

Hogwarts AND YOU AGAINST THE DARK ARTS



*An owl in the night has delivered a letter to the foot of your bed... an invitation
to
Hogwarts!*

What is Hogwarts and YOU?

"Harry-Potter Dungeons&Dragons poker-card fortune-telling story-making"

Hogwarts is a game where you and two friends are the heroes of new adventure filled stories inspired by the Harry Potter series. Look out Harry, Hermione, Ron, and J. K. Rowling because here comes YOU!

You only need a deck of poker cards: 52 + 2 jokers

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Overview

The Players and The Muse

Ideally playing Hogwarts involves four people: three Player Characters and The Muse.

Each of the three Player Characters represents a new student at Hogwarts, and a main character in their own on-going story (together). The choices that each student makes depends entirely on that player.

For those familiar with **Dungeons&Dragons**, a quick description of The Muse would be a “Dungeon Master.” But unlike a Dungeon Master, The Muse tries to inspire the players to participate in the story telling instead of controlling every aspect of the game. Together, you are creating a story that should flow like every Harry Potter novel. Also unlike **Dungeons&Dragons**, this new story does not have to be lived moment by moment, and may even involve flash-backs to complete details of an earlier experience. Story books do this; and this is your story.

The Setting

Hogwarts! But this is modern day; it has been decades since the fall of Voldemort. The Muse and the players will have to determine what that means.

What has become of the school? Has Hagrid expanded the grounds to include more options for student pets and for classes of **The Care of Magical Creatures**? Yes he has!

Who is the Headmaster now? Has Minerva McGonagall stepped into the role or has she retired to spending her afternoons as a cat, napping in the sun beams in **The Great Hall**?

What is in the Chamber of Secrets? The **Ministry of Magic** has been probing the Chamber for years and has been unable to contain the rumors and the news of all the discoveries that threaten to rewrite History. **The Quibbler** claimed that there were

log books from Salazar Slytherin himself!

... Is it true that Rowena Ravenclaw chose the location of Hogwarts from a list that Slytherin had already compiled?

*... Is it true that **The Chamber of Secrets** pre-dates Hogwarts itself, accessible through an underwater cave in the lake?*

... Then is it true that there may be other Chambers at other locations?!

*... Is it true that a basilisk guarded **The Chamber of Secrets** for eons until Tom Riddle drove it murderously mad?*

What are Dementors? Why do they consume Magic?

Are they dead? Undead? Are they machines, or golems?

What and why indeed! See The World As We Know It later for discussions about Dementors and other Harry Potter lore.

Everyone may contribute ideas to this Harry Potter universe but ultimately only The Muse knows the truth. The Muse should also independently develop ideas about what may happen during this school year. In the stories, every Harry Potter school year exposes a villain and pieces of a plot; and new stories at Hogwarts should follow that familiar pattern. – There's always someone up to no good... *I bet it's that shifty eyed Slytherin Potions professor who is always watching us... Spyzonus Snoop!*

The Player Characters are going to find themselves confronting the Dark Arts and they will need to study, grow their skills, and make friends if they are going to survive.

Finally, ***Is this the year of the Wizarding Olympics?!***

Magic! The leading cause of death for all wizards ages 200 and under.

Getting Started

Who are You?

Instead “rolling a character” with dice like you would in **Dungeon&Dragons**, in **Hogwarts** you can just jump right in to Chapter One

The Players don't really know much about their own characters yet and we are going to use some story-telling techniques to find out who they are.

Each Player should have a “Character Sheet” to keep track of everything that they develop and discover about their character. (The Muse might keep some extra notes in secret too!)

Character Sheet

A Character Sheet should have at least a minimal set of information but the more descriptive a Character Sheet is, the more helpful it will be for building a story around the character.

Here is an example from a player who created a twisted parody of “Harry Potter” named “Parry Hotter.” His House, Wand, and Pet will have been discovered during game play, the rest is embellishment.

Name	Parry Hotter
House	Gryffindor
Wand	11” Holly wood with a fiery Phoenix feather core
Pet	Dedwig, a flame-charred zombie snowy-white owl
Description	red haired kid with square glasses and a burn scar on his forehead Parry Hotter thinks he is the hottest boy at school! When he was a baby, he was cursed with a burn scar on his forehead that looks a lot like a cigar burn. How did he get it?
Family/History	Orphan. Son of Flames Hotter and Hilly Hotter A mysterious fire consumed his parents which he had absolutely nothing to do with... He swears! In fact, he <i>swears</i> a lot. <i>Holy Moses!</i> He sleeps next to the furnace in his mean auntie’s basement right beside the dirty kitty litter box. Hint, they don’t own a cat.

Additions like being a talented Seeker, and having Parseltongue, should be appended to Parry Hotter's Character Sheet when these facts are revealed during the story. Any possessions, like a Marauder's Map or Invisibility Cloak or Bag of Barfing, should also be added if found.

Players can use their Character Sheet as a canvas to create.

Character Sheet Art Example



Chapter One



All aboard!

Harry Potter novels start and end with the school year. Everyone familiar with the stories should know the routine and the adventures that can happen before even arriving at school! So **Platform 9¾** is the natural place to begin the game...

You, a new first-year student, board the **Hogwarts Express** and journey to **Hogsmeade** en route to the castle. As a first year student, enjoy the front cars of the train while the older students stay busy in the rear cars finding their friends and catching-up after the summer. After the train stops, you ride the magical boats across the lake, enter **The Great Hall**, and stand in line for the Sorting Hat to receive guidance for determining your House.

Where will you fit best? Slytherin?! **Hufflepuff**?! Ravenclaw?! **Gryffindor**?!

You will retire to your newly selected House to receive your House scarf and robes and for a good night's rest because on the morrow you will need to explore **Diagon Alley** to find a wand, a pet from the **Magical Menagerie**, a broom as well as books, a small cauldron, and quills and parchment. And more?



Finding school supplies is a good place to conclude Chapter One. Playing through Chapter One may take 30 minutes to an hour per player.

Okay, how do we actually *play* Chapter One?

You make it up! Typically The Muse controls the pace of the story.

