lesson with boys name 15 boys name 2 and Boys name 7 visit boys name 4 who lives in a rustic house on the edge of the Forbidden location. There they learn that the attempted robbery at crazy name 3 happened the day boys name 2 withdrew money. boys name 2 remembers that boys name 4 had removed a small package from the vault that was broken into and searched.

During the new pupils'; first broom flying lesson, Boys name 11 Surname 5 breaks his wrist, and boys name 8 takes advantage to throw the forgetful boys name 11 fragile Noun high in the air. boys name 2 gives chase on his broomstick, catching the noun inches from the ground.

Professor

\_\_\_\_\_girls name 1\_\_\_\_\_dashes out and appoints him as the new Seeker for the \_\_\_\_\_crazy name 4\_\_\_\_\_Quidditch team.

When \_\_\_\_\_boys name 8\_\_\_\_\_tricks \_\_\_\_\_Boys name 7\_\_\_\_\_and \_\_\_\_\_boys name 2\_\_\_\_\_ accompanied by \_\_\_\_\_boys name 11\_\_\_\_\_ and the bossy \_\_\_\_\_girls name 3\_\_\_\_\_ Surname 6\_\_\_\_\_ into a midnight excursion, they accidentally enter a forbidden \_\_\_\_\_Location\_\_\_\_\_and find a huge three-headed \_\_\_\_\_animal\_\_\_\_\_. The group hastily retreats, and \_\_\_\_\_girls name 3\_\_\_\_\_ notices that the \_\_\_\_\_animal\_\_\_\_\_is standing over a trap-door. \_\_\_\_\_boys name 2\_\_\_\_\_concludes that the \_\_\_\_\_animal\_\_\_\_\_is guarding the package \_\_\_\_\_boys name 4\_\_\_\_\_retrieved from \_\_\_\_\_crazy name 3\_\_\_\_\_.

After \_\_\_\_\_Boys name 7\_\_\_\_\_criticises \_\_\_\_\_girls name 3\_\_\_\_\_ostentatious proficiency in Charms, she hides in tears in the girls'; toilet. Professor \_\_\_\_\_boys name 16\_\_\_\_\_reports that a \_\_\_\_\_animal\_\_\_\_\_has entered the \_\_\_\_\_Location\_\_\_\_\_.

While everyone else returns to their \_\_\_\_\_Location\_\_\_\_\_ \_\_\_\_\_boys name 2\_\_\_\_\_and \_\_\_\_\_Boys name 7\_\_\_\_\_rush to warn \_\_\_\_\_girls name 3\_\_\_\_\_. The \_\_\_\_\_animal\_\_\_\_\_corners \_\_\_\_\_girls name 3\_\_\_\_\_in the toilet but when \_\_\_\_\_boys name 2\_\_\_\_\_ sticks his wand up one of its nostrils, \_\_\_\_\_Boys name 7\_\_\_\_\_uses the levitation spell to knock out the \_\_\_\_\_animal\_\_\_\_\_with its own \_\_\_\_\_noun\_\_\_\_\_. Afterwards, several professors arrive and \_\_\_\_\_girls name 3\_\_\_\_\_takes the blame for the battle and becomes a firm friend of the two boys.

The evening before \_\_\_\_\_ boys name 2 first Quidditch match, he sees \_\_\_\_\_ boys name 15 receiving medical attention from \_\_\_\_\_ Boys name 12 for a bite on his leg by the three-headed \_\_\_\_\_ animal. During the game, \_\_\_\_\_ boys name 2 broomstick goes out of control, endangering his life, and \_\_\_\_\_ girls name 3 notices that \_\_\_\_\_ boys name 15 is staring at \_\_\_\_\_ boys name 2 and muttering. She dashes over to the Professors'; stand, knocking over Professor \_\_\_\_\_ boys name 16 in her haste, and sets fire to \_\_\_\_\_ boys name 15 robe. \_\_\_\_\_ boys name 2 regains control of his broomstick and catches the Golden Snitch, winning the game for \_\_\_\_\_ crazy name 2. \_\_\_\_\_ boys name 4 refuses to believe that \_\_\_\_\_ boys name 15 was responsible for \_\_\_\_\_ boys name 2 danger, but lets slip that he bought the three-headed \_\_\_\_\_ animal and that the \_\_\_\_\_ animal is guarding a secret that belongs to Professor \_\_\_\_\_ boys name 3 and someone called \_\_\_\_\_ Boys name 13 surname 7. \_\_\_\_\_ boys name 2 and the \_\_\_\_\_ surname 2 stay at \_\_\_\_\_ crazy name 2 for Christmas, and one of \_\_\_\_\_ boys name 2 presents, from an anonymous donor, is an Invisibility Cloak owned by his father. \_\_\_\_\_ boys name 2 uses the Cloak to search the \_\_\_\_\_ Location Restricted Section for information about the mysterious \_\_\_\_\_ surname 7 has to evade \_\_\_\_\_ boys name 15 and \_\_\_\_\_ boys name 12 after an enchanted book shrieks an alarm,



and slips into a room containing the Mirror of Erised, which shows his parents and several of their ancestors.

