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Guide 100% - House Crests, Red Bricks, Characters & Bonus By Vergiu 100% Walkthrough guide showing all 4 House Crests, Characters Tokens, Red Bricks, Characters Tokens, Red Bricks, Characters & Bonus By Vergiu 100% Walkthrough guide showing all 4 House Crests, Red Bricks, Characters & Bonus By Vergiu 100% Walkthrough guide showing all 4 House Crests, Red Bricks, Characters Tokens, Red Bricks, Characters & Bonus By Vergiu 100% Walkthrough guide showing all 4 House Crests, Red Bricks, Characters & Bonus By Vergiu 100% Walkthrough guide showing all 4 House Crests, Red Bricks, Characters Tokens, Red Bricks, Brick characters to unlock, the game features just about any character you can think of, and some with multiple variations. It is important to note that even once you will still need to purchase the character at Madam Malkin's shop in Diagon Alley. IGN's comprehensive guide will lay out each character and how you can unlock them, as well as the cost for each one. Character How to Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. Cost: NoneHarry (Brown Jacket) Unlocked from the very beginning. 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Cost: NoneHarry (Brown Jacket) Unlocked from the very begin the Need to use Mr. Weasley to fix device.Cost: 32,500Harry (Godric's Hollow)Unlocked during In Grave Danger (Year 7) by shooting the four spiders in Bathilda Bagshot's house. Spiders will run away if you get too close, so keep your distance.Cost: 25,000Harry (Locket)Unlocked during Sword and Locket (Year 7) by finding the token in the wall to the right of ice block with the sword. Use the hammer you use on the block of ice to break the token out.Cost: 105,00Harry (Pyjamas)Unlocked by finding the purple dart next to the notice board. Pick up the dart, start spinning it, then release to shoot at a picture of Malfoy.Cost: 135,000Harry (Christmas)Unlocked at Slughorn's Party (Year 6) and requires a Dark Magic character. Using this character, open the bacony on the right and go outside to interact with the pink pad as Hermoine. Bring the anvil from the bag in and place it on the curtain on the left. When the curtain opens, use the bricks to build a Quibler dispenser Then, put on some Spectrespecs and use them on the bricks in front of the fireplace to create a portrait. Interact with the portrait and it will eventually give you the token.Cost: 110,000Harry (Winter)Unlocked in Hogsmeade Village by shooting all 7 icicles outside the Three Broomsticks with spells. Cost: 85,000Harry (Albert Runcorn)Unlocked during Magic is Might (Year 7) by moving to the left at the beginning of the level. Open the rune cabinet to claim the token.Cost: 30,000Harry (Yule Ball)Unlocked during Sword and Locket (Year 7) by using Hermoine's bag after you get out the water. Use the mushroom she pulls out to jump up to a Quibbler dispenser and use the Spectrespecs to build the three brick piles around the edge of the area.Cost: 62,500Hermoine (Ministry)Unlocked at the Campsite (Cliff) section during Magic is Might (Year 7) by using a Dark Magic to break into the lift with the red and black lock on it. The token is inside. Cost: 125,000Hermoine (Gringotts)Unlocked during Thief's Downfall (Year 7) by using Dark Magic on the red and black object on the left side of the vault. This will give you a gold skull, which you need to put with the other skulls on the left side and wait for the token to pop out.Cost: 85,000Hermoine (Cardigan)Unlocked in the Classroom Corridor by completing the chess game that is taking place on the upper-right side. Cost: 125,000Hermoine (Red Dress)Unlocked during The Seven Harrys (Year 7) by pulling on the handle at the very back of the tent with a strong character, after the Death Eaters have attacked.Cost: 57,500Hermoine (Jumper)Unlocked during A Veiled Threat (Year 5) by running from the falling shelves to the first safe area. Use Aguamenti on the device on the right side and then shake it once it's full. Cost: 125,000Hermoine (Scarf)Unlocked during Dumbedore's Army (Year 5) by interacting with the Weasley Box outside the Hog's Head pub to give yourself some Sticky Trainers. Then use a pet to dig underneath the token to reveal a wall that another character will raise for you to walk up and get the token. Cost: 125,000Hermoine (Ball Gown)Unlocked in the Gryffindor Common Room by hitting the bookshelf with a spell to known all the books out. Then use magic to put all the books together into stairs that you can go up to get the token on top of the shelf.Cost: 25,000Hermoine (Pink Dress)Unlocked in the Common Room Corridor by opening the rune cabinet that is next to the Hufflepuff Common Room.Cost: 25,000Ron (Quidditch)Unlocked on the Quidditch Pitch by flying around the area and grabbing the token as you fly by.Cost: 82,500Ron (Green Shirt)Unlocked in the Great Hall Entrance by using the Sticky Trainers to climb the wall. Use Reducto to unlock the chest and hit it with a spell to bring the token out.Cost: 60,000Ron (Red Sweater)Unlocked in the Charms Corridor by using magic to give the sword to the suit of armor on the left side of the room.Cost: 62,500Ron (Reg Cattermole)Unlocked during Magic is Might (Year 7) by lighting the three lamps in the beginning of the level.Cost: 75,000Ron (Underwear)Unlocked during Sword and Locket (Year 7) by finding a snowman right after getting out of the water. Use magic to pull him out of the snow and he will give you the token. Cost: 60,000 Ron (Wedding)Unlocked during The Seven Harrys (Year 7) by destroying the presents near the Weasley Box to make an Apparition spot appear, and use it. Then head over to the Quibbler dispenser to put on the Spectrespecs to build an instrument out of invisible bricks. Cost: 95,000Ron (Winter Clothes)Unlocked at the Campsite (Snow) during Year by breaking all three of the frozen trees in the area. Cost: 45,000Dragomir DespardUnlocked at the Campsite (River) during Year 7 by using Diffindo on the red wall. When you have cut out a square and go through to get the token.Cost: 40,000Professor DumbledoreUnlocked during The Horcrux and the Hand (Year 6) by using Dark Magic on the red and black object near the beginning of the area. Cost: 1,000,000Dumbledore (Cursed)Unlocked during Out of Retirement (Year 6) by using Dark Magic in Slughorn's house to get into the bathroom on the left. Use spells on the shelf above the tub to knock the bottles in and produce bubbles. Pop each bubble to reveal a brick, and once they're all popped, build a cistern to go above the toilet. Finally, flush the toilet to get the token.Cost: 1,000,000Dumbledore (Young)Unlocked in the Grand Staircase by going to the entrance to Dumbledore's office. Hit the pillar on the right with a spell to start a fire. Use Aguamenti to put it out and get the token. Cost: 1,000,000Professor McGonagallUnlocked in the Astronomy Tower by opening the bricks to build a lamp. Use the Deluminator to bring light to the portrait on the left. Sending the light into the portrait will give you the token. Cost: 80,000McGonagall (Black)Unlocked in the Clocktower Courtyard by helping Professor McGonagall find flowers right before the Burning Bridges level.Cost: 80,000McGonagall (Pyjamas)Unlocked in the Gryffindor Common Room by taking the light from the lamp on the right side with the Deluminator, and bringing it to the portrait on the left side.Cost: 80,000Professor FlitwickUnlocked in the Diffindo Classroom by using Aguamenti on the tank in the upper section. Once a ring falls out, use magic to hold ring over the water and a fish will jump through it, giving you the token. Cost: 200,000Professor SnapeUnlocked during Snape's Tears (Year 7) by using a fishing reel on a large red and black fish. Use Dark Magic on the fish twice once it's caught to get the token. Cost: 250,000Snape (Underwear)Unlocked during Focus! (Year 5) by using a Weasley Box at Kings Cross Station. This will give you Sticky Trainers, so go towards the left side of the area to find a grate, which one of the other characters will raise to reveal a wall you can walk up to find the token. Cost: 250,000Mad-Eye MoodyUnlocked during The Seven Harrys (Year 7) by using Dark Magic on the red and black garage along the street. Inside, you can build a device that you then need to put water in with Aguamenti. Jump on the plunger and get the token. Cost: 10,000Professor SlughornUnlocked during Love Hurts (Year 6) by pulling the strong handle on the piano to cause bones to pop out. Built the bones into a skeleton that will play the piano and unlock the token. Cost: 10,000Slughorn (Young)Unlocked in the Herbology Greenhouse (Year 6) by using Dark Magic behind the Diffindo wall. Cost: 10,000Remus LupinUnlocked at the Campsite (Year 7) by hitting each of the three cow skeletons and watching them dance in the middle of the area. Cost: 10,000Madam HoochUnlocked at the Quidditch Pitch by grabbing the token as you fly by it. Cost: 30,000Lockhart (Straightjacket)Unlocked as part of the Character DLC Pack.Cost: NoneMadam PomfreyUnlocked in the Hufflepuff Corridor by hitting the plant underneath a portrait.Cost: 10,000Madam Irma PinceUnlocked in the middle of the room. Use the bricks that come out to build a fan and ride the air up to get the token.Cost: 20,000Professor SproutUnlocked during Felix Felicis (Year 6) by breaking open the Quibbler