Boarding the **Hogwarts Express** may be played in a moment-by-moment, turn-by-turn, fashion where The Muse describes the scene and each player makes a decision about what to do next...

For example:

The Muse: *You wheel your bag through the large door of the train car, leaving your parents sobbing on the platform. "Don't die horribly at school!" they implore. You now stand in a loading area with carpeted hallways leading fore and aft, lined with doors that appear to be to seating booths. An adult dressed in a Hogwarts Express uniform sits to monitor the closed front-end door of this train car. Through the glass of that door, you can see the rear of Hogwarts Express engine. The hallway door to the back of the train is standing open, leading to another train car with more booths. What do you do?*

Perhaps The Muse decides to add Randomness to the story.

Are you one of the first to board, or one of the last new students to board?

Instead of rolling dice, we can use Poker Cards to help us find out what happens. Before we draw a card, we decide what it will mean:

Drawing an Ace means that the player boarded first, then 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King boards last. Joker lets the player decide!

Pick a card! Any card!

If you are among the first to board, you will have your choice of booths.
If you are last, you may have to search for a booth that is not already full.

The Muse and the players can decide how quickly to let time pass. Since riding the **Hogwarts Express** seems like a good opportunity to make new friends, playing through the moments might be the most fun thing to do for everyone. Find a seat. Chat with other students. Buy some candy...

It is also possible to summarize the whole train experience by drawing cards and then delving into the details of the moments. Here are two examples that use cards to get an overall idea about the train ride. If you are already familiar with Poker hands and **Texas Hold'em**, then you may be able to follow the readings in the two examples below. If you don't know Poker, you can either learn Poker hands or develop your own way of drawing cards and reading fortunes! Story Telling is an art and not a science so bring your creative skills to the game.

Poker-hand techniques for using cards are explained in more detail in [Story Making](#)

Hogwarts Express, Example 1

Two new players, Nula Luvbottom and Leville Longwood, wave their goodbyes to their loved ones on **Platform 9¾** and board the **Hogwarts Express**, destined for **Hogsmeade**.

The Muse:

You each find a seat, stash your bags, and prepare for the ride.

The Hogwarts Express blows a cloud of steam with a joyful toot and begins to chug.

The Muse starts the adventure by dealing out cards in **Texas Hold'em** style:

Luvbottom: ♥10, ♠4

Longwood: ♦10, ♣9

Shared: ♥4, ♠J, ♥Q, ♣3, ♣7

Best poker hand for Luvbottom: ♥Q, ♠J, ♥10, ♠4, ♥4 (Pair of Fours)

Best poker hand for Longwood: ♥Q, ♠J, ♦10, ♣9, ♣7 (Queen high)

The Muse:

It looks like you share some cards in your hands, the ♥Q and the ♠J. When you share cards, it suggests that you might be sharing an experience together.

So the most important things to address are the ♥Q and ♠J because these are shared by both of you and they are high cards in your hands.

Being face cards, maybe they represent people that you both meet together on the train.

The Muse adds:

Luvbottom, we also need to know what the ♠4+♥4 means to you because a Pair of Fours is your best Poker Hand.

But first, what do you think the ♥10 and ♦10 mean? A ten is the first card dealt to

each player.

Luvbottom: *Maybe it means that we are both ten years old.*

The Muse:

That could be true. That would be about the right age for a first year student.

Longwood: *Maybe we are both sitting in Booth #10.*

The Muse:

Yes; let's say you meet each other in booth #10 since finding a seat is the first thing you did on the train and 10's were the first cards dealt to each of you.

*Then it looks like you are joined by two other people, ♥Q and ♠J. Queen suggests female, Jack suggests male. If these are other first year students then they would not have been to the **Sorting Hat** yet, so we do not know their Houses. Perhaps the ♥Q means that the girl thinks **Gryffindor** is the best House, and ♠J means that the boy wants to be in Slytherin.*

The Muse may pause this moment to roleplay the characters....

For example:

The Muse: *The boy states "Slytherin House has the tallest tower of the castle!"*

The girl retorts: "Godric Gryffindor practically BUILT Hogwarts. And the towers are all equal!"

The Player Characters may engage in this conversation.... or not!

The Muse continues:

Now let's consider the ♠4+♥4 which is something unique to Luvbottom. Does the pair represent a thing, like something you find? Or is it an experience?

Luvbottom: *Experience. Maybe something I saw.*

The Muse: *Was it something you saw or found inside the train? Or something you spotted outside the train?*

Luvbottom: *Outside. Perhaps I saw a flying car, like Weasley's car in the stories. The 4's could suggest the four car tyres.*

The Muse: *Let's see if we can use the ♠Spade and ♥Heart suits in the answer. I have a different idea... You see four athletes from the Slytherin Quidditch team (♠4) racing against four players from Gryffindor's team (♥4)*

Luvbottom: *I like that! They are speeding along the tracks and made a fly-by near the train, much to the delight of us younger students! I wave!*



What happens next?! ... This ends the Example but it does not have to end this part of the story on **Hogwarts Express**. The Muse or the players may decide to do more on the train or move on to the next part of the journey.

Hogwarts Express, Example 2

This Example exists to show that the story can start very differently than in Hogwarts Express, Example 1. In order to be brief, this Example does not show any discussion between The Muse and the player, nor how any of the creative decisions were made.

Perhaps the players are starting separately due to their schedules this week and they could not meet at the same time for Chapter One. But do not worry, the Player Characters will meet each other next week in classes. Or maybe they will be in the same House. No matter how it happens, Player Characters will meet each other and share the story together.

This week, a solitary player, Daisy Oopsy, finds herself on **Platform 9³/₄**.

The Muse draws a **Texas Hold'em** hand to do some fortune-telling about Daisy's **Hogwarts Express** ride.

Daisy's cards: ♠K, ♣K, ♥2, ♠6, ♦6, ♦3, ♠J

Best poker hand: ♠K, ♣K, ♠J, ♠6, ♦6 (Two Pair, Kings and Sixes)

The pair of dark Kings, ♠K+♣K, might suggest a troubled start to her journey... Perhaps she was running late and arrived last. The front three train cars were completely full. In fact, we see that ♥2 and ♦3 are not being used in the Poker hand...