\_\_\_\_\_ boys name 2 \_\_\_\_\_ becomes addicted to the Mirror's visions and is rescued by Professor \_\_\_\_\_ boys name 3 \_\_\_\_\_ who explains that it shows what the viewer most desperately longs for.

When the rest of the pupils return for the next term, \_\_\_\_\_ boys name 8 \_\_\_\_\_ plays a prank on \_\_\_\_\_ boys name 11 \_\_\_\_\_ and \_\_\_\_\_ boys name 2 \_\_\_\_\_ consoles \_\_\_\_\_ boys name 11 \_\_\_\_\_ with a sweet. The collectible card wrapped with the sweet identifies \_\_\_\_\_ surname 7 \_\_\_\_\_ as an alchemist. \_\_\_\_\_ girls name 3 \_\_\_\_\_ soon finds that he is a 665-year-old man who possesses the only known Philosopher's stone, from which can be extracted an elixir of life. A few days later \_\_\_\_\_ boys name 2 \_\_\_\_\_ notices \_\_\_\_\_ boys name 15 \_\_\_\_\_ sneaking towards the outskirts of the Forbidden \_\_\_\_\_ location \_\_\_\_\_.

There he half-hears a furtive conversation about the Philosopher's Stone, in which \_\_\_\_\_ boys name 15 \_\_\_\_\_ asks Professor \_\_\_\_\_ boys name 16 \_\_\_\_\_ if he has found a way past the three-headed \_\_\_\_\_ animal \_\_\_\_\_ and menacingly tells \_\_\_\_\_ boys name 16 \_\_\_\_\_ to decide whose side he is on. \_\_\_\_\_ boys name 2 \_\_\_\_\_ concludes that \_\_\_\_\_ boys name 15 \_\_\_\_\_ is trying to steal the Stone and \_\_\_\_\_ boys name 16 \_\_\_\_\_ has prepared a series of defences for it, which was an almost fatal mistake.

The

three friends discover that \_\_\_\_\_ boys name 4 \_\_\_\_\_ is raising a baby dragon, which is against wizard law, and arrange to smuggle it out of the country around midnight. \_\_\_\_\_ boys name 8 \_\_\_\_\_ arrives, hoping to raise the alarm and get them into trouble, and goes to tell Professor \_\_\_\_\_ girls name 1 \_\_\_\_\_. Although \_\_\_\_\_ Boys name 7 \_\_\_\_\_ is bitten by the dragon and is sent to the \_\_\_\_\_ Location \_\_\_\_\_ boys name 2 \_\_\_\_\_ and \_\_\_\_\_ girls name 3 \_\_\_\_\_ spirit the dragon safely away. However, they are caught, and \_\_\_\_\_ boys name 2 \_\_\_\_\_ loses the Invisibility Cloak. As part of their punishment, \_\_\_\_\_ boys name 2 \_\_\_\_\_ \_\_\_\_\_ girls name 3 \_\_\_\_\_ \_\_\_\_\_ boys name 8 \_\_\_\_\_ and \_\_\_\_\_ boys name 11 \_\_\_\_\_ (who, trying to stop \_\_\_\_\_ boys name 2 \_\_\_\_\_ and \_\_\_\_\_ girls name 3 \_\_\_\_\_ after hearing what \_\_\_\_\_ boys name 8 \_\_\_\_\_ had been saying, had been caught by \_\_\_\_\_ girls name 1 \_\_\_\_\_ as well) are compelled to help \_\_\_\_\_ boys name 4 \_\_\_\_\_ to rescue a badly-injured unicorn in the Forbidden \_\_\_\_\_ location \_\_\_\_\_. They split into two parties, and \_\_\_\_\_ boys name 2 \_\_\_\_\_ and \_\_\_\_\_ boys name 8 \_\_\_\_\_ find the unicorn dead, surrounded by its blood. A hooded figure crawls to the corpse and drinks the blood, while \_\_\_\_\_ boys name 8 \_\_\_\_\_ screams and flees. The hooded figure moves towards \_\_\_\_\_ boys name 2 \_\_\_\_\_ who is knocked out by an agonising pain spreading from his scar. When \_\_\_\_\_ boys name 2 \_\_\_\_\_ regains consciousness, the hooded figure has gone and a centaur, \_\_\_\_\_ Boys name 14 \_\_\_\_\_ offers to give him a ride back to the school. The centaur tells \_\_\_\_\_ boys name 2 \_\_\_\_\_ that drinking a unicorn's blood will save the life of a mortally injured person, but leaves them only barely alive. \_\_\_\_\_ boys name 14 \_\_\_\_\_ suggests \_\_\_\_\_ boys name 1 \_\_\_\_\_ drank the unicorn's blood to gain enough strength to make the elixir of life from the Philosopher's Stone, and regain full health by drinking that. On his return, \_\_\_\_\_ boys name 2 \_\_\_\_\_ finds that someone has slipped the Invisibility Cloak under his sheets.