dispenser in the left-hand greenhouse with Reducto. Take the Spectrespecs and go outside to build a structure with the invisible bricks. Then take out the supports for the structure and hit it one more time to break out the token. Cost: 250,000Professor TrelawneyUnlocked in the Divination Classroom by using Aguamenti on the water cooler by the entrance. Cost: 250,000Charity BurbageUnlocked in the Potions Classroom by releasing each of the four frogs stuck in a jar on tables around the room.Cost: 20,000Professor Grubbly-PlankUnlocked in The Grounds by watering the plants by the stone circle.Cost: 20,000HagridUnlocked during Felix Felicis (Year 6) by using Dark Magic to move the red and black rocks on the school grounds to reveal a Hermoine pad. Destroy the bx of fruit she pulls out to get the token. Cost: 500,000 Argus FilchUnlocked in fruit she pulls out to get the token. Cost: 500,000 Argus FilchUnlocked during The Horcrux and the Hand (Year 6) by using Dark Magic to move the red and black rocks on the school grounds to reveal a Hermoine pad. Destroy the bx of fruit she pulls out to get the token. Cost: 500,000 Argus FilchUnlocked during The Horcrux and the Hand (Year 6) by using Dark Magic to move the red and black rocks on the school grounds to reveal a Hermoine pad. Destroy the bx of fruit she pulls out to get the token. Cost: 500,000 Argus FilchUnlocked during The Horcrux and the Hand (Year 6) by using Dark Magic to move the red and black rocks on the school grounds to reveal a Hermoine pad. Destroy the bx of fruit she pulls out to get the token. Cost: 500,000 Argus FilchUnlocked during The Horcrux and the Hand (Year 6) by using Dark Magic to move the red and black rocks on the school grounds to reveal a Hermoine pad. Destroy the bx of fruit she pulls out to get the token. Cost: 500,000 Argus FilchUnlocked during The Horcrux and the Hand (Year 6) by using Dark Magic to move the red and black rocks on the school grounds to reveal a Hermoine pad. Weasley Storage by opening the rube cabinet on the left side of the room. Cost: 20,000Godric GryffindorUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None.Rowena RavenclawUnlocked as part of the Character DLC Pack.Cost: None Character DLC Pack.Cost: None.Ginny WeasleyUnlocked during Love Hurts (Year 6) by using Aguamenti on the fire after taking the potion out, and then digging through the ashes.Cost: 100,000Ginny (Dress)Unlocked in the Divination Courtyard by building each of the three baskets and then hitting them with a spell.Cost: 100,000Ginny (Pyjamas)Unlocked in the Gryffindor Common Room by turning the portrait next to the entrance and hitting the juggling man with a spell. Cost: 100,000Fred (Winter) by smashing the cart opposite 60.000Fred (Pyiamas)Unlocked in Weasley Wizard Wheezes by hitting the small, purple box near the Code Entry Board.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000George WeasleyUnlocked in Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasley Courtyrad by filling a small tank with Aguamenti next to the fountain.Cost: 60.000Fred (OWL's)Unlocked in the Weasle left of the Code Entry Board twice.Cost: 60,000George (Winter)Unlocked in Hogsmeade Path (Winter) by using magic to shake a frozen tree near the entrance to the village.Cost: 60,000George (OWL's)Unlocked in the Weasley Courtvard by placing the Gryffindor, Slytherin, and Ravenclaw, shield back in their spots next to the shield. For Ravenclaw, use Lumos on the vines near the fountain. Cost: 60,000Neville LongbottomUnlocked during A Giant Virtuoso (Year 5) by pulling the strong handle next to Grawp as he is sleeping.Cost: 50,000Neville (Cardigan)Unlocked in the Hufflepuff Corridor by using Reducto on the padlock on the large chest and then hitting it again with a spell.Cost: 50,000Neville (Cardigan)Unlocked during Burning Bridges (Year 7) by breaking the two rocks near the Chamber of Secrets entrance. One gives a dig spot that you can dig up a jewel with, and the other give you a snake head to get the token. Cost: 50,000Neville (Pyjamas)Unlocked in the Divination Classroom by breaking the three cups hanging by the door and rebuilding the bricks into a large cup.Cost: 50,000Neville (Winter)Unlocked during Dumbledore's Army (Year 5) by going behind the dragon hutches to get some Spectrespecs and build a Snowman using the invisible bricks to build onto the plant. Jump into the air burst it creates to get the token.Cost: 250,000Seamus FinneganUnlocked during Burning Bridges (Year 7) by using the Deluminator near the beginning of the level and bringing the the light to the spider. This gives you a Weasley Box to get Sticky Trainers, which you can use to climb a wall nearby and get the token.Cost: 10,000Seamus (Winter)Unlocked in Hogsmeade Village by destroy the cart near the end of the path next to the Three Broomsticks.Cost: 10,000Dean ThomasUnlocked in the Great Hall Entrance by going behind the sculpture in the back-right corner of the area.Cost: 50,000Dean (Winter)Unlocked in Hogsmeade Village by digging up one of the piles of snow in the middle of the village.Cost: 50,000Cormac (Suit)Unlocked during Just Desserts (Year 6) by putting the fire in the Three Broomsticks out with Aguamenti. Cost: 55,000Katie BellUnocked in the Thestral Enclosure by using Dark Magic on the rock that you can jump on, causing rocks to rise out of the water with the token. Cost: 70,000Lavender BrownUnlocked in the Aguamenti Classroom by hitting a statue in the corner three times with a spell.Cost: 10,000Draco MalfoyUnlocked in the Defence Against the Dark Arts Classroom by using Dark Magic on a chest in the back of the room. Place the three pieces that come out on the skeleton nearby to get the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the three pieces that come out on the skeleton nearby to get the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the three pieces that come out on the skeleton nearby to get the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the three pieces that come out on the skeleton nearby to get the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the three pieces that come out on the skeleton nearby to get the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the three pieces that come out on the skeleton nearby to get the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the three pieces that come out on the skeleton nearby to get the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hurts (Year 6) by moving Dark Magic on a chest in the back of the room. Place the token.Cost: 1,000,000Draco (Suit)Unlocked during Love Hur behind the stalls while Malfoy is hiding to move a cart with Dark Magic. Use the Deluminator on the lamp back there and take it to the lamp back there and take it to the lamp near the sinks. Cost: 1,000,000Draco (Sweater)Unlocked in the 7th Floor Corridor by using Parseltongue on a gate in the back of the area. Cost: 1,000,000Draco (Sweater)Unlocked in the 7th Floor Corridor by using Parseltongue on a gate in the back of the area. 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Cost: 60,000Gregory GoyleUnlocked at The Lake by pulling the strong handle near the bottom of the stairs. Cost: 60,000Gregory GoyleUnlocked at The Lake by pulling the strong handle near the bottom of the stairs. (Jumper)Unlocked in the Slytherin Corridor by filling the tank in the snake's mouth with Aguamenti and then jumping on the plunger next to it. Cost: 60,000Blaise ZabiniUnlocked in the Source of the battering ram she pulls out to knock down the door.Cost: 80,000Slytherin Twin #1Unlocked in the 7th Floor Corridor by hitting all four pillars around the area to light them.Cost: 80,000Slytherin Twin #2Unlocked in Knockturn Alley by breaking open the spider cage in the alley.Cost: 20,000Luna LovegoodUnlocked on the School Path by digging up the bricks along the path and use the bricks along the path and use the bricks to build stairs up to the tree on the rightside of the area. Cost: 50,000Luna (Overalls)Unlocked at Hogsmeade Station by using Reducto on the silver box behind the animal tube and then use the piece it gives you to compelte the tube. Use a pet to known a broom out and use the broom to fly up to the station's roof.Cost: 50,000Luna (Pink Dress)Unlocked in the Ravenclaw Corridor by using Spectrespecs and building a knocker out of the bricks in front of the common room door. Cost: 150,000Luna (Purple Coat)Unlocked during Lovegood's Lunacy (Year 7) by hitting a pile of trash next to the fireplace to cause it to form a drumkit. Hit the drumkit with spells to reveal the token. Cost: 50,000Luna (Yellow Dress)Unlocked in 7th Floor Corridor by breaking open the suit of armor near the entrance from the Great Hall.Cost: 150,000Luna (Lion Head)Unlocked as part of the Character Pack DLC.Cost: None.Anthony GoldsteinUnlocked in the Library by using a Ravenclaw student to interact with the portrait and then use Diffindo on the red wall that is revealed. Build a key out of the bricks and unlock the door next to the portrait.Cost: 20,000Padma PatilUnlocked in the Thestral Enclosure by using a pet or shovel to dig in the spot on the ledge underneath the main area. Cost: 10,000Cho ChangUnlocked in the Aguamenti Classroom by taking the light from the lamp on the upper level and bring it to the lamp near the vines on the other end. Take the statue head and put it back on the