

# Hogwarts Legacy Checklist

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*Spoilers aplenty! Xbox and PS 4/5. Some side quests are required to advance the main quest. An attempt was made in the "All Main Quests" section to put the main and important side quests along with assignments in approximate order of appearance--which you undertake first does play a part in the order you'll see certain quests pop .)*

## **ALL MAIN QUESTS**

### **Part 1: Prologue**

- ☐ The Path to Hogwarts (Spells learned: Basic Cast, Lumos, Revelio, Protego and its counterblast Stupefy)
- ☐ Attend Your First Day at Hogwarts (House is Chosen by the character and the Sorting Hat)
- ☐ Welcome to Hogwarts
- ☐ Charms Class (Spell learned: Accio, preface for the side quest Summoner's Court competitions which are unlocked one per part of the main quest)
- ☐ Defence Against the Dark Arts Class (Spell learned: Levioso)
- ☐ Weasley After Class
- ☐ Professor Ronen's Assignment (Spell learned: Reparo)
- ☐ Welcome to Hogsmeade: Choose to be Escorted by Natty or Sebastian (Spells learned: Ancient Magic Throw and Ancient Magic Finisher)
- ☐ Find the Secret in the Restricted Section
- ☐ The Locket's Secret
- ☐ Professor Hecat's Assignment 1 (Spell learned after the below prerequisites: Incendio)
  - Crossed Wands: Round 1 (side quest)
  - Crossed Wands: Round 2 (side quest)
  - Spell Combination Practice 1 (side quest)
- ☐ Secrets of the Restricted Section (Spells learned from Sebastian: Disillusionment and counterblast Petrificus Totalus)
- ☐ Tomes and Tribulations

### **Part 2: Live as a Student Until Professor Fig Returns**

- ☐ Herbology Class (Unlocks all three plant weapons)
- ☐ Potions Class (Unlocks the ability to brew all potions when in possession of the necessary items)
- ☐ The Girl from Uagadou (Natty Relationship Quest #1)
- ☐ Trials of Merlin (preface to the ongoing challenge of the same name)
- ☐ Tell Professor Fig About the Map Chamber
- ☐ House Specific Prerequisite to Unlock Access to Richard Jackdaw: The Hunt for the Missing Pages (Gryffindor) | Scrope's Last Hope (Slytherin) | Prisoner of Love (Hufflepuff) | Ollivander's Heirloom (Ravenclaw)
- ☐ Professor Hecat's Assignment 2 (Spell learned after the below prerequisites: Expelliarmus)
  - Crossed Wands: Round 3 (side quest)
  - Spell Combination Practice 2 (side quest)
- ☐ Jackdaw's Rest
- ☐ Professor Sharp's Assignment 1
- ☐ Professor Sharp's Assignment 2

- ☐ Flying Class (Unlocks Broom mount)
- ☐ The Room of Requirement (Unlocks the spells Evanesco, Conjuring, Altering from Professor Weasley)
- ☐ In the Shadow of the Undercroft (Sebastian's Relationship Quest #1)
- ☐ Professor Garlick's Assignment 1
- ☐ Complete the First Keeper Percival Rackham's Trial

### **Part 3: Improve Your Magical Abilities to Access the Next Trial**

- ☐ Prepare for Your Search for the Next Keeper
- ☐ The Map Chamber
- ☐ Professor Garlick's Assignment 2
- ☐ Professor Kowaga's Assignment 1
- ☐ Professor Kowaga's Assignment 2
- ☐ Professor Onai's Assignment
- ☐ Beasts Class (Unlocks Beast Food and Brush)
- ☐ The Caretaker's Lunar Lament (preface to an ongoing Demiguise Statue challenge, thereby unlocking Alohomora Spell levels 1-3)
- ☐ The Helm of Urtkot
- ☐ In the Shadow of the Estate (Sebastian's Relationship Quest #2)
- ☐ The Elf, The Nab-Sack, and the Loom (Deek's Relationship Quest #1, unlocks the nab bag, loom, and creates the first vivarium in the Room of Requirement)
- ☐ Astromony Class (Unlocks Astrology Tables around the map)
- ☐ In the Shadow of the Bloodline (Sebastian's Relationship Quest #3)
- ☐ The High Keep (Natty's Relationship Quest #2, unlocks High Wing as a mount)
- ☐ The Lost Child (Natty's Relationship Quest #3)
- ☐ The Plight of the House-Elf (Deek's Relationship Quest #2)
- ☐ In the Shadow of the Study (Sebastian's Relationship Quest #4)
- ☐ Back on the Path
- ☐ Complete the Second Keeper Charles Rookwood's Trial