A few weeks later, while relaxing after the end-of-session examinations, \_\_\_\_\_ suddenly wonders how something as illegal as a dragon's egg came into \_\_\_\_\_ possession. The gamekeeper says he was given it by a hooded stranger who bought him several \_\_\_\_\_ and asked him how to get past the three-headed \_\_\_\_\_ which \_\_\_\_\_ admits is easy â?? music sends it to sleep. Realising that one of the Philosopher's Stone's defences is no longer secure, \_\_\_\_\_ goes to inform Professor \_\_\_\_\_ only to find that the headmaster has just left for an important meeting. \_\_\_\_\_ concludes that \_\_\_\_\_ faked the message that called \_\_\_\_\_ away and will try to steal the Stone that night.

Covered by the Invisibility Cloak, \_\_\_\_\_ and his two friends go to the three-headed \_\_\_\_\_ \_\_\_\_\_ where \_\_\_\_\_ sends the \_\_\_\_\_ to sleep by playing a flute given to him by \_\_\_\_\_ for Christmas. After lifting the \_\_\_\_\_ they encounter a series of obstacles, each of which requires special skills possessed by one of the three, and one of which requires \_\_\_\_\_ to sacrifice himself in a game of wizard's chess. In the final room \_\_\_\_\_ now alone, finds \_\_\_\_\_ rather than \_\_\_\_\_. \_\_\_\_\_ admits that he let in the \_\_\_\_\_ that tried to kill \_\_\_\_\_ on Halloween, and that he tried to kill \_\_\_\_\_ during the first Quidditch match but was knocked over by \_\_\_\_\_. \_\_\_\_\_ had been trying to protect \_\_\_\_\_ and

suspected \_\_\_\_\_  
\_\_\_\_\_ serves \_\_\_\_\_ and, after failing to steal the  
Philosopher's Stone from \_\_\_\_\_ allowed his master to possess him in order to improve their  
chances of success. However the only other object in the room is the Mirror of Erised, and \_\_\_\_\_  
can see no sign of the Stone. At \_\_\_\_\_ bidding, \_\_\_\_\_ forces \_\_\_\_\_ to  
stand in front of the Mirror. \_\_\_\_\_ feels the Stone drop into his pocket and tries to stall.  
\_\_\_\_\_ removes his turban, revealing the face of \_\_\_\_\_ on the back of his head.  
\_\_\_\_\_/ \_\_\_\_\_ tries to grab the Stone from \_\_\_\_\_ but simply touching  
\_\_\_\_\_ causes \_\_\_\_\_ flesh to burn. After further struggles \_\_\_\_\_ passes out.

He awakes in the school hospital, where Professor \_\_\_\_\_ tells him that he survived because his  
mother sacrificed her life to protect him, and \_\_\_\_\_ could not understand the power of such love.  
\_\_\_\_\_ left \_\_\_\_\_ to die, and is likely to return by some other means. \_\_\_\_\_  
\_\_\_\_\_ had foreseen that the Mirror would show \_\_\_\_\_/ \_\_\_\_\_ only themselves making  
the elixir of life, as they wanted to use the Philosopher's Stone; \_\_\_\_\_ was able to see the Stone in  
the Mirror because he wanted to find it but not to use it. The Stone has now been destroyed.

\_\_\_\_\_ returns

to the           surname 1           for the summer holiday, but does not tell them that under-age wizards are forbidden to  
use magic outside           crazy name 2          .

.