statue to get the token.Cost: 75,000Cho (Winter)Unlocked during Dumbledore's Army (Year 5) by using Reducto on the padlocked door in the Hog's Head and go downstairs. Jump into the wheelchair in the corner and follow the stude that appear. Cost: 75,000Penelope ClearwaterUnlocked in the Great Hall by opening the rune cabinet and hitting the three candles with spells. Cost: 60,000Marcus BelbyUnlocked in the Ravenclaw Corridor by using Dark Magic on the barrier to break it open. Cost: 90,000Marcus BelbyUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping on the vault on the right side of the area and then jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Village by jumping to grab the token. Cost: 10,000Michael CornerUnlocked in Hogsmeade Path (Winter) by using Reducto on the padlocked barrel. Once the Student in Peril pops out, hit it again to get the token.Cost: 50,000Justin Finch-FletchleyUnlocked in the Entrance Hall by giving the sword to the suit of armor with the dagger. Cost: 50,000Hannah AbbottUnlocked in the Diffindo Classroom by using Spectrespecs to build with the invisible bricks next to Professor Flitwick. This will trigger the students to dance and produce the token. Cost: 10,000Zacharias SmithUnlocked in the Grand Staircase by using Spectrespecs to build with the invisible bricks next to Professor Flitwick. the common room exit.Cost: 20,000FangUnlocked during Felix Felicis (Year 6) by hitting the mole four times. You will have to hit it three times to get this token.Cost: 10,000DobbyUnlocked during DOBBY! (Year 7) by using magic on the fireplace along the left well when you are able to.Cost 750,000KreacherUnlocked during Kreacher Discomforts (Year 5) by using Dark Magic twice on the black cabinet next to Mrs. Black's portrait.Cost: 100,000BogrodUnlocked during The Thief's Downfall (Year 7) by using Dark Magic on the red and black chest in the vault, then place its scroll on the wall. Cost: 100,000GriphookUnlocked during The Thief's Downfall (Year 7) by using Dark Magic on the rail switch on the right side of the dragon area. A cart will come with a banner to reveal a wall. Walk up the wall with the trainers.Cost: 150,000Ron Weasley (Ghoul)Unlocked as part of the Character Pack DLC.Cost: None.Lord VoldemortUnlocked during The Flaw in the Plan (Year 7) by going in the covered walkway behind where Harry and Voldemort are dueling.Cost: 25,000,000Tom RiddleUnlocked during Fiendfyre Frenzy (Year 7) by flying the brooms on the left side, towards the screen. Jump off the brooms on the left side are dueling.Cost: 25,000,000Tom RiddleUnlocked during Fiendfyre Frenzy (Year 7) by flying the brooms on the left side. the token.Cost: 2,000,000Tom Riddle (Orphanage)Unlocked during The Horcruz and the Hand (Year 6) by destroying the three black rocks on the island with Dark Magic.Cost: 2,000,000Bellatrix LestrangeUnlocked during The Flaw in the Plan (Year 7) by defeating Bellatrix in the duel with her.Cost: 3,750,000Bellatrix (Azkaban)Unlocked in The Grounds by using the Hermoine Pad next to Hagrid's Hut to get a flying pumpkin. Use the pumpkin to fly along a trail of studs, ending in the token. Cost: 3,750,000Lucius (Death Eater)Unlocked during A Veiled Threat (Year 5) by using Dark Magic on the plant to the left of the gate. Cost: 3,750,000Lucius (Death Eater)Unlocked in the Campsite (Gate) by using Dark Magic on the plant to the left of the gate. Cost: 3,750,000Lucius (Death Eater)Unlocked in the Campsite (Gate) by using Dark Magic on the plant to the left of the gate. Cost: 3,750,000Lucius (Death Eater)Unlocked in the Campsite (Gate) by using Dark Magic on the plant to the left of the gate. Cost: 3,750,000Lucius (Death Eater)Unlocked in the Campsite (Gate) by using Dark Magic on the plant to the left of the gate. Cost: 3,750,000Lucius (Death Eater)Unlocked in the Campsite (Gate) by using Dark Magic on the plant to the plant to the plant to the left of the gate. Cost: 3,750,000Lucius (Death Eater)Unlocked in the Campsite (Gate) by using Dark Magic on the plant to the plant building a prophecy in the safe area after running from the falling shelves. Use Dark Magic on the prophecy to get the token.Cost 250,000Narcissa MalfoyUnlocked in Borgin & Burkes by filling the tank with Aguamenti and hitting it with a spell three times. Cost: 70,000WormtailUnlocked during DOBBY! (Year 7) by uding Dark Magic on the chest in the basement trench.Cost: 1,000,000Fenrir GreybackUnlocked during Snape's Tears (Year 7) by going behind the Weasley Wall and us Dark Magic on the red and black object.Cost: 1,000,000Death EaterUnlocked during Snape's Tears (Year 7) by opening a vault after you defeat the troll with a key character. Cost: 250,000Alecto CarrowUnlocked during Snape's Tears (Year 7) by opening a vault after you defeat the troll with a key character. Cost: 250,000Alecto CarrowUnlocked during Snape's Tears (Year 7) by opening a vault after you defeat the troll with a key character. Cost: 250,000Alecto CarrowUnlocked during Snape's Tears (Year 7) by opening a vault after you defeat the troll with a key character. during Back to School (Year 7) by building an outhouse after destorying the barrier. Then use Dark Magic on a rock to get a key that you can unlock the outhouse with.Cost: 20,000Amycus CarrowUnlocked at Campsited during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlocked during Back to School (Year 7) by Dark Magic on the black-padlock (Tent) by using the fishing rod next to the tent.Cost: 20,000Bathilda (Snake)Unlocked during In Grave Danger (Year 7) by using Dark Magic on the white disc with a ring on it. Cost: 200,000Antonin DolohovUnlocked in the Astronomy Tower by hitting the yellow telescope on the left side of the area. Cost: 200,000Dolohov (Workman)Unlocked at the Cafe by using Dark Magic on the cabinet on the left wall. Use the scrubbers that come out to clean the tables. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the cabinet on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the cabinet on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the cabinet on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked during A Giant Virtuoso (Year 5) by using Dark Magic on the clock with magic. Cost: 200,000Professor UmbridgeUnlocked duri 125,000Umbridge (Wizengamot)Unlocked in the Defence Against the Dark Arts Classroom by using Dark Magic on the red globe on the chest in the Astronomy Tower by using Diffindo on the red globe on the red globe on the red globe on the chest in the Astronomy Tower by using Diffindo on the red globe on the chest in the Astronomy Tower by using Diffindo on the red globe on the chest in the Astronomy Tower by using Diffindo on the red globe on the re opening the rune cabinet in the back of the tower.Cost: 200,000ScabiorUnlocked at Capsite (Gate) by using Dark Magic on the plant on the right side. Cost: 30,000Thorfinn RowleUnocked at the Cafe by using Dark Magic on the teapot and cup on the left side. Cost: 60,000YaxleyUnlocked at Campsite by using Dark Magic on the black plant on the left side. Cost: 260,000Aberforth DumbledoreUnlocked during Back to School (Year 7) by pulling the strong handle on the right when you first go into the Room of Requirement. Cost: 20,000Arthur WeasleyUnlocked during Kreacher Discomforts (Year 5) by hitting all of the red and green decorations in the kitchen. Cost: 20,000Arthur (Suit)Unlocked at the Hermoine Pad to pull out a cactus and purple platforms. Use these to climb up to the token. Cost: 20,000Arthur (Suit)Unlocked at the Hermoine Pad to pull out a cactus and purple platforms. Use these to climb up to the token. Cost: 20,000Arthur (Suit)Unlocked at the Hermoine Pad to pull out a cactus and purple platforms. end of the level.Cost: 20,000Arthur (Torn Suit)Unlocked in Weasley Storage by hitting the white cabinet with a spell.Cost: 20,000Molly WeasleyUnlocked during A Not So Merry Christmas (Year 6) by using Lupin to dig up a strong handle that you can place on the shed. Use his werewolf form to reveal a Quibbler dispenser and take the Spectrespecsed during A Not So to build a mangle nearby. Turn the mangle to get the token.Cost: 750,000Molly (Apron)Unlocked during Focus! (Year 5) by using Reducto on the cabinet. Cost: 750,000Bill Weasley (Wedding)Unlocked during A Not So Merry Christmas (Year 6) by taking the light from the lamp by the door and bringing it to a lamp in the garden. When the flowers have grown, destory them to cause a big one to appear. Now use the stream of air to get the token.Cost: 10,000Fleur DelacourUnlocked at Campsite by using Aguamenti on the dried plant to bring it back to life. Then hit the blue flower with a spell and target the smaller flowers to get the token.Cost: 10,000Charlie WeasleyUnlocked in the Weasley Courtyard by using Sticky Trainers on the wall near the pond with spells.Cost: 30,000Sirius BlackUnlocked during Kreacher Discomforts (Year 5) by using Aguamenti on the tank in the room with the family tree. Cost: 10,000Sirius (Azkaban)Unlocked in Knockturn Alley by going behind the lobster cages outside of Borgin & Burkes.Cost: 1,250,000Tonks (Pink Coat)Unlocked during A Not So Merry Christmas (Year 6) by digging out a half-buried box in the Weasleys' yard. Cost: 125,000Dedalus DiggleUnlocked at the Grand Staircase by jumping onto the spider webs at the top of the stairs.Cost: 20,000Hestia JonesUnlocked at the Leaky Cauldron