### **Part 4: Stop Ranrok and Rookwood**

- ☐ Fire and Vice (Poppy's Relationship Quest #1)
- ☐ Professor Howin's Assignment
- ☐ Professor Weasley's Assignment
- ☐ Mum's the Word (Natty's Relationship Quest #4)
- ☐ A Dragon Debrief (Poppy's Relationship Quest #2)
- ☐ In the Shadow of Discovery (Sebastian's Relationship Quest #5)
- ☐ In the Shadow of Time (Sebastian's Relationship Quest #6)
- ☐ In the Shadow of Distance (Sebastian's Relationship Quest #7)
- ☐ In the Shadow of the Mine (Sebastian's Relationship Quest #8)
- ☐ Poached Egg (Poppy's Relationship Quest #3)
- ☐ The Poacher's House Call (Poppy's Relationship Quest #4)
- ☐ Foal of the Dead (Deek's Relationship Quest #3)
- ☐ It's All Gobblegook
- ☐ The Headmistress Speaks
- ☐ The Polyjuice Plot
- ☐ A Basis for Blackmail (Natty's Relationship Quest #5)

- ☐ Grief and Vengeance (Natty's Relationship Quest #6)
- ☐ Surprise Meeting (Poppy's Relationship Quest #5)
- ☐ Complete the Third Keeper Niamh Fitzgerald's Trial

### **Part 5: Prepare for Your O.W.L.S.**

- ☐ In the Shadow of Hope (Sebastian's Relationship Quest #9)
- ☐ In the Shadow of the Mountain (Sebastian's Relationship Quest #10)
- ☐ History of Magic Class
- ☐ In the Shadow of the Relic (Sebastian's Relationship Quest #11)
- ☐ In the Shadow of Fate (Sebastian's Relationship Quest #12)
- ☐ Phoenix Rising (Deek's Relationship Quest #4)
- ☐ Lodgok's Loyalty (Unlocks Graphorn mount)
- ☐ Complete the Fourth Keeper San Bakar's Trial
- ☐ The Centaur and the Stone (Poppy's Relationship Quest #6)
- ☐ Finding Focus (Natty's Relationship Quest #7)
- ☐ It's in the Stars (Poppy's Relationship Quest #7)
- ☐ Wand Mastery
- ☐ The Final Repository

### **Post-Game Quests**

- ☐ A Bird in the Hand (Poppy's Relationship Quest #8)
- ☐ Harlow's Last Stand (Natty's Relationship Quest #8)
- ☐ In the Shadow of Revelation (Sebastian's Relationship Quest #13)
- ☐ In the Shadow of Friendship (Sebastian's Relationship Quest #14)
- ☐ Acting on Instinct (Natty's Relationship Quest #9)
- ☐ Poppy Blooms (Poppy's Relationship Quest #9)
- ☐ Weasley's Watchful Eye (If you get 100% on your Field Guide challenges, she'll be highly complimentary; if not, your congratulations are demoted slightly.)
- ☐ The House Cup (There are achievements for completing the game in all four houses.)

### **SIDE/RELATIONSHIP QUESTS**

*These unlock at various times throughout the main quest.  
Look for them within Hogwarts, Hogsmeade, and the wider world.*

- ☐ Beating a Curse
- ☐ Dissending for Sweets
- ☐ Mer-Ky Depths
- ☐ A Demanding Delivery
- ☐ A Friend in Deed
- ☐ A Thief in the Night
- ☐ Absconder Encounter
- ☐ All's Well That Ends Bell
- ☐ Breaking Camp
- ☐ Brother's Keeper
- ☐ Cache in the Castle
- ☐ Carted Away
- ☐ Crossed Wands: Round 1

