

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

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the most powerful Dark wizard in history, killed _____
_____parents but mysteriously vanished after
trying to kill _____. While the wizarding world was celebrating _____
downfall, Professor _____ Professor _____and _____placed the one year-old
orphan in the care of his _____(non-wizard) aunt, uncle, and cousin: _____
_____ and _____.

For ten years, they and their son _____neglected and bullied _____. Shortly before
_____eleventh birthday, a series of _____addressed to _____arrive, but
_____destroys them before _____can read them. To get away from the _____
_____takes the family to a lonely _____. As they are settling in, _____
_____bursts through the _____to tell _____what the _____have kept him
from finding out: _____is a wizard and has been accepted at _____.

_____takes _____to _____a magically-concealed shopping precinct in
London, where _____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 4_____. _____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 _____
_____ is raising a baby dragon, which is against wizard law, and arrange
to smuggle it out of the country around midnight. _____ arrives, hoping to raise the alarm and get
them into trouble, and goes to tell Professor _____. Although _____ is bitten by the
dragon and is sent to the _____ and _____ spirit the dragon safely
away. However, they are caught, and _____ loses the Invisibility Cloak. As part of their punishment,
_____ and _____ (who, trying to stop
_____ after hearing what _____ had been saying, had been
caught by _____ as well) are compelled to help _____ to rescue a badly-injured unicorn
in the Forbidden _____. They split into two parties, and _____ and _____
find the unicorn dead, surrounded by its blood. A hooded figure crawls to the corpse and drinks the blood, while
_____ screams and flees. The hooded figure moves towards _____ who is knocked out
by an agonising pain spreading from his scar. When _____ regains consciousness, the hooded figure
has gone and a centaur, _____ offers to give him a ride back to the school. The centaur tells
_____ that drinking a unicorn's blood will save the life of a mortally injured person, but leaves them
only barely alive. _____ suggests _____ 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, _____ 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 .

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