by using the stools to launch yourself up by hitting them with spells. Cost: 20,000Kingsley ShackleboltUnlocked during A Flaw in the Plan (Year 7) by putting out the five fires around the level.Cost: 20,000Mundungus FletcherUnlocked during DOBBY! (Year 7) by using Lumos to reveal a chest in the trench in Malfoy's basement. Cost: 60,000Emmeline VanceUnlocked during DOBBY! (Year 7) by using Lumos to reveal a chest in the trench in Malfoy's basement. Cost: 80,000OllivanderUnlocked during DOBBY! (Year 7) by using Lumos to reveal a chest in the trench in Malfoy's basement. Cost: 80,000Emmeline VanceUnlocked during DOBBY! (Year 7) by using Lumos to reveal a chest in the trench in Malfoy's basement. Cost: 80,000Emmeline VanceUnlocked during DOBBY! A Giant Virtuoso (Year 5) by watering the five flowers behind the Weasley Box in the forest. Once they've grown, destroy them.Cost: 30,000Cornelius FudgeUnlocked in the Herbology Courtyard by using Aguamenti on a patch of flowers and then destroying the flower once it has grown.Cost: 200,000Fudge (Wizengamot)Unlocked during A Veiled Threat (Year 5) by grab the token next to the fountain once you have defeated the dragon.Cost: 200,000Dirk CresswellUnlocked in Diagon Alley by using Lumos on the vines in the grate near Ollivander's to get the token.Cost: 750,000Mafalda HopkirkUnlocked in London Street by using Aguamenti to wash away an image of a LEGO brick.Cost: 60,000 Mary CattermoleUnlocked in London Street by using Aguamenti to wash away an image of a LEGO brick.Cost: 10,000 Ministry GuardUnlocked in London Street by opening a safe with a key character.Cost: 10,000Madam MalkinUnlocked in Madam Malkin's shop by hitting a rack of robes to reveal the token. Cost: 30,000Madam RosmertaUnlocked during Just Desserts (Year 6) by using Dark Magic on a door in the upstairs area of the Three Broomsticks. Jump on the couch in here to get the token.Cost: 50,000Ernie PrangUnlocked in the Grand Staircase by opening the rune cabinet on the stairs.Cost: 100,000Regulus BlackUnlocked at the Grand Staircase by hitting the pillar on the left of Dumbledore's office entrance to ignite it. Extinguish the flames with Aguamenti. Cost: 1,000,000Rita SkeeterUnlocked in the Bridge Courtyard by growing four flowers around the area and hitting them with spells. Cost: 30,000Rufus ScrimgeourUnlocked in London Street by taking the light of a lamp near the safe to a lamp near the s dancing skeletons with the bricks.Cost: 250,000Xenophilius Lovegood (Luna)Unlocked at Campsite by using the Hermoine Pad outside the tent after Sword and Locket. Cost: 30,000Xenophilius Lovegood (Luna)Unlocked during you Sticky Trainers to climb up the wall and get some Spectrespecs. Use these to build a rabbit with the invisble bricks and ride it to reveal the tent.Cost: 30,000Elphias Doge Unlocked during Dark Times (Year 5) by filling the water tank outside of Grimmauld Place with Aguamenti.Cost: 10,000James Potter (Ghost)Unlocked at Campsite (Cliff) by approaching the Stag Patronus.Cost: 200,000Lily PotterUnlocked during In Grave Danger (Year 7) by using a Weasley Box by the church to get fireworks, which will blow open some gates nearby. Go in here and hit a statue with a spell to get the token. Cost: 200,000Lily (Young Casual)Unlocked in Hogsmeade Path by using Reducto on a padlock ner the exit. Use the dragon-like pool toy to swim around the pond and jump to get the token. Cost: 200,000Lily (Young Casual)Unlocked in Hogsmeade Path by using Reducto on a padlock ner the exit. the Kitchen (Cafe) by using magic to wash and put away the dishes near the sink.Cost: 50,000Petunia DursleyUnlocked at the Cafe by using magic on the four clocks. Cost: 60,000Petunia (Green Coat)Unlocked at the Cafe by using magic on the four clocks. Cost: 60,000Petunia (Green Coat)Unlocked at the Cafe by using magic on the four clocks. the coffee machine. Take it to the green table near the window. Then go into the kitchen and pick up the chicken on the green plate. Put it near the fly zapper to get rid of the flies on it, then take this to the table as well. A man will walk in, eat, and then give you the token. Cost: 80,000Dudley (Grey Top)Unlockd during Dark Times (Year 5) by putting the strong handle on the carousel and pulling it. Cost: 120,000Dudley's Gang MemberUnlocked at Kitchen (Cafe) by using magic on the trampoline in the park.Cost: 10,000Mrs. ColeUnlocked at Kitchen (Cafe) by using magic on the small object next to the sink.Cost: 40,000Milk ManUnlocked during Out of Retirement (Year 6) by using Hermoine's Pad in Slughorn's garden to reveal a big plant. Hit it with a spell to grow a giant flower.Cost: 80,000Mrs. FiggUnlocked at the Leaky Cauldron by going into an upstairs room to find the token behind some chairs.Cost: 60,000Muggle OrphanUnlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by putting the newspaper stand. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting the lights back on all the lamp posts. Cost: 10,000Waitress (Luchino)Unlocked at Kings Cross Station by hitting at Weasley Storage by using magic on the radio next to the waitress. Cost: 30,000SkeletonUnlocked during Lovegood's Lunacy (Year 7) by using Dark Magic on the paint bucket it gives you. Cost: 5,000,000The Bloody BaronUnlocked in the Great Hall by opening the Slytherin banner behind the staff table.Cost: 50,000Fat FriarUnlocked in the Great Hall by hit the bowl of fruit in front of the fireplace. Cost: 50,000Fat LadyUnlocked in the bricks you get. Now use Reducto on these to reveal torches that need to be lit for the token. Cost 30,000The Grey LadyUnlocked during Burning Bridges (Year 7) by hitting the statue whose tank you used with a spell.Cost: 50,000Moaning MyrtleUnlocked in the Ravenclaw Corridor by using Reducto on all three of the silver objects in the windows. Cost: 200,000PeevesUnlocked as part of the Character Pack DLC. Cost: NoneProfessor BinnsUnlocked at The Lake by opening the vault with a key character. Cost: 50,000 On this page of the guide to LEGO Harry Potter Years 5-7 you'll find all of the additional character tokens in Hogwarts Dorms. Gryffindor DormSlytherin DormRavenclaw DormHufflepuff Dorm Gryffindor Dorm Throw the dart at Draco's portrait to receive Harry (pajamas) token. Throw all the books off the shelf and build stairs out of them. Go upstairs and find Hermione (ball gown) token. Use the portrait in the left located by the fireplace and move it to the portrait in the left. part of the room. You will get McGonagall (pajamas) token. Slytherin Dorm Solve the snake puzzle inside the dorm. This will open the gate - go through it and collect Draco (sweater) token. There are two large snake heads in the dorm. The one on the left has an empty tank. Use Aguamenti to fill it and then jump on the piston next to the tank. Goyle (jumper) token will pop out. Ravenclaw Dorm Destroy all the silver items inside the dorm, reach the top of the stairs, and destroy the last silver item in the window. Reach the top of the stairs, and destroy the last silver item in the middle. knocks, the door will open - you will get Luna (pink dress) token. Find the black wall on the left and destroy it with black magic. Go further and you will see dried flowers under the portrait. Hit it with your wand to make the plants start to grow. As soon as they grow on the entire portrait, you will get Madam Pomfrey token. Find a chest with a silver lock. Use Reducto to destroy it. Open the chest and receive Neville (tank top) token. (My apologies for the accidental publish of this post on 6/18. I tried to take it down as soon as it went up, as the guide was nowhere near complete, but it may have still caused you guys some issues.)Throughout the game, you have the chance to explore all sorts of places to earn character tokens and Students In Peril that you wont find within the levels, all found within the levels in story mode, and 36 found on your own; and 200 character tokens three found in each level (72), and the rest found on your own. There are also 200 Gold Bricks one for each level (24), one for each story mode (14), sixteen more that can be purchased in Borgin and Burkes, one for completing the bonus level found at Borgin and Burkes, and the rest (37) found on your own. (Dont forget to play the bonus level in Borgin and Burkes, and the rest (37) found on your own. replica that shoots out gold studs! This can easily help you get the studs you need to purchase Red Bricks, characters, or spells especially if you turn on your Stud Magnet and multiplier Red Bricks!)So, here it is: every collectible in the game that isnt found in story mode, arranged alphabetically by location. Also, since not all of the areas are officially named, Ive included directions to let you know where certain areas are. I started in Diagon Alley and its buildings and worked my way around from there, so it may be easier to follow my path than just go in alphabetical order like Ive arranged this. (If that sounds confusing, dont worry it should make sense when you start the guide.) Hope this guided the sense when you start the guide.) Hope this guided the sense when you start the guide of the sense when you start the guided the sense when you start the guide.) Hope this guided the sense when you start the guided helps you get to 100% completion! Astronomy TowerThere are five candles in the room to activate with Dark Magic one