- ☐ Crossed Wands: Round 2
- ☐ Crossed Wands: Round 3
- ☐ Cursed Tomb Treasure
- ☐ E-Vase-Ive Manoeuvre (preface to the Battle Area challenges; however, you don't need to enter the battle arena to complete this quest--simply destroy all 20 vases and return to the quest giver)
- ☐ Flying off the Shelves
- ☐ Follow the Butterflies (preface to the ongoing Butterfly chest collection)
- ☐ Ghost of Our Love (you must have Lumos up and it must be night--advance time by click on the map and right analogue stick to wait)
- ☐ Gobs of Gobstones
- ☐ History of Magic Class
- ☐ Interior Decorating (part of the Room of Requirement quest)
- ☐ Kidnapped Cabbage
- ☐ Like a Moth to a Frame (preface to the ongoing Field Guide pages challenge)
- ☐ Minding Your Own Business (PlayStation Exclusive, unlocks the ability for the player to own a store in Hogsmeade, which, as far as I can see, rewards you only monetary increase for selling items from your inventory)
- ☐ Portrait in a Pickle (choose to return the portrait to the Three Broomsticks or Hogshead)
- ☐ Sacking Selwyn



- ☐ Solved by the Bell (Musical Map notes: From the bottom left and working upward from the left to the right on the bells, the notes are E, F (low), G, A, B, C, D, E, F (high). Using Basic Cast, hit the following F (low), B, D, C B, F (high), E, C, which are from the Harry Potter theme song.)
- ☐ Spell Combination Practice 1
- ☐ Spell Combination Practice 2
- ☐ Spot Removal
- ☐ Summoner's Court: Match 1
- ☐ Summoner's Court: Match 2
- ☐ Summoner's Court: Match 3
- ☐ Summoner's Court: Match 4

- ☐ Summoner's Court: Match 5
- ☐ Tangled Web
- ☐ The Daedalian Keys (preface to the ongoing challenge to find all the house crests, thereby unlocking a House-specific outfit)
- ☐ The Hall of Herodiana Depulso Puzzle
- ☐ The Hall of Herodiana 1 Depulso Puzzle (optional following the first, location: near History of Magic Classroom)
- ☐ The Hall of Herodiana 2 Depulso Puzzle (optional following the first, location: floor below the Potions Classroom)



- ☐ The Hippogriff Marks the Spot *Using the key once you find the physical statue, use Confringo or Incendio to light up all the braziers. Once you've done that, use Glacius on 1, 2, 5-8, 10 and 11 o'clock braziers (12, 3, 4, and 9 o'clock should stay aflame).*
- ☐ The Lost Astrolabe
- ☐ The Caretaker's Lunar Lament (preface to the ongoing challenge of finding Demiguise Statues)
- ☐ The Man Behind the Moons
- ☐ The Tale of Rowland Oakes
- ☐ Troll Control
- ☐ Venomous Revenge (Simply talking to this shady character behind the Three Broomsticks will gain you "renegade" points with Sirona. So either don't talk to him at all or do what he asks. Even if you just give him a Venomous Tentacula from your own inventory instead of stealing from this man's partner, Sirona will unfairly brand you a rapscallion from that point on.)
- ☐ Venomous Valour
- ☐ Well, Well, Well

### **PRIMARY RELATIONSHIP QUESTS**

**Sebastian Sallow** (14 stages of which you can choose to learn the following spells from him: Crucio, Imperio, and/or Adava Kedavra)

- ☐ 1) In the Shadow of the Undercroft
- ☐ 2) In the Shadow of the Estate
- ☐ 3) In the Shadow of the Bloodline
- ☐ 4) In the Shadow of the Study
- ☐ 5) In the Shadow of Discovery
- ☐ 6) In the Shadow of Time
- ☐ 7) In the Shadow of Distance
- ☐ 8) In the Shadow of the Mine
- ☐ 9) In the Shadow of Hope (technically you're given In the Shadow..Mountain first but do Hope

first)

- ☐ 10) In the Shadow of the Mountain
- ☐ 11) In the Shadow of the Relic
- ☐ 12) In the Shadow of Fate
- ☐ 13) In the Shadow of Revelation
- ☐ 14) In the Shadow of Friendship (if you don't turn him in)

**Natsai (Natty) Onai** (9 stages)

- ☐ 1) The Girl from Uagadou
- ☐ 2) The High Keep
- ☐ 3) The Lost Child
- ☐ 4) Mum's the Word
- ☐ 5) A Basis for Blackmail
- ☐ 6) Grief and Vengeance
- ☐ 7) Finding Focus
- ☐ 8) Harlow's Last Stand
- ☐ 9) Acting on Instinct

**Poppy Sweeting** (9 stages)

- ☐ 1) Fire and Vice
- ☐ 2) A Dragon Debrief
- ☐ 3) Poached Egg
- ☐ 4) The Poacher's House Call
- ☐ 5) Surprise Meeting
- ☐ 6) The Centaur and the Stone
- ☐ 7) It's in the Stars
- ☐ 8) A Bird in the Hand
- ☐ 9) Poppy Blooms