We can call that an omen which means that those cars cannot be used because the booths are all full.

By the time Daisy finds an empty booth, the train has left the station and is roaring across the country side at top speed.

What do the Kings suggest? Two people? A Professor? Or something else...

Let's try this...

She enters an empty booth and drops her bag. The train enters a tunnel.

When she throws open the curtain, a visage outside sends her stumbling backward into the hallway where she lands on the floor with a scream...



It vanishes the instant she blinks.

What does the ♠J mean? Is someone else there in the hallway?

Do the two sixes represent older students coming to help?

Since the Jack ♠J comes last in the draw, let's consider the ♠6+♦6 first.

A train attendant and other students run to Daisy Oopsy as she regains her feet. Students poke their heads out from booths and people fill the hall as she describes the monster she saw. Shortly after, a dozen (6+6) other students report seeing a shadow outside the train and hearing scratching sounds like tree branches raking on the roof of the train. So that proves that she is not making this up! That is lucky or else they might think she is crazy!

The Jack ♠J will represent the attendant. The attendant escorts Daisy to one of the Professors. The Professor gives Daisy a piece of emergency chocolate (the kind that all Professors carry) and stays with Daisy for the rest of the trip.

The other Professors will hear about this monster and investigate the details! *Is this the beginning of a plot!?*

Sorting Hat



The **Sorting Hat** has a challenging task since most students do not fit perfectly into any one of the Hogwarts Houses. Consider how the stereo-type of each House is opposite of every other House in some way:

Table 1: House Comparison

Gryffindor vs Slytherin	
Gryffindor	optimists who believe that working together solves every problem a flat social structure of equality students who may lean more politically “Left”
Slytherin	pessimists who believe that the world is a unfair game with winners and losers a social ladder/hierarchy, a pecking-order students who may lean more politically “Right”
Gryffindor vs Ravenclaw	
Gryffindor	extraverts and codependents
Ravenclaw	introverts and scholastic soloists
Gryffindor vs Hufflepuff	
Gryffindor	a cohesive group... popular kids... the "in crowd"

Hufflepuff	misfits... a "mixed bag". Average people. Extreme people.
Slytherin vs Hufflepuff	
Slytherin	a "pure" group of legacy wizards with high ambitions Power House. Best Quidditch team year after year.
Hufflepuff	The House for "everyone else" including trust-fund kids with low motivation. Party House. (Hufflepuff's cup was always full of mystic brews. It absorbed many enchantments.)
Slytherin vs Ravenclaw	
Slytherin	interested in magic for its power.... as a means to an end
Ravenclaw	interested in how magic works as an intellectual pursuit Academics. (Ravenclaw pored over so many magical tomes that it attuned her Diadem into an enhancer of comprehension.)
Ravenclaw vs Hufflepuff	
Ravenclaw	not political -- less interested in big picture problems and more focused on details and bottom up solutions antisocial
Hufflepuff	political gamesters -- interested in big picture problems and top down solutions socialites



How was it bloody possible that this Hufflepuff graduated from House **Ravenclaw**?!

◆

The grand illusion!

◆

Gilderoy Lockhart demanded that the Sorting Hat place him in House Ravenclaw to appear more academically astute and then he cheated off of his fellow Ravenclaw students by using his charms.

◆

Top of his class!

◆



Sorting Hat Example

A new student, Don Measley of the poor Measley family, takes his turn sitting for the **Sorting Hat**.

The cards have been shuffled. The player cuts the deck in preparation for a seven card Texas Hold'em Hand.

Don Measley sits and listens as the **Sorting Hat** (The Muse) begins to speak:

Hole Cards: ♥A, ♠Q

Sorting Hat: *Ah, I see indications of an adept student with high hopes. And yet I feel a strong sense of “worry.”*

Don Measley: *Oh no! Not worry! Please not worry!*

Flop: ♣7, ♦K, ♥9

Sorting Hat: *Hmm, this one shows complexity. Initial appearances can be as mysterious as a Hufflepuff. Let me see...*

Don Measley: *Gryffindor, Gryffindor, Gryffindor...*

Turn: ♠4

The Muse: *another Spade*

Don Measley: *Not more worry! My family will disown me!*

Sorting Hat: *It's not that House Slytherin couldn't work, but I am not sure your determination is strong enough.*

River: ♦6

The Muse: *a Diamond*

Sorting Hat: *Yes, this kind of sophistication could definitely belong in House Hufflepuff.*

Don Measley: *Sophistication is better than snakes!*

Summary of Cards: ♥A, ♠Q, ♣7, ♦K, ♥9, ♠4, ♦6

Best Poker Hand: ♥A, ♦K, ♠Q, ♥9, ♣7 (High Card, ♥A)

Sorting Hat: *Yet I sense pride that belongs in... Gryffindor!*

Applause erupts from the Gryffindor table. A hissing sound comes from the Slytherin table. Don Measley, grinning with a mismatch of teeth, scampers to join the rest of House Gryffindor.

Does the Sorting Hat Poker Hand have meaning?

Not necessarily...

Although the rank of the poker hand does not matter to the **Sorting Hat**, it may matter to a House like Slytherin. Perhaps the rank could be used to suggest a family's wealth. That could impact the story when the student buys schools supplies too.

Also possible, if the player likes how it suits their character:

* If any **Hole** cards match the House suit, it may imply having Legacy (one or both parents) in the House.

* The **Flop** may suggest something about a character's appearance or how they give first impressions. What House does this character look like they belong to?

* The **Turn** and **River** may indicate the kind of applause from other students.
(* You can improve these ideas... Put on your creative Thinking Hats and Comprehension Diadems.)

Wands

At the beginning of the school year, **Ollivanders Wand Shop** gives a “wand safety” class for all the first-time wand owners before they receive their wands. *“What is a wand? Where should I point it?”*

The art of crafting wands derives from the first known wand: a unicorn horn. Wands are not enchanted (some rare exceptions) since an enchantment's magic may interfere with a wand’s natural attunement (its ability to align with the user).