on your right as you enter, one by the painting on the left, one next to the bookcase, and two on the right side. This will cause the Red Brick Fast Magic.Open the vault on the right for some pieces, then assemble them. Use a variant of Ron to move the light into the Deluminator and over to the painting, and the man inside will toss you the character token. Destroy the red globe on the left with Diffindo for the Grindelwald (Old) character token. Solve the Parseltongue puzzle in the very back of the room to save the Student In Peril. Use a book character token for Grindelwald (Young). Campsite Inside of the tent, use Dark Magic on the chest in the back left corner for a Gold Brick. Go to the right side and use a Deluminator character to trap the light, then go to the back middle area and release the light to free a Student In Peril from some vines. Use a book character to trap the light, then go to the back middle area and release the light to free a Student In Peril from some vines. Use a book character to trap the light of the tent, walk down the path to the right and youll eventually come across a fishing pole lying on the ground. Lift it with Wingardium Leviosa and itll pull the character token for Albert Runcorn out of the water. This will most likely be achieved during Year Seven, but if you havent done so yet, use Hermiones bag plate for the character token for Xenophilius Lovegood. To the left of the tent is a red wall that can be shot with Diffindo. After the bricks fall out, you can go inside to get the character token for Dragomir Despard. Walk up the hill and shoot the skeletal cow creature. Youll find another further left down the path, near the owl where you would put a Red Brick. Then, walk toward the screen from here and shoot the final creature. will do a little dance, and when theyre done, the character token for Remus Lupin will appear. After heading up the hill, go to the far right into an area where itmagicallybecomes winter. Lift three trees out of the ground, then shoot them for theRon (Winter Clothes) character token. In the back right area up the hill, use Dark Magic on the left side of the back wall for the character token for Lucius Malfoy. Use Dark Magic on the right side of the back wall for the Red Brick Christmas. To the left of this area, pull the large mushroom out of the mushroom over each of the mushroom over each of the mushroom out of the Red Brick Christmas. To the left of the Scabior. To the left of the several smaller ones will pop up. Ride the mushroom over each of the mushroom over each of the mushroom over each of the several smaller ones will pop up. owl and the cow thing, use Aguamenti to grow a plant. The Student In Peril will fall out shortly. After getting the Student In Peril, shoot the top of the flower of the plant for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for the character token. Behind the Red Brick owl, use Dark Magic on the vines for t token for Yaxley.Near here you should find another spot to water using Aguamenti. Destroy the flowers, then repeatedly shoot the green cocoon until it bursts, leaving behind the Reg Cattermole character token. At the area where you found one of the skeletal cows, by the lake, you should see three frogs sitting around it. One is near the cow creature and is hard to see, but the others are in plain sight. Shoot them all to make them jump into the lake, and the Percy Weasley character token will appear. If you walk along the left side of this area and then up, youll come up a hill that leads to a cliff. At the top will be Harrys Patronus, which will disappear and leave behind the character token for James Potter (Ghost) when approached. Shoot the rock to the right of the Patronus for the Hermione (Ministry) character token. Use Dark Magic on the control to the rock at the end of the rock to the rock Lavender Brown character token. On the right side of the room, walk through the aisle in the rows of seats for a Gold Brick. On the left side of the room, full up the tank with the stairs inside using Aguamenti to reach the balcony. Use Rons Deluminator to move the light from above the plant on the right side. The plant will drop the head of the armor; attach it for the Cho Chang character token. Charms Classroom RightPut on the right side of the room, then assemble the pieces in front of Professor Flitwick to make the Hannah Abbott character token appear. Repeatedly shoot the red object along the back wall near the stairs for the Justin Finch-Fletchley character token. From the ground floor, shoot the three H banners on the wall in the front of the room. Go up to the balcony and jump across, then shoot the Slytherin House banner above the middle platform for the Student In Peril. (The Gold Brick found in this room should have already been collected during a lesson; if you dont have it, check here for directions on how it was found.) Classrooms HallwayUse Reducto to shoot the lock off of the cabinet on the right side of the Potions doorway for the Student In Peril.Go up the stairs on the right to find a chess board. Activate it with magic to unlock the Hermione (Cardigan) character token. Walk out the door on the left to enter the hallway that leads to the Charms classrooms. Give the sword on the wall to the suit of armor, and after a few seconds, the armor will toss you to a hallway with two doors that lead to two different Ways to go. The doorway on the far left will bring you to a hallway with two doors that lead to two different Ways to go. classroom. In the center of the room, there is a large arch that leads to the Potions classroom. And finally, if you go to the far right and shoot the wall with Diffindo, then cut out the suit of armor, you will be able to reach the Divination courtyard and classroom. And finally, if you go to the far right and shoot the wall with Diffindo, then cut out the suit of armor, you will be able to reach the Divination courtyard and classroom. area, this area also technically has two parts: the smaller courtyard or entrance courtyard that you enter after leaving the second part of the path to Hogwarts, and the actual clock tower courtyard itself) Above the doorway in the top center, there is a lit lamp. Use Rons Deluminator on it, then carry it to the back right corner and release it. The bugs, or whatever they are, attacking the student In Peril.In the top right corner, use Diffindo on the tree and cut out the brick, then carry it slightly to the left to the owl for the Red Brick Collect Ghost Studs. (Probably wont be of much use to you if youve already completed the levels, but still helps on your way to 100%.)Go through the doorway to the right to enter the clock tower courtyard. On your right as you enter, you should see a Weasley box. Use a Weasley box. Use a Weasley to open it and get a portable swamp, then lift it to make some vines and little leaf platforms appear, leading up to the roof. You can climb up to reach the Gold Brick and walk around for some extra studs. (The other collectible here, a character token, is found in between two Year 8 levels. I did write how to get it in this walkthrough, so if you dont already have the McGonagall (Black) token, it may be because you didnt finish story mode.)From here, there are a few different places you can go. The left exit will lead you to the Herbology courtyard, from which you can also reach the Herbology classroom. The right exit will bring you to a glitchy courtyard, which leads to the first entrance into Hogwarts and the bridge that will take you to the main Hogwarts grounds. Here this courtyard and entrance is referred to just as the entrance to Hogwarts, since these two areas, like the clock tower courtyard and path to Hogwarts, function as one area together. Common Rooms (Once again, the hallway to the common rooms, along with the Slytherin and Hufflepuff common rooms themselves, are considered one area.) Starting from the far left, use Dark Magic on the banner above the doorway to the Slytherin common room, then assemble the pieces into a bag plate for Hermione. She will allow entrance into the Slytherin common room and give you the character token for Blaise Zabini. Using the Parseltongue puzzle near the Slytherin common room will free the Student In Peril. The character token for the Fat Lady can be obtained by shooting the statues with Reducto. Use a book character on the bookcase near the Hufflepuff entrance for the Ron (Blue Pyjamas) character token. There are eight House banners to shoot in this area: two are on either side of the Gryffindor entrance, two through the little arch to the Gryffindor entrance, two through the little arch to the Gryffindor entrance, two in front of the Hufflepuff entrance, and one to the right of the Ravenclaw entrance. The Gold Brick will appear through the Gryffindor arch. (To open the Hufflepuff common room entrance, use Dark Magic on the outside. To open the Ravenclaw entrance, place the object on the left pillar, then put out the fire on the right pillar using Aguamenti.) Inside of the Slytherin common room, solve the Parseltongue puzzle to open the gate for the Draco (Sweater) character token. In the same area, fill the tank with Aguamenti and jump on the plunger for the Goyle (Jumper) character token. Inside of the Hufflepuff common room, remove the lock from the chest on the right with Reducto and shoot the