**Deek** (4 stages)

- ☐ 1) The Elf, The Nab-Sack, and the Loom
- ☐ 2) The Plight of the House-Elf
- ☐ 3) Foal of the Dead
- ☐ 4) Phoenix Rising

***Unlocks Four Beast Rescue Quests***

- ☐ 1) Take the Biscuit
- ☐ 2) Birds of a Feather
- ☐ 3) Rescuing Rococco
- ☐ 4) The Unique Unicorn

**Albie Weeks/Imelda Reyes** (3 stages, one in each of Parts 3, 4, and 5 of the main quest, unlocking the ability to purchase broom upgrades)

- ☐ 1) Flight Test (Unlocks Level 1 Upgrade)
- ☐ 2) Sweeping the Competition (Unlocks Level 2 Upgrade)
- ☐ 3) The Sky is the Limit (Unlocks Level 3 Upgrade) *The more bubbles you can pass through--which will push you wildly off-course--the more time you gain, even if you miss some of the rings entirely. So it's worth going after the bubbles. However, you get this achievement and the final broom upgrade*

*regardless of whether you have to advance the quest without finishing the course's trial in the time allotted. The relationship quest is satisfied either way.*

### **ALL ASSIGNMENT QUESTS**

- ☐ Professor Ronen's Assignment: Spell learned: Reparo
- ☐ Professor Hecat's Assignment 1: Spell learned: Incendio
- ☐ Professor Hecat's Assignment 2: Spell learned: Expellariarmus
- ☐ Professor Garlick's Assignment 1: Spell learned: Windgardum Leviosa
- ☐ Professor Garlick's Assignment 2: Spell learned: Flipendo
- ☐ Professor Kogawa's Assignment 1 (Balloon Popping Challenge unlocked): Spell learned: Glacius
- ☐ Professor Kogawa's Assignment 2: Spell learned: Arresto Momentum
- ☐ Professor Howin's Assignment: Spell learned: Bombarda
- ☐ Professor Onai's Assignment: Spell learned: Descendo
- ☐ Professor Sharp's Assignment 1: Spell learned: Depulso
- ☐ Professor Sharp's Assignment 2: Spell learned: Diffindo
- ☐ Professor Weasley's Assignment: Spell learned: Transformation/Transfiguration

*One of the requirements is to gain access to a book in the library, but a certain know-it-all there won't give it to you until you've completed at least the first set of quizzes she's devised. If you want to be the bigger know-it-all, here are all the answers:*

#### **Sophronia Franklin's Three Quizzes:**

*First:*

1. The Golden Snidget
2. Felix Felicis
3. The Deathly Hallows
4. The Quaffle
5. False

*Second:*

1. Wizard's Council
2. Peruvian Vipertooth
3. Hengist of Woodcroft
4. Demiguise
5. Patronus Charm
6. Gamp
7. Never Tickle a Sleeping Dragon
8. Runespoor
9. Mt. Greylock
10. Amorentia

*Third:*

1. Egbert the Egregious
2. Haversacking
3. Bad Luck
4. Mimbulous Mimbletonia
5. Linfred of Stinchcome
6. A Single Slipper
7. North America
8. Sir Luckless

