

1. Chinese Fireballs are red with a gold fringe.
  - Choice B: Swedish Short-Snouts have silvery blue scales and long, pointed horns (GF19).
  - Choice C: Norwegian Ridgebacks have black and brown coloring as well as venomous fangs.
  - Choice D: The Peruvian Vipertooth is copper-colored, has short horns on its head, and has venomous fangs.
2. Unicorns are born gold but turn silver when they are 2 years old. They grow horns when they are four. A silver unicorn without a horn would be between 2 and 4 years old (GF26).
3. Gamp's Law of Elemental Transfiguration deals with the conjuration of things out of nothing. Exceptions to this law are things which cannot be conjured out of nothing and include food (choice B). Food can be summoned, multiplied, or transformed, but not conjured (DH15).
  - Choice A describes a situation where food is summoned after being prepared, as in the great hall at Hogwarts.
  - Choices C and D are instances of transfiguration that don't relate to Gamp's law.
4. "In September of that year, a subcommittee of Sardinian sorcerers—" — Professor Binns (CS9).
5. Kappas wait in ambush in shallow ponds and are known for their scaly hide and predilection for strangling unsuspecting travelers (PA8).
  - Choice B: Grindylows are horned water demons that hide in deeper water.
  - Choice C: Red Caps are terrestrial and lurk in places that have seen bloodshed (e.g. castle dungeons and battlefields).
  - Choice D: Hinkypunks resemble will-o-the-wisps, luring unwary travelers off the path.
6. This witch has succumbed to a confundus charm. This is a relatively benign charm that will wear off within a day.
  - Choice B is describing the imperius curse. If performed correctly, this curse is nearly undetectable (as in the case of Barty Crouch, sr. or Pius Thicknesse). If performed incorrectly, the result is extremely bizarre behavior (as in the case of Herbert Chorley).
  - Choice D is describing a memory charm. Memory charms permanently erase specific memories. They normally do not result in confusion and clumsiness.
7. The wand movement for a silencing charm is a sharp jab (OP18).
8. This vignette is describing a ghoul (choice C). Ghouls are slimy and hairless and classically live in wizarding dwellings. There is a ghoul in the attic of the Burrow (CS4) and in the upstairs toilet of 12 Grimmauld place (OP6).
  - Choice A: Inferi are reanimated corpses. They are generally silent, non-autonomous, and usually not found in wizarding dwellings.
  - Choice B: Vampires look like pale humans, have hair, and are not slimy.
  - Choice D: Zombies are creatures endemic to North America.

9. Golpalott's Third Law states that, "the antidote for a blended poison will be equal to more than the sum of the antidotes for each of the separate components" (HBP18). Therefore, when someone drinks a blended poison, drinking only the antidotes to the constituent poisons is not enough. An additional ingredient is required to complete the antidote (choice D).
- Choice A: Bezoars are stones taken from the stomachs of goats and can heal most poisons. However, this does not illustrate Golpalott's Third Law.
  - Choice B: Sugar can render some potions ineffective (e.g. wolfsbane potion), but this does not illustrate Golpalott's Third Law.
  - Choice C is not possible. The auror would die unless she took an antidote blended according to Golpalott's Third Law.
10. The Draught of Peach (choice A) uses powdered moonstone and syrup of Hellebore and is taught to fifth years at Hogwarts (OP12).
- Choice B: The strengthening solution is also taught to fifth years, but its ingredients include salamander blood.
  - Choice C: Felix Felicis is not taught to fifth years.
  - Choice D: Polyjuice potion includes fluxweed, powdered horn of a bicorn, shredded boomslang skin, and knotgrass.
11. Knarls (choice C) resemble hedgehogs and are deeply suspicious creatures. If offered milk, they will assume you are trying to poison them and go berserk (OP31).
- Choice A: Crups resemble Jack Russell Terriers, excepting their forked tails. They would not take offense when offered milk.
  - Choice B: Kneazles resemble cats and would also enjoy milk.
12. Werewolves can be differentiated from normal wolves by their tufted tails (choice A), shorter snouts, and human-like eyes (PA9).
13. Wit-sharpening potion uses armadillo bile (choice D), ground scarab beetles, and ginger roots (GF27).
- Choice A: dried doxy droppings were marketed as powdered dragon claw to fifth years at Hogwarts but would not stimulate the brain.
  - Choice B: powdered horn of a bicorn is used in Polyjuice potion. It does not stimulate brain power.
  - Choice C: Salamander blood is used in strengthening solutions.