chest for the Source token. Inside of the Hufflepuff common room, shoot the long box under the painting for the character token for Madam Pomfrey. Defense Against the Dark Arts ClassroomUse Dark Magic to open the chest, attach the pieces to the dinosaur for the Draco Malfoy character token. Shoot the student hanging from the balcony in the back of the room for the Student In Peril.Walk into the left corner near the student for a Gold Brick.Put the piece on the horse skeleton on the left side of the room, then shoot it a few times until it kicks the cabinet and leaves behind the Red Brick. Carry it to the owl not far from there for the Red Brick Extra Hearts.Diagon AlleyHead to the left near Weasleys Wizarding Wheezes for a Gold Brick.Near the end of Diagon Alley, not far from the entrance to Knockturn Alley, there are some vines sticking out of a grate in the ground. Get Lumos ready with two different characters, and use one to make the vines go away. As soon as theyre gone, switch to the other character and make them go away from a different grate. If you do this correctly, the character token for Gregorovitch should appear between the two grates. Shoot the table on the left side of the street for the Mundungus Fletcher character token. To get into Knockturn Alley, head the whole way down Diagon Alley until you reach a red lock. Shoot it with Diffindo, then cut it in half to unlock the gate. Diagon Alley. The Leaky CauldronOn either side of the door that you enter through from Diagon Alley, there should be a cup on a table. Pick one up and move it to a bar on the bar will earn you a Gold Brick. In front of the same bar, there are three stools that you can shoot to act as a spring. The ones on either side propel you toward a blue coin, but the one in the middle will allow you to get the character token for Hestia Jones. You can shoot to act as a spring. stuck in the spider web near the ceiling.Now you can head up the stairs and go the whole way down the hallway, into the room where you can watch clips from the story. To the left, behind the couch and in front of the projector, you will find the character token for Mrs. Figg.Go through the door in the back of this area to enter the London Street. Diagon Alley Madam MalkinsFrom the entrance, head straight and you should walk right into a clothing rack. Shoot the curtain on the left for a Gold Brick. Shoot the curtain on the left side of the shop youll find an area to enter codes. In the front left corner near here, shoot the box with the fireworks to set them off, then shoot it again for the George Weasley one, only in the corner directly to the left of the stairs. In this same area, shoot the box with the purple lid for the Fred (Pyjamas) character token. The Student In Peril is also found on this left side, near the door, there are three Pygmy puff cages that shine silver. Destroy them all with Reducto for the George (Pyjamas) character token. To the left of the cages is what looks like a big black rock that shines red. Open it with Dark Magic to see that its actually a music box, and you will get a Gold Brick. Divination ClassroomShoot all three of the large cups along the back wall, then assemble the pieces for the Neville (Pyjamas) character token. Fill the tank on the left side of the back wall with water using Aguamenti for the Professor Trelawney character token. Shoot the large stack of cups along the left side of the back wall for a Student In Peril. There is a Gold Brick in the back work) and put them on, then go to the left side of the room and assemble the pieces. Shoot the center to make the Red Brick appear, then carry it to the owl to unlock the Red Brick Character Token Detector. Divination Courtyard There are three hanging flower baskets to build and shoot in the courtyard: two on either side of the door as you enter, and one on the right side near the door. This will give you the character token for Ginny (Dress).Put on the ground in the back left, then repeatedly shoot the plant to reach a Gold Brick. Water the spot on the ground in the back left, then repeatedly shoot the plant to reach a Gold Brick. Water the spot on the ground in the back left, then repeatedly shoot the plant for a Red Brick. Invincibility. Along with the Gold Brick, jumping on the plant will also give you the character token for Neville (Waiter). Use Aguamenti on the student In Peril. Use Hermiones bag plate on the right along the back wall, near the statement on the student along the back wall, near the statement on the student along the back wall, near the statement on the student along the back wall, near the statement on the student along the back wall along the back wall, near the statement on the student along the back wall along the b Hogwarts(This is another area that technically has two parts the courtyard, with various suits of armor that leads to the bridge to the grounds, and the first collectible here is found in the courtyard, while the rest are found inside of Hogwarts. The first collectible here is found in the courtyard, while the rest are found in the courtyard, while the rest are found inside of Hogwarts. The first collectible here is found in the courtyard, while the rest are found in the courtyard, while the rest are found in the courtyard, while the rest are found in the courtyard with various suits of armor that leads to the bridge to the grounds, and the first collectible here is found in the courtyard, while the rest are found in the courtyard with various suits of armor that leads to the bridge to the grounds, and the first collectible here is found in the courtyard, while the rest are found in the courtyard, while the rest are found in the courtyard, while the rest are found in the courtyard with various suits of armor that leads to the grounds, and the first collectible here is found in the courtyard, while the rest are found in the courtyard with various suits of armor that the courtyard with various suits of armor that the courtyard with various suits of armor that the courty are found in the courty are you walk through and shoot the flower. Do the same to the three forward-facing arches in the back for the Rita Skeeter character token. As you enter the room in Hogwarts, walk along the top level first and use Wingardium Leviosa on the two torches here. There is one more torch down each set of stairs, and two more as you walk to the right. A Gold Brick should appear in the center of the room once all torches are activated. At the bottom of the staircase on the right, make the feather fly off of the helmet of the suit of armor for a Student In Peril. In the left corner, give the sword to the suit of armor for the Susan Bones character token. There are multiple places you can go from here. The door at the top of the left staircase, although initially inaccessible, can be opened by filling the nearby tank with Aguamenti; this door will lead to the library. The door on the far left will lead to the hallway from which you can reach all of the classrooms. The door on the far left will lead to the library. right leads to the Grand Staircase, from which you can reach the common rooms. Forbidden ForestRide one of the thestrals up into the air until you reach the Brick. Before you pick it up, cross the bridge and kill the plant that is blocking the hole in the log. Then, walk through the log and to the owl for the Red Brick Regenerate Hearts. On the right side of the log, walk toward the screen and drop down into the small area. Use a digging character to dig up the chest, then shoot it open for the Padma Patil character to ken. In the same area, use Dark Magic on the rock, then step on it to create a path through the swamp to the Katie Bell character token. Once youve made it across the swamp, go up the stairs to the higher area. Jump across the little stream/waterfall until you reach a tree. Use Lumos on the vines, then unwrap the branches from the tree for the Luna (Blue Jumper) character token. Grand StaircaseOn your left as you enter is a chest with a red lock. Destroy the lock, then shoot the pillar on the left to make it catch fire. Then, put the fire out with Aguamenti for the Regulus Black character token. Do the same to the pillar on the right for the character token for Ernie Prang can be found at the very top of the staircase after opening the bookcase with a book character token for Ernie Prang can be found at the very top of the staircase. Jump on the spider webs for the Dedalus Diggle character token for Ernie Prang can be found at the very top of the staircase after opening the bookcase with a book character token. (A Gold Brick and a character token here, Zacharias Smith, should have been unlocked during story mode in between two Year 6 levels. However, if you dont have them, I did write how to get them here.) There are two new places you can reach from here. Walking forward after the first set of stairs will bring you to the hallway with the common rooms, while the newly accessible staircase at the very top (the one with the Dedalus Diggle token) has a doorway thatll bring you to the Room of Requirement hallway. Great HallUse a book character to open the bookcase as you walk in, then shoot the three candles for the Penelope Clearwater character token. Use Dark Magic on the chest behind the table in the back for a Red Brick. Carry it to the owl at the head of the table for the Red Brick Character Studs. Shoot the bowl of fruit on the far right table for the Patter near the Dark Magic chest for a 1/3. Do the same to the next table a little further down, and the far left table for the Red Brick. At the very front of the room, at the professors table, you should see a moving silver platter. The Student In Peril, of course, is underneath, but you must shoot the platter from atop one of the tables in order for it to work. The character token for the back wall and the token will fall out.Great Hall EntranceStarting from the left, use the Weasley box to climb up the wall and remove the lock from the chest with Reducto, then shoot the cloud above Filchs head in the back left corner. He wants