9. Loch Ness Monster

10. Ulrick Gamp

## ALL ACHIEVEMENT, CHALLENGES, COLLECTIBLES, COLLECTION, AND EXPLORATION QUESTS

- ☐ Appearances, character (89 total)
- ☐ Ancient Magic Traces Hotspots (20 total)
- ☐ Arithmancy Rune Doors in Hogwarts Castle (12 total)
- ☐ Astronomy Tables (15 total; must be completed at night--advance time by click on the map and right analogue stick to wait)
- ☐ Balloons, Popping (32 sets of 5 each)
- ☐ Battle Arenas (3 total, only 2 needed for the achievement)
- ☐ Beasts (13 total)
- ☐ Brew Potions (6 total)
- ☐ Brooms (13 total needed for the collection)
- ☐ Butterfly Chests (15 total) *Note that there's a known glitch with this collection that may or may not be fixed by asking Deek to change the room's ambiance in order to get all three chests inside all three vivariums.*
- ☐ Cairn Treasure Vaults (112 total but only 5 needed for the game achievement). *There are countless kinds of puzzles inside these dungeons. The hardest of them are the Windgardium Leviosa blocks. For these, use only that spell {not Leviosa, Accio, or Depulso} and the D-pad, turning the blocks right and left, up and down until they fit the pattern--or simply try them in any of the four directions until the door opens with your reward. There are also Wizard's Chess puzzles in some of the Treasure Vaults. Use Revelio to highlight the item needed, then cast the Transformation/Transfiguration spell at it, noting whether it's a white piece or a gray one. From there, you have to use it to get the opponent's king in check.*
- ☐ Collection Chests (almost 300 across the map) *Triangle-studded chests contain random Conjuraton recipes. Cylindrical chests contain random wand handles you can equip. Bandit camp chests give an Attribute Trait that allows you to enchant your gear on the loom.*
- ☐ Combat Combo (achieve 100 total combos during a single fight)
- ☐ Conjurations (140 total)
- ☐ Demiguise Statues (33 total; "The Caretaker's Lament" unlocks Level 1 Alohomora; 9 more statutes gets you Level 2; and 22 more for Level 3; look in your inventory to see how many you've accululated as the quest itself doesn't properly log them)
- ☐ Enemies (69 total by name)
- ☐ Eyeball Chests (14 total in Howarts; 13 in Hogsmeade--need Disillusionment charm; 500 gold in each)
- ☐ Field Guide Pages (236 total; 180 needed for Collections achievement--note that moth frames, Accio flying pages, Incendio/Confringo dragon statues, and Leviosa statues will also garner otherwise unmarked field guide pages)
  - Hogwarts (100)
  - Hogsmeade (50)
  - The Highlands (30)
- ☐ Floo Flames (83 total)
- ☐ Grow Plants (8 total)
- ☐ Hogwarts Secrets (3 total)
- ☐ House Crests (16 total, including the very first one, for The Daedalien Keys side quest)
- ☐ Ingredients (16 total)



- ☐ Landing Platforms (20 total)
- ☐ Main Quests (34 needed for achievement)
- ☐ Merlin Trials (providing 95 total gear expansion slots; start these as soon as possible and grind through them at every stage to ensure you get them all--they're hard to find later in the game)

#### Types of Merlin Trial Puzzles:

- Pyre: Cast Confringo at the pyres around the area. Can be highlighted with Revelio. Note that the tallest should be lit first, followed by the 2nd tallest, and finally the shortest.
- Boulder: Cast Depulso at the massive boulder near the platform and force it into a hole in the vicinity. Arresto Momentum should be used to slow the boulder down and prevent it from straying too far. Will reset in the original starting place if the boulder goes too far off track.
- Block Flipping: Cast Flipendo at the top block until you see the right graphic on the next block, then move to the next block to get the matching graphics one on top of the other. Use Flipendo until they match exactly.
- Spherical Stones: Cast Basic Cast at all the spherical stones found around the area. Grouped together in sets of three and there are 4 total sets.
- Destroying Pillars: Use either Confringo or Bombarda (sometimes you have to light the foliage covering it on fire to get to the pillar).
- Firefly: Use your broom to scan the area for swarms of fireflies. Cast Lumos and get near them to attract and bring them to the pillars.
- Reparo: Cast Reparo to repair the pillars.
- Platforming: Climb the first stone and jump over all stones quickly without falling down--and do it fast enough to finish the trial. If you took too long, start over. Some of the pillars need Bombarda or Confringo cast on them to clear the impediments. You can be on your broomstick for some of these platforming puzzles. Just gently glide from one pillar to the next until you've reached the last.

- ☐ Relationship/Side Quests (32 total needed for achievement)
- ☐ Traits (75 total)

### Combat

- ☐ Dark Wizards (240 total needed for achievement)
- ☐ Duelling Feats (109 total needed for achievement)
- ☐ Dugbogs (35 total needed for achievement)
- ☐ Goblins (190 total needed for achievement)
- ☐ Infamous Foes (21 total needed for achievement)
- ☐ Inferi (66 total needed for achievement)
- ☐ Mongrels (60 total needed for achievement)
- ☐ Spiders (240 total needed for achievement)
- ☐ Trolls (35 total needed for achievement)

### Room of Requirement

- ☐ Breed Unique Beasts (10 for the collectibles achievement; 12 for the game achievement)
- ☐ Rescue Beasts (60 total needed for achievement)
- ☐ Upgrade Gear (30 total needed for achievement)