

### Your Protection Partner (PP)

The guardian spirit of your night out—summoned not by a wand, but by choosing the right friend.

- Name: \_\_\_\_\_
- How we'll check in: \_\_\_\_\_
- Our "something feels off" signal:  
\_\_\_\_\_

### Defense Against the Dark Arts

Dark arts come in many forms... including shady people. These boundaries are built-in protection spells.

- My boundaries: \_\_\_\_\_
- Hard no: \_\_\_\_\_

### The Ride Plan (No Magic Required)

The travel plan every witch or wizard needs before the the magic (and the chaos) begins.

- Going: \_\_\_\_\_
- Getting home (backup): \_\_\_\_\_
- Who else knows the plan? \_\_\_\_\_

### Wizard-level Awareness

Rules that keep you from turning one drink into a full-blown wizarding disaster.

- Only take drinks I see opened/poured
- Keep my drink with me at all times
- If the magic shifts, I leave with my Protection Partner (PP)
- Extra: \_\_\_\_\_

"YOU'RE A  
WIZARD..."

### Your Order (Trusted Allies)

The people who show up when it matters most —always ready to rise when you need back-up.

- Name/Number: \_\_\_\_\_
- Name/Number: \_\_\_\_\_

### The Exit Portal Plan

For when the room starts feeling like a dark wizard meeting—grab your portal and go!

- My move: \_\_\_\_\_ (with PP)
- Who I'll text before I leave: \_\_\_\_\_
- Where I'll go next: \_\_\_\_\_

**WIZARDING SAFETY SPELLBOOK**

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