Wands are typically crafted from wood around a "core." The core may be any magically sensitive material. The choice of core can make certain kinds of spells slightly easier to cast. Trees naturally sense magical flow and grow accordingly so wood fibers make for an excellent conduit and a sturdy base. Metals and other materials provide magical balance between the wood and the core, as well as physical balance and added durability.

The appearance of wands ranges widely.



Some features considered “Classical” styling include: a straight or curved grip, spiraling, a strong taper, and awl point.

“Renaissance” styling includes the “duelist” grip (modernly known as a “pistol” grip):



or a hilt (pommel, grip, and guard) :



Why use a wand when a magic spell can be performed without a wand?

- A wand is like an antenna or a compass for magic. It can heighten the senses of

the wizard and help orient to the flow of magic: upstream, downstream, and across. A skillful wizard does not fight against the current. Following the path of least resistance takes less effort and does not cause ripples that can be detected or disruptive.

- Using a wand is like using a computer mouse instead of using a touch-pad... a little easier and more precise.
- Using a wand is like having a calculator to add numbers. For most people, it is faster and less error prone.
- A wand is like an automobile. All cars can get you from Point A to Point B. How well you fit in the driver's seat matters in the long run. You can drive another person's car but it is going to feel different and may become uncomfortable.

My First Wand

Draw cards to figure out the nature of the wand. Perhaps use 7 cards like in a Texas Hold'em Hand.

- How do these cards determine the attributes of the wand?
- Which card(s) represents the length?
- Which card(s) represents the core?
- Which card(s) describes the wood?
- Do other cards embellish the adornment?
- Do the card numbers indicate length or sections or a pattern or some sort?

The Wand Chooses The Wizard

The player ultimately decides how to describe the wand because the character and the wand need to agree with each other. More than one wand may choose a wizard, so a player can deal another hand of cards if they truly aren't happy with the first draw.

To describe a wand and make it your own consider looking at the Poker Hand in various ways:

... The difference between the high card and the low card in the hand might indicate something like the difference between handle size and point size.

... A Straight (poker hand) might suggest a strong taper.

... A Straight or Flush of more than 5 cards might suggest an extra long wand.

... Very high ranking poker hands (Flush or better) could indicate that the wand has a history, or something else unusual about it.

Cores

Table 2: Wand Cores

Suit	Core
♠	Scale, Bone, Fang
♣	Hair, Talon, Hoof
♥	Sinew, Heart-string, Tongue, Vein
♦	Feather, Horn, Antenna

Creature Choices

Basilisk, Cerberus, Chameleon, Changeling, Cockatrice, Dragon, Gargoyle, Griffin, Hydra, Kraken, Minotaur, Nightmare, Nymph, Phoenix, Sprite, Troll, Unicorn, Wyvern

If you are not familiar with many imaginary/magical creatures then use the Internet to get ideas. We cannot list them all here but maybe we can narrow down ideas with some questions:

- How many legs does the creature have?
- Can the creature fly?
- Does it have scales, fur, feathers, or something else?
- What is the category of spell that you wish the core to represent?

Fire? Protection? Illusion? Poison? Dreams? Fear?

A core may make spells slightly easier to cast if those spells naturally align with the characteristics of the core. This isn't a rule we need to keep track of; it is more of a story telling hook, if you wish to use it.

Choosing a Wand Example

Malco Drafoy, a new Slytherin student, purchases a wand from a Slytherin House recommended vendor, a Goblin who has an expensive selection in a shop under the same roof as **Gringotts**.

The seven cards come up as:

Hole: ♦2, ♦5

Flop: ♠7, ♣K, ♦4

Turn: ♣5

River: ♥A

Best poker hand: ♥A, ♣K, ♠7, ♣5, ♦5 (Pair of Fives)

Time for Malco to use some imagination...

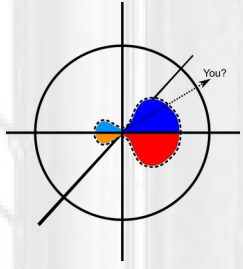
Malco decides to use the Pair of Fives ♣5+♦5 to describe the body of the wand. Instead of wood, perhaps the two Fives ♣5+♦5 represent intertwining twin wing bones from a Five Fanged Vampire Bat. The ♠7 denotes a single threaded core of Dire Wolf vein. The ♥A being at the end of the card draw, will represent one end of the wand, a decorative handle. And ♣K, being in the middle, will represent engravings along the wand.

Compass Alignment

Finding an unusable wand is more rare than finding left-handed scissors. Having a wand which is perfectly attuned only matters at the elite level. With this in mind, *you may skip reading this part* unless you are *very serious* about knowing how comfortable a particular wand will be for a particular wizard.

The **Elder Wand** had (*has?*) multiple enchantments: One of its enchantment gave the **Elder Wand** enhanced *attunement*, the ability to perfectly align with the wizard who earned it. Perfect alignment gave the wielder effortless compassing (sensing and directing) with the wand—absolute harmony, and the capability of perfectly silent spell

weaving since the wand caused no disruptions or magical leakage.



Imagine a wand's natural compass alignment as a vector in space. A wizard also has a natural tendency. The best matching wand and wizard pair will compliment each other ($\text{wizard} + \text{wand} = 0$ degrees). When the $\text{wizard} + \text{wand}$ sum is ± 90 degrees, the wand and wizard disagree the most. (Imagine holding your computer mouse sideways and trying to use the computer!) The graphic shows that most wizards fall in the blue zone and most wands fall in the red zone. It is rare to have a truly bad match.

How do I determine the compass alignment of a wizard or a wand?

You really are getting too far into details. It's just a game!

What about a staff?

A staff offers sensing over a much greater range than a wand does but it does not have anywhere near the accuracy of compassing (sensing and directing).

A staff may be used two handed which can improve its minimal sensitivity and maximum amplification.

Choose a staff as a weapon for summoning a lightening storm from the skies; choose a wand to **Accio** your coffee. A wand will provide agility and speed--A wand has quicker compassing while casting spells.

