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you to find his broom, which is under a pile of dirt and bring the broom over, so destroy the pile and bring the broom over. Use a variant of Ron to trap the light in the back right corner inside of the Deluminator, then carry it to the front right corner, save the Student In Peril. In the back right corner, walk behind the large object for the Dean Thomas character token. In the front right corner, use Dark Magic on the chest and assemble the pieces for the Red Brick. Hogwarts Crest Detector. From here, you can go through 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. Grounds Put on the Spectrespecs and assemble the pieces for the Red Brick. Carry it to the owl to unlock the Red Brick Fast Dig. Use Aguamenti on the back of the large stone nearest 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 Quiditch 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 Room Near 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. Pick up the dart from the ground and spin it to throw it at a board and get the Harry (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 boys dorms and shoot the beds, then jump on them. Pieces will scatter into the center of the room that you must put together after shooting the top of the heater with Reducto. Once the pieces are on the heater, you will get a Gold Brick. Herbology Classroom Start in the back left corner by filling a bucket using Aguamenti, which will set off a chain reaction that frees the Student In Peril. Shoot 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 red wall). This will give you a Gold Brick. Use Dark Magic on the chest in the back 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 path near the entrance and youll end up near a student being sprayed with water by another student. Shoot the bully to send him running 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 the greenhouse, referred to here as the Herbology classroom. Hogsmeade Starting in the little area on the right as you 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 side 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 As you reach the Hogsmeade Station, you should be near a lamppost. Put the torches up on this one to get a 1/5 indication. 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 Dark Magic on the lock on the Hogsmeade sign, then shoot it for the Red Brick Red Brick Detector. Use Reducto on the chest near the pet tunnel to get the final piece for it, and put it together. Use a pet to crawl through and knock down the broom, then hop on the broom and fly up to the roof of the arch to find the character token for Luna (Overalls). Turn the clock above the arch for the Gold 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 As you first enter 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 some cages with lobsters inside and a table. Behind the table, although its hard to see, is one of these cages, and it must be broken to earn the character token for Slytherin Twin #1. To get the Student In Peril, use Dark Magic on the rock outside of Borgin and Burkes. Knockturn Alley Borgin and Burkes After heading inside, keep going to the left. You should eventually see the Gold Brick suspended in midair, in front of a mirror. Simply jump up and touch it to unlock it. As far to the left as you can go 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 Narcissa Malfoy. 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 Lake Destroy the statue in your path as you enter using Reducto to get a Red Brick. Carry it down the stairs to the owl for the Red Brick Score x10. Unlock the vault further 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 to free the Student In Peril. Library As you enter, you should see a bookshelf in the back of the room that looks out of place. Walk up to it and place the fallen book back on the shelf. There are four more of these throughout the room. The next one is close by, and you first must remove the book from a spider web before placing it on the shelf. Then, walk to the right and have a pet crawl through the tunnel to knock the book down before placing it on the shelf. 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 Street Open 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 front right corner, you can get the Red Brick Gold Brick Detector by putting the garbage in both trash bins and placing 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 Caffe Along the left side wall is a small black table and cup to use Dark Magic on. Doing so will get you the character token for Thorfinn Rowle. On this wall there is also a red and black cabinet 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 chalk and put it up to the board to draw a plate and some question marks, and 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 right corner and place it under the coffee machine. Pick it up again and carry it to 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, put the plates into the sink, then lift them out for the Vernon Dursley character token. To the right of the waitress is a radio; activate it to make the waitress dance, then the character token for Waitress (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 Hogsmeade One 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 chest right before the entrance into the next area to save a Student In Peril. Use a digging character 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 9 3/4 Starting from the very front of the 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 each of the papers from the stall for the character token for Waitress (Treats). 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 Classroom Walk 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. Quiditch Arena Once you enter the Quiditch 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 Room On 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 unlocked for the Marcus Belby character token. On your way up the stairs, shoot each of the curtains with Reducto for the Moaning Myrtle character token. Once you get near the top of the stairs, put on the Spectrespecs 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 clock character to open the bookcase for the Dirk Cresswell character token. Activate four chandeliers (two down the first hallway, two down the 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 Dark Magic chest) for the Blaise (Black Shirt) character token. Near the stairs that lead to the Great Hall entrance, remove the feather from the left suit of armors helmet for the 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 student trapped in the web to save a Student In Peril. Open the chest at the end of this hallway with Dark Magic for a Gold Brick. Destroy 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 Courtyard Start 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 character token. Dig up the spot near the cauldron for a Gryffindor piece, which 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 Red Brick. Carry it to the front right corner for the Red Brick Super Strength. Use Aguamenti to fill the tank by the fountain for the Fred (OWLs) character 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 Courtyard Storage Room Use Dark Magic to open the 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 lvl 2. Lego harry potter years 5-7 4. Lego harry potter years 1-4 sname 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.