you to find his broom, which is under a pile of junk near the sticky wall, so destroy the pile and bring the broom over. He will give you a Gold Brick as a reward. Use a variant of Ron to trap the light in the back left corner, walk behind the large object for the Dean Thomas character token. In the front right corner, use Dark Magic on the center door to the Great Hall, up the stairs on the left to the Room of Requirement hallway, down the center stairs to the entrance, or through the door on the right to the Weasley twins courtyard. GroundsPut on the Spectrespecs and assemble the pieces for the Red Brick. Carry it to the edge of the hill for the character token for Professor Grubbly-Plank. To the left of Hagrids hut (not through the gate) there is a student trapped in vines. Use Lumos for the Student In Peril. Have Hermione use the bag plate in Hagrids garden for a flying pumpkin that you can use to collect studs, along with the Bellatrix (Azkaban) character token. (Alternatively, if you dont have a variant of Hermione in your list of free play characters, you can use a digging character to dig up a similar pumpkin nearby.) Have a strong character pull the handle in Hagrids garden for the Gold Brick. From the grounds, you can trap the light by the entrance inside of Rons Deluminator, carry it down the left side of the hill, and release it by the gate to gain entrance to the Quidditch arena. You could also go into the Forbidden Forest through Hagrids garden, or walk along the front of the screen to the right until you reach a bag plate and use Hermione on it to unlock the gate and gain access to the lake.Gryffindor Common RoomNear the door, flip the picture around and shoot the man inside for the Ginny (Pyjamas) character token.You can free a Student In Peril by putting out the flames in the fireplace with Aguamenti. Use Ron to trap the light from the right of the fireplace in the Deluminator and carry it to the painting on the left side of the room for the McGonagall (Pyjamas) character token. Shoot the bookcase on the far left, then put the books together to make some stairs to reach the Hermione (Ball Gown) character token. Go through the back room into the books together after shooting the top of the heater with Reducto. Once the pieces are on the heater, you will get a Gold Brick. Herbology ClassroomStart in the back wall with Diffindo and cut out the vacuum, then assemble the pieces and jump onto the vacuum. Ride around until you get all five of whatever youre sucking up (two are along the right side, two are along the left, and one is in the center behind the Diffindo wall for the Slughorn (Young) character token. Use a variant of Hermione on the bag plate, then place the platforms on the cactus and climb up from the plant on the left for the Arthur (Cardigan) character token. Herbology Courtyard Follow the turning off and get you a Student In Peril. Near the student, water the spot on the ground and shoot the flower for the Cornelius Fudge character token. Use Dark Magic on the vines on the wall at the end of this path for a Gold Brick. Go through the door to enter, use a digging character to dig up the spot on the left for the Dean (Winter) character token.Dig up the spot on the right for the Seamus (Winter) character token.Put on the Spectrespecs around the center of the path, then go down to where you entered from and build the snowman. A Red Brick will appear; carry it up to the owl on the left side of the path for the Red Brick Score x2.Go up the left side of the path and shoot the cart until it is destroyed for the character token for Parvati Patil. These are difficult to see at first, but above the entrance to the Three Broomsticks (the little building in between the two paths that lead up) are some icicles hanging from the roof. There are a total of seven, and destroying them all will cause the character token for Harry (Winter) to appear in the doorway of the building. Walk toward the area you entered from, but instead of going down the hill, go onto the little balcony. Use Ron to trap the light in his Deluminator, then carry up the path on the right and release it to save the Student In Peril. On the right of the path, get up on top of the vault and jump for the Marietta Edgecombe character token. Use a key character to open the vault for a Gold Brick. Hogsmeade Station. The rest are to the left of the pet tunnel, in front of the first bench by the arch, in front of the second bench by the arch, and in the back by Hermiones bag plate. Getting all of them will get you the Station Guard character token. Use a pet to crawl through and knock down the broom, then hop on the slot for the cold Brick.Use Hermiones bag plate on the right side, then shoot the object with Reducto. Lift the coin into the slot for the Student In Peril.Going through the arch here will lead you to the path to Hogwarts.Knockturn Alley, you should see a pipe on the left with a lock that glows red. Destroy it with Dark Magic for the Pius Thicknesse character token.Head down the path and right before Borgin and Burkes, take a right down a little alley. Here you should find the character token for Sirius (Azkaban).A little bit down the path on your left, you should see a small cage with a spider inside. Destroy it for the character token Slytherin Twin #2.At the very end of the path, you should see a small cage with a spider inside and a table. token for Slytherin Twin #1.To get the Student In Peril, use Dark Magic on the rock outside of Borgin and Burkes.Knockturn Alley without going up the stairs is a greenish tank. Fill it using Aguamenti, then shoot the fish inside three times to get the character token for Mrs. Black can be unlocked by destroying the chest with Dark Magic, then building and shooting the skeleton. To enter the secret Lego City level, go up the stairs and assemble the pieces to make an arch, then head inside. The LakeDestroy the statue in your path as you enter using Reducto to get a Red Brick. Carry it down the stairs for the Professor Binns character token. Pull the strong handle at the bottom of the stairs for the Crabbe (Jumper) character token. Use Hermiones bag plate at the bottom of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the bag plate at the bottom of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the bag plate at the bottom of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. Use Dark Magic on the plant to the right of the stairs for a bouncy mushroom pad; jump up to reach the Gold Brick. 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On the right side of the room in the back, have a book character open the bookcase, then shoot the glass object that comes out. Place it over the phonograph and you will get another book to put on the shelf. Finally, build a library cart in the front right corner and place the book from there onto the shelf for a Gold Brick. In the same area as the library cart, use Hermiones bag plate and fill the pool with water using Aguamenti to save a Student In Peril. Youll need a Ravenclaw character to wave at the painting on the right side of the room to reveal the Diffindo wall. Shoot the wall and cut out the shape, then assemble the pieces to make a key to unlock the door in the back. Here you will find the Anthony Goldstein character token. The Red Brick Fall Rescue is also found in the back room. In the second aisle, open the chest with Dark Magic and assemble the pieces to build a fan. Stand in front of the fan and itll bring you up to the character token for Madam Irma Pince. London StreetOpen the vault with a key character for the Ministry Guard character token. To get the Rufus Scrimgeour character token, use a Deluminator character to bring the light from the lamp near the vault around the corner. After transferring the light, a door will open, allowing you access to the token. On your way down the street you should pass a red telephone booth. To the right of this is a window marred with graffiti of a Lego head. Use Aguamenti to wash it off for the character token for Mafalda Hopkirk. Right next to the previous character token is another bit of graffiti in the form of a Lego brick. Wash it off again with Aguamenti for the character token for Mary Cattermole. In the form of a Lego brick. them inside of the dumpster. In the front left corner, on the way to the cafe, use magic on the guitar in the window for a Gold Brick. To the right of the guitar is a red trash can; shoot it for the Student In Peril. On the far left, you can use the Apparition plate to appear inside of the tent from The Deathly Hallows, and subsequently reach the campsite area. You