Primarily, staves are used because they may be enchanted without introducing the kind of interference that a wand would have. As a result, a Hogwarts students who is blind or has another special need may use a staff (and also a wand).

Pets

Owls preferred... Owls are magically attuned with their Wizard and they have a high tolerance for charms. Owls tend to be less disruptive than cats and other common choices. The ability to fly allows owls to deliver items and unlike other raptors they will not stop for a tasty fish along the way.

However, students who do not have an owl can always use WoWlry, BarnDash, Strigidae Express, or request a delivery owl from the Hogwarts' Parliament.

With Hagrid expanding facilities on the Hogwarts' grounds, the school is capable of maintaining some exotic pets. Players may bring a magical creature limited only to their imagination, the tolerance of The Muse, and maybe some Randomness.

Start with a Texas Hold'em Hand.

A high ranking Poker Hand might suggest a very rare magical creature.

Ask questions to narrow down what type of animal the cards describe.

Use a similar card analyzing process as with Wands.

Does it have wings? How many legs? Does it have scales, fur, feathers, or something else? What habitat does it prefer? What does it like to eat? Does it have magical abilities? Etc...

Story Making

The Muse, the Players, and any Spectators, use their collective imagination to build the story.

The First Rule of Hogwarts is *"Talk about Hogwarts."* During play, The Muse's main task is to ask questions to the players to help fill out the details of the story through conversation.

Everyone may decide to use whatever cards, dice, or other tools they want to enhance the process of Story Making. Cards and dice add Randomness to add surprises and spur the creative process.

Randomness

In the version of Hogwarts described here, Randomness is accomplished using a deck of Poker Cards. And in this set of Rules, we will only address single card draws ("Pick A Card") and 7-card Texas Hold'em Hands.

Why use Poker Cards?

Poker Cards provide numbers (Card Ranks and Hand Ranks), Face Cards, Jokers, and Suits that match the Hogwarts Houses beautifully. We can derive other meanings from Poker Cards too.

*Why only use one card draw or seven card **Texas Hold'em**?*

Drawing one card is enough to provide simple randomness. Usually, that's all we need. When we want to express complexity, we will use **Texas Hold'em**.

Texas Hold'em, firstly, is very well known game which make it a good choice.

Secondly, **Texas Hold'em** introduces sharing cards between players which gives us a tool for showing what is common and what is different about an experience that Player Characters might be sharing.

Finally, Poker Hand ranks add complexity and rarity to a situation. Drawing a Royal Flush would certainly impact any story in the most dramatic way possible!

For example:

For History class, the students are on a field trip to the **Museum of Magic**. There in a side room, the **Sword in the Stone** exhibit has been politely roped off to stop teams of frustrated people from pulling on the sword and mobs of unruly people from fighting with each other.

Don Measley: *I sneak under the rope and I try to pull the sword from the stone!*

The Muse: *Hah! You will get everyone thrown out of the Museum. And it is just a prop sword anyway. Oh well... Let's see what the cards have to say...*

Hole: ♦8, ♠4
Flop: ♣9, ♠3, ♦A
Turn: ♦Q
River: Joker

Best Hand: ♦A, Joker (Ace), ♦Q, ♣9, ♦8 (Pair of Aces)

The Muse: *A Pair of Aces isn't too bad. Maybe it means you notice an adult looking in your direction and you stop yourself before you do anything suspicious. What do you want to do now?*

Don Measley: The ♦8 and ♠4 don't help me at all. I am going to Take Action.

The Muse: Okay but this means you cannot turn back!
The Muse removes the ♦8 and ♠4 and deals Don Measley two new cards.

New Hole: ♦10, Joker

Best Hand: ♦A, Joker (♦K), ♦Q, Joker (♦J), ♦10 (Royal Flush)

The Muse: *Royal Flush!!*

The Muse continues: *You walk up to the sword and clasp the handle. The handle starts at your shoulder height and you have to lean over the stone, giving you no leverage at all. Before you hear the Professor shout "Measley!", you tug. A cleave of thunder splits the boulder and a shockwave in the floor launches everyone else into the air and onto their back sides. As you raise the radiant sword aloft, it rings aloud, vibrations flow up and down the blade like a choir singing with elation!*

King Don Measley: *This changes everything!*

"Pick A Card"

Draw a single card.

This can be used to determine if "something significant" happens during an otherwise routine daily experience. This is similar to a "wandering monster roll" or "random encounter roll" in **Dungeons&Dragons**.

For example, if the players are walking by the **Whomping Willow** then there is a chance that it will become aggravated. If a Player picks a card that is a high **Club** (the Suit that embodies randomness): ♣J, ♣Q, ♣K, or ♣A, then perhaps the situation needs more discussion. We can use a Texas Hold'em Hand to get into the details.

Texas Hold'em Hand

Deal two cards ("the **Hole**") to each Player involved. These are not shared; they are personal to each Player Character.

Deal five cards in the middle. These five cards are shared among the Player Characters: Three cards represent "the **Flop**" (the surprise). One card for "the **Turn**" (a turn of events). Then one card for "the **River**" (the direction that fate is flowing).

Now try to find meaning in the cards! There are no rules; you are limited only by your own creativity. The following ideas should help get you started:

First, determine the best five card poker hand for each Player Character.

Look at which cards are useful in the hand and look at which two cards are left out. What could this mean?

How does the difference in poker hands explain the difference in the experience for each player/character?

Do any face-cards represent other people involved? If so, a face-card in one Player’s hand but not in the another Player’s hand may mean that one Player Character met someone and the other Player Character did not meet that person.

Now start reading the cards in different ways.

Does the order of the cards matter?

For example, if you wish to make a timeline then the **Hole** or **Flop** cards might represent something at the beginning of the experience and the **Turn** or the **River** might represent the end of the experience. Create a sequence of events from the cards.

How do the suits influence the story? The Suits and Concepts tables may give you ideas for determining whether the cards drawn are good omens or signs of trouble.

Jokers are wild! When a player draws a Joker they assume extra control about what it means to the story.

Take Action

Players should feel like they have control over their fate. If a Texas Hold’em Hand was drawn as a result of a Player Character’s actions, then the Players should be allowed to do something about a bad draw. A Player may “Take Action.” In this situation, each Player who is “Taking Action” may replace one or both of their two cards (their **Hole** cards) with new random cards in attempt to better their luck.

Suits and Concepts

Normally, you will not need to reference the Tables below. You can use them if you find yourself wanting a word or concept to help think of ideas. The tables relate concepts to a Suit or a Card Rank. Each row attempts to assign four related terms to the correct Suits. Reading row by row might help you get a feeling for how to compare Suits or Houses.

Table 3: Houses and Suits

			
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♠Spades	♣Clubs	♥Hearts	♦Diamonds
Slytherin	Ravenclaw	Gryffindor	Hufflepuff
Control through Power	Guide with Reason	Lead by Inspiration	Illuminati? What Illuminati?
Earth	Air	Fire	Water
Body	Mind	Heart	Soul
authority	knowledge	courage	influence
malice	violence (like a force of nature)	addiction	greed
rigid	adapting	malleable	fluid
inverse	reverse	converse	opposite
necessity	excitement	desire	enticement
determinism	chaos (randomness)	hope (possibility)	fortune (chance)
void	vast	whole	ethereal

Table 4: Single Card Meanings

card	♠Spades	♣Clubs	♥Hearts	♦Diamonds	Any Suit
2	emptiness	stasis	peace	ordinary	beginnings
3	connection	stability	familiarity	simplicity	relationship
4	contribution	coordination	belonging	synergy	togetherness
5	urgency	motion	surprise	haste	death
6	trial	obstacle	challenge	opportunity	cosmos
7	fate	coincidence	kismet	luck	Father Time
8	inspiration	synchronicity	harmony	orchestration	Mother Nature
9	disturbance	commotion	confusion	complexity	androgyny
10	completeness	capacity	satiation	perfection	female, endings
Jack	constraint	freedom	yielding	deception	male
Queen	inquisition	tension	diplomacy	illusion	female
King	resourcefulness	comprehension	determination	elevation	male
Ace	supremacy	efficiency	adeptness	uniqueness	solitary, singular, uncanny, ultimate

Single Card Meanings Example

Here is a situation where the character Nula Luvbottom has a dream in the night. Maybe we have already determined that this dream could be significant to the plot but we are not sure what kind of dream it is. We draw one card to tell us something about this dream... Below are examples if a ♠Spade is drawn:

	Table 4: Single Card Meanings	What this might say about the dream...
♠2	emptiness	A sensation of floating in The Void?
♠3	connection	A warning about a friend? A magic dream connection?
♠4	contribution	Dreaming a new way to improve something?

♠5	urgency	A nightmare that exams are tomorrow and Nula didn't study?
♠6	trial	A fear of a secret being discovered?
♠7	fate	A vision of the future?
♠8	inspiration	New information about the plot?
♠9	disturbance	A terrible night's sleep?
♠10	completeness	Everything seems to be in order?
♠J	constraint	Struggling under the weight of pressures?
♠Q	inquisition	A sense of being hunted?
♠K	resourcefulness	Sleep and learning are related. Improvement in a skill?
♠A	supremacy	Finding a new power in dreams?

Suit Combinations

Can we determine something from the suits by the combination we have? Maybe. This will highly depend on the situation. Try to use the combination of suits to ask yourself the right questions. Below are examples, not answers...

triple			Example questions
♠Spades	♣Clubs	♥Hearts	No ♦Diamonds. Lacking charm?
♠Spades	♣Clubs	♦Diamonds	No ♥Hearts. Lacking courage?
♠Spades	♥Hearts	♦Diamonds	No ♣Clubs. Lacking seriousness?
♣Clubs	♥Hearts	♦Diamonds	No ♠Spades. Lacking severity?

double		Example questions
♠Spades	♣Clubs	Something dark is in motion?
♠Spades	♥Hearts	A conflict? A dilemma?
♠Spades	♦Diamonds	Benefits with a drawback?
♣Clubs	♥Hearts	Desperation?
♣Clubs	♦Diamonds	Wild luck?
♥Hearts	♦Diamonds	A love charm?

Dismemberment and Death

When confronted with situations of Life or Death, how do we fairly resolve them? We let the cards dictate of the desires of Fate... Draw!

If **Black** cards dominate a Poker Hand (if three, four, or five of the cards are ♠Spades and/or ♣Clubs), then we measure the consequences using the table below:

Table 5: Magnitude of Pain

Poker Hand	Severity
high card	nothing
pair	a splinter. Quit your whinging!
two pair	bruises

three of a kind	injury
straight	life threatening injury
flush	critical injury that will lead to death
full house	a quick death
four of a kind	death with four limbs flying
straight flush	tidbits of flesh and bone splattered within a mist of blood

See the Story Making Example below for an example.

Story Making Example

During their Free Time, Daisy Oopsy and Leville Longwood adventure to **Honeydukes**.

For traveling to **Hogsmeade** together, The Muse asks one of the Players to "Pick A Card" to see if anything significant happens along the way.

The choosen Player draws a 5-of-**Spades** (♠5). This determines that "nothing worth talking about" happens on the way (because ♠5 is not a high ♣Club). So, unless the Players have more to say, we can skip ahead to **Honeydukes**.

At **Honeydukes**, a Texas Hold'em Hand helps us see what kind of fun the Player Characters had.

Daisy: ♥J, ♣6

Longwood: ♥8, ♥4

Shared: ♠Q, ♦Q, ♦4, ♠10, ♣5

Best poker hand Daisy: ♠Q, ♦Q, ♥J, ♠10, ♣6 (pair of Queens)

Best poker hand Longwood: ♠Q, ♦Q, ♥4, ♦4, ♠10 (two pair, Queens and Fours)

The characters had different overall experiences at **Honeydukes** because the rank of their poker hands is significantly different.

Since the Jack-of-**Hearts** (♥J) plays in Daisy's hand, it looks as if Daisy met someone that Longwood did not meet. During this time, Longwood had some extra luck (♥4+♦4).