can also walk down the stairs on the left side of the street to reach Platform 9 3/4.London Street Luchino CaffeAlong the left side wall is a small black table and cup to use Dark Magic on. Three sponges will be released onto three tables; use them to clean the stains off for the character token for Dolohov (Workman).Near here is a chalkboard; use Wingardium Leviosa on the character token for Petunia Dursley will appear.On the right side wall there are four clocks all in a row. Make each one spin until coins are released to get the character token for Petunia (Green Coat). Pick up the green coffee mug in the back, then set it down on the green table. Go through the door in the back to go into the kitchen, and head to the back near the waitress. Float the chicken up to the bug zapper, then carry the plate back out to the restaurant and place it on the green table next to the mug. A man will walk inside, and then youll get the Dudley Dursley character token. Go through the door to the kitchen for the next few collectibles. Use Dark Magic on the canister next to the sink, and the character token for Mrs. Cole will appear in the back of the room. Turn on the sink for the Student In Peril. After saving the Student In Peril. After saving the Student In Peril. After saving the Student In Peril. (Luchino) will appear. To the left of the waitress is an orange handle to be pulled with a strong character for a Gold Brick. Path to HogsmeadeOne of the first things you should see as you walk down this path is a lit lamp next to a Red Brick owl. Use a variant of Ron to trap the light inside of his Deluminator, then carry it all the way to the right side. Release the light into the lamp to melt the ice around the Red Brick, then carry it back to the owl to unlock the Red Brick Score x6. Use Reducto to remove the lock from the barrel, then shoot it to save a Student In Peril. Shoot the barrel after youve saved the student for the character token for Michael Corner. Continually shoot the cart next to the barrel until it is destroyed for the Fred (Winter) character token.Walk up the path and use a strong character to pull the handle for a Gold Brick.Walk to the right down the path and pull the tree out of the ground, then shoot it for the George (Winter) character token.From this tree, walk toward the screen to enter the village of Hogsmeade.Path to Hogwarts (The first thing you should know about this area is that its actually two areas put together walking through the gate will bring you to the second part of the area. [It took me a while to figure this out, but Sir Nicholas only appears in the first area, the one with the path to Hogsmeade.] The following collectibles are found in the area you enter after leaving the Hogsmeade station, and I will indicate when to enter the area that you actually enter Hogwarts from for the rest of the collectibles.) Use Reducto on the lock about halfway down the path on your left. You will enter a lake area, where riding on one of the dragon boats and following the coin path will lead you to a Gold Brick. In the same area, you can either ride in a boat or swim to the middle of the lake for the character token for Lily (Young Casual). Use Lumos on the spot to dig up some bricks, then stack them up on the pink area behind it to reach the character token for Luna Lovegood. Use a strong character to pull the handle to the left of the digging spot to reveal the character token for James Potter (Young). Finally, use a variant of Hermione on the bag plate nearing the entrance to the next area to create a scarecrow. Use Wingardium Leviosa to make it move and a Red Brick will appear. Then, carry it up to the owl to unlock the Red Brick Score x8.Go through this doorway to enter the first part of the Hogwarts grounds: the clock tower courtyard.Platform, use a pet to climb through the tunnel. At the top will be the character token for Dudley (Shirt). Also at the top of the tunnel is a Gold Brick. Walk a little forward to the area with the blue and white striped stall. Shoot the yellow box on the beam for the character token for Muggle Orphan. Shoot the boy down from the clock for the Student In Peril. Behind the Student In Peril is a red object on one of the beams. Shoot it with Diffindo, then cut it in half for the Red Brick Score x4. To get on the Hogwarts Express and reach areas in and around Hogwarts, walk up to the conductor in the blue suit and a button should appear for you to press to get on the train. Potions ClassroomWalk along the back of the room until you can take a left for a Gold Brick. There are four toads in the room that must be found: one on the front left table, one on the front right table, one on the middle right table, and one on the back right table. After finding them all, the character token for Charity Burbage will appear. The Student In Peril is hanging from a spider web in the very back of the room. Quidditch ArenaOnce you enter the Quidditch arena, youre thrown into a flying sequence with Harry and Ron. There are studs all over, but youll have to fly in certain directions to get the collectibles here. The character token for Madam Hooch is found close to the start of the flight, in the top left corner. When youre flying underneath the stands, fly to the right for the Ron (Quidditch) character token, then to the left for the Gold Brick. After coming up from underground, immediately fly down to reach the Nymphadora Tonks character token. If you missed any collectibles during the flying sequence, youll have to wait until it ends and go back through the gate to start the flight over. Ravenclaw Common RoomOn your left as you enter, destroy the vines with Dark Magic to free a Student In Peril.After using Dark Magic on the vines, walk through the little doorway youve unblocked for the Marcus Belby character token. On your way up the stairs, shoot each of the curtains with Reducto for the Marcus Belby character token. and assemble the pieces to make a huge door knocker. Activate it for the Luna (Pink Dress) character token. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Activate it for the Luna (Pink Dress) character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the Grand Staircase, use a book character to ken. Room of Requirement Hallway Right at the top of the stairs coming from the stai last) for the Cormac McLaggen character token. Shoot four pillars (one to the left of the bookcase, one near the Red Brick owl, one near the Student In Peril, and one near the Student for the Blaise (Black Shirt) character token. Near the Student In Peril, and one near the Student for the Blaise (Black Shirt) character token. Near the Student In Peril, and one near the Student for the Blaise (Black Shirt) character token. Near the Student for the Blaise (Black Shirt) character token. Near the Student for Luna (Yellow Dress) character token. In the same area, shoot the suit of armor on the right until it falls apart completely for the Vincent Crabbe character token. Down the last hallway, shoot the statue near the chest with Reducto for a Red Brick. Carry it all the way to the first hallway to unlock the Red Brick Stud Magnet. You can go down the set of stairs near where you received the Luna and Crabbe tokens to end up in the Great Hall entrance. Weasley Twins CourtyardStart by shooting the silver thing on the wall to the right of the sticky wall, then assembling the pieces. Use the Weasley box around the corner, then climb up the wall onto the roof and shoot the Hufflepuff House banner to save a Student In Peril.Go to the right and use the Weasley box, then climb the wall on the far left to reach the Charlie Weasley box, then climb the wall on the far left to reach the Charlie Weasley box, then climb the wall on the far left to reach the Charlie Weasley box. you must place in the red spot along the back wall. You should notice that the Hufflepuff piece is already here that leaves only two more to find. The Ravenclaw piece is found in the back right corner of the area, trapped in some vines that can be repelled using Lumos. Finally, for the Slytherin piece, shoot the rolled up Slytherin House banner to the right of the sticky wall by the other pieces and it should fall out. Place it on the Wall for the George (OWLs) character token. Use Dark Magic on the object along the back near the doorway for the Fred (OWLs) character token. token. (There was also a Gold Brick to be found here, but it should have been collected during the Weasley twins sequence here during Year Five. However, if you dont have it, heres the link to the guide.) Go through the arch on the right side of the courtyard to enter the storage room. Weasley Twins Sequence here during Year Five. cabinet on the right side for a Student In Peril. Shoot the white cabinet next to the Dark Magic cabinet for the Arthur (Torn Suit) character token. Open the bookcase with a book character on the left side in the back of the room for the Argus Filch character token.

Lego harry potter years 5 7 character tokens gryffindor. Lego harry potter years 5-7 gryffindor common room character token. Lego harry potter years 5-7 character tokens. Lego harry potter years 5-7 k. Lego harry potter years 1-4 snape character token. Lego harry potter years 5-7 character codes. Lego harry potter years 5-7 character tokens list. Lego harry potter years 5-7 character tokens in order.