Let's start with the Jack-of-**Hearts** (♥J). Who was this Jack-of-**Hearts** (♥J)? It would require at least a pair to make a new friend, so this was not any sort of strong connection. But the ♥Heart might suggest a **Gryffindor** student or maybe just someone with a positive attitude.

The extra ♣6 may also give us a clue. Is this a 6th year student? Or maybe a Ravenclaw?

And from Suits and Concepts a ♣6 could imply "obstacle."

Perhaps Daisy was too short to reach something and a handsome older student helped her reach it? Do we need to say more? Maybe Daisy has a little crush?

How are two fours (♥4+♦4) significant to Longwood?

Maybe Longwood won a free eight-pack (♥4+♦4) of *Fizzing Whizzbees*?! What luck!

Both players have two Queens (♠Q+♦Q). Did they meet someone together and make a new friend?

Or do the Queens represent *two* other students?

Or do the Queens represent a single adult who interacts with the students?

The Queens (♠Q+♦Q) do not have to represent a person at all!

Perhaps Daisy and Longwood together bought the last two *Lady Fingers* (now banned and out of production)! ♠Q+♦Q *Lady Fingers*!? *O lucky day indeed!*

What about the shared ♠10? From Suits and Concepts a ♠10 could imply “completeness”. The Player Characters had a completely satisfying time!

Or is the ♠10 an ill omen? Perhaps these *Lady Fingers* come with some risk...

Why they have been banned? Maybe you temporarily lose all ten of your fingers when you eat them.

Daisy and Leville, now high on life and breathlessly dizzy from *Laughing Taffies*, return from **Hogsmeade...**

Time for that “wondering monster” check...

A “Pick A Card” yields a King-of-Clubs (♣K) when passing the **Whomping Willow**.



Uh oh... Remember how we said the tree might become aggravated? They should have been paying attention! This could be a matter of *Life or Death*.

Time for a Texas Hold'em Hand.

Daisy: ♦Q, ♠8

Longwood: ♥A, ♣9

Shared: ♠J, ♠9, ♠4, ♥9, ♠2

Best poker hand Daisy: ♠J, ♠9, ♠8, ♠4, ♠2 (Flush of ♠Spades)

Best poker hand Longwood: ♥A, ♠J, ♣9, ♠9, ♥9 (Three of a Kind. Dominated by **Black**.)

Look at the table above in Dismemberment and Death... Our kids are on the brink of death and a painful drubbing!

The **Whomping Willow** is in a whomping mood!

Daisy tries to Take Action and chooses to discard the ♠8 and draw another card, hoping to break the ♠Spade Flush.

If Daisy is lucky by not drawing another ♠Spade then the Poker Hand rank will likely become a Pair-of-9's (♠9+♥9) or maybe Two Pair at the worst. Either hand would mean that Daisy will duck the **Whomping Willow** without injury. (Because of the change of hand rank in Table 5: Magnitude of Pain.)

When Taking Action, Daisy draws a ♠3. Oh no! She still has a ♠Spade Flush!

Since ♠J is the high card and that's a face-card, we might say that the angry tree smashes Daisy Oopsy in the face! The **Whomping Willow** has dealt Daisy a deadly blow!

Take THAT pest!!

When Taking Action, Longwood chooses to discard the ♣9 because it will reduce the number of **Black** cards in his Hand and it will diminish the three 9's (♣9+♠9+♥9) that are dangerous to have in Table 5: Magnitude of Pain.

Longwood draws a **Joker** and calls it a ♦9, turning the hand from **Black** to **Red**.

Longwood: *Whew!*

Best poker hand for Daisy Oopsy: ♠J, ♠9, ♠4, ♠3, ♠2

Flush of ♠Spades. A very unlucky hand in this situation! From Table 5: Magnitude of Pain: "critical injury that will lead to death." *Oopsy Daisy!*

Best poker hand Leville Longwood: ♥A, **Joker** (♦9), ♠9, ♥9, ♠J

Three of a Kind. Dominated by **Red** instead of **Black**. A good hand.

The Muse: *Daisy has been knocked out cold and will die if not helped.*

Fortunately, Leville Longwood, taking action decisively, escapes and comes up lucky!

The Muse and the Players can play out more details of the rescue but in brief:

The cards suggest the story of Leville Longwood rescuing Daisy Oopsy, and drawing the **Joker** gives Longwood extra creative freedom for embellishing the heroic tale.

+50 Points Leville Longwood!

Fortunately, the **Hogwarts Hospital** staff can cure almost anything short of death. Daisy will live!

The Campaign

A Hogwarts School Year

After Chapter One, players who continue playing through a school year will begin their first week of Classes.

Firstly, choose a schedule of classes that makes sense for First Year students. (Or whatever Year your Player Characters will be.)

A school year may have more than 30 weeks of classes. Plan accordingly; consider Holidays too.

Playing will be simplest initially if all the Player Characters share the same classes. But this is not a requirement.

For the first week of classes, introduce each Professor. Arithmancy with Flitwick? Divinations with Trelawney? Defense Against the Dark Arts with _____ ???!

The Muse may wish to describe the kinds of lessons and activities the students will do in the class. On the first day, maybe play through some of the details of each class, even if it is a boring introduction. *How to water plants? I'm not sure I'm going to like **Herbology**.*

Classes will usually meet multiple times a week but you do not have to stop to discuss each day. Try a "Pick A Card" to decide if anything interesting happens in class. A ♣Q for **Herbology**? *Is it man-eating plants day? That's more like it!*

Beyond classes, each school week should have Announcements and possibly news from **The Daily Prophet** or rumors from **The Quibbler**, or just gossip among the students. These can be used to give Players information that may (or may not!) be related to a developing plot... **The Daily Prophet** says that the Dark Mark appeared over London?! Yikes!

Students should have Free Time each week to explore as they see fit.

Also consider that some weeks may have Quidditch games or Special Events. Do not let the **Yule Ball** sneak up unannounced on Player Characters who have not found dates!

Classes

Hogwarts School of Witchcraft and Wizardry provides a first rate comprehensive education which complies with standards set by the **Ministry of Magic** to ensure today's graduating Wizards and Witches are prepared for the modern magical world. The **Ministry** recommends coursework that focuses on skill-sets in S.T.E.M. (Statistimancy, Transfigurology, Enchanting, and Magifimatics).

Unlike the **Ministry of Magic**, we are not going to dictate curricula to you here! You are your own administrator, and you can change anything and everything.

Here we assume that there are 7 years of classes. Maybe your Hogwarts term is different.

Some classes may be taken only once on any year. Some classes might be taken every year for all seven years. That is up to your Headmaster.

Below, some classes have “Year” suggestions: “early” means probably year 1, 2, and/or 3, and “middle” might mean year 3, 4, and/or 5, and “advanced” might be 5, 6, and/or 7.

Art

Not all Magic has to be useful. Not all art has to be magical.

Field trip to the **Mystic Galleria d’Art**

Arithmancy

In Hogwarts, Arithmancy is to Magic as Programming is to Computers

Beware: This definition differs from Wikipedia and Harry Potter sources.

In other words: Arithmancy is the math and logic that controls the behaviors of Enchantments.

“Wingardium Leviosa!” – Nicely done... Now you have a toy that floats. Do you want it to actually be useful? Perhaps use Arithmancy to enchant it to listen to your voice commands and move. Wizards love enchanted brushes and pots that scrub themselves!

Years: advanced

Astronomy

Constellations, Astrology, and portending with Astrometry

Field trip to **The Planetarium of London** (not the Muggle one in Westminster, the other one... the *Magic* one where you have to sign a safety waiver.)

Years: early

Biology

Both ordinary and extraordinary Biology

Field trip to **The Dragon Boneyard**

Year: middle

Business

Understanding the Wizarding economy

The History of Goblin banking, Economics and Accounting, Franchising

Field trip to a local Counting Room or financial institution

Field trip to **The Court of Exchequer** (where **The Slate Magifimatica** resides)

Year: advanced

Charms

Magic and the Mind, and all spells that target entities. Psychology, Illusions, Telepathy

Field trip to **The Hospice for Incurable Curses**

Field trip to **The Hall of Mirrors or Not**

Dance

A wide variety of studies including but not limited to: History, choreography, and technical skills like Ballon and Levitating Steps, Finger Pointe and Pirouettes

Field trip to **The Ogre Ballet**

Defense Against the Dark Arts

Recognizing Dark Magic, Creatures of the Void

Avoiding harmful Magic

Protections from Dark Magic

Countering Dark Magic

Magical Provenance

Understanding Conjuring and Evocation

Divination

Seeking knowledge through magical means

Foretelling, Dreamwalking, Clairvoyance, Extra Sensory Perception

Field trip to **The Oracle of Y**

Field trip to **The Hall of Portents**

Enchantments

Magic and Objects, Animation (sometimes also called Charms)

The first semester is **The Study of Ancient Runes**

Field trip to **Central Stonehenge** (the newest **Stonehenge** with all the modern upgrades)

Field trips to various locations (because Enchantments are everywhere)

Flying

Broom Handling

Hogwarts weeds out the weak fliers starting First Year. *Don't become a splat!*

Year: 1

Herbology

Plants!

Field trip to the **Greenhouse of Carnivores**

Field trip to the **Hidden Botanical Gardens**

History of Magic

A massive topic attempting to encompass everything that happened everywhere ever

Can we even trust the History books or are they just filled with Ministry propaganda?

Field trip to the **Museum of Magic**

Language

Includes various class types: foreign languages, reading comprehension, structured writing, spelling and grammar...

Magical Translation

Field trips will depend on the Language

Magical Creatures

Coursework including studying **The Compendium of Creatures** and interacting with live animals in **The Care of Magical Creatures**

Field trip to **The Royal Magical Managerie**

Mathematics

Wizards need Math. Math and Magifimatics.

Year: early and middle

Muggle Studies

Boring!

Field trip to **Dullsville**

Music

A wide variety of studies including but not limited to: instruments, vocals, theory and composition, and marching band

Field trip to the **SynchroNymphony** (a driadic symphonic extravaganza)

Potions

Magical Ingredients, Fires and Brewing, Cauldrons and Containers, Elixirs and Tonics, Applications and Ointments

Cauldrons come in one, two, and three-Witch sizes. The most complex brews never require more than three Witches working together. The largest Cauldrons support seven Witches working together but are for ceremonial purposes only.



Field trip to the **The First Enclave** to see **The Great Cauldron** (which is large enough for 13 Witches!)

Theatre
Acting!

Field trip to the **Opera of the Phantom**

Transfigurations

Shape Shifting, Transmutations, Disfigurements, Alchemy

Field trip to **St Mungo's Hospital for Magical Maladies and Injuries**

Experience and Skill

If we wish to truly “role play game” Hogwarts, how do we quantify a character’s skill level?

Characters can have an Experience Level in **any** subject matter. Each level represents hours of that character’s experience, with a 200 hour base (explained below). Each level requires 200 **more** hours than the previous level did.

For example: Level 4 Potions would mean that the character has:
 $1*200 + 2*200 + 3*200 + 4*200 = 2000$ hours of Potion related experience (the minimum for Level 4).
*This is like working a 40 hour per week job for a year. Let us say a year is 50 weeks so: $40 * 50 = 2000$ hours.*

A Hogwarts student might gain 10 hours per week of experience per class. About 300 hours per year.
This means that a Hogwarts’ education (a high-school diploma) gives 7 years * 300 hours of education in each class. This would be 2100 hours total per class, which is Level 4. See below:

Table 6: Experience Level

Experience Level or card rank	Hours	Interpretation
0	0 (to 199)	“white belt”
1	200 (to 599)	
2	600 (to 1199)	
3	1200 (to 1999)	
4	2000 (to 2999)	high school graduate (for a 4.0 GPA student)
5	3000 (to 4199)	
6	4200 (to 5599)	bachelors
7	5600 (to 7199)	masters
8	7200 (to 8999)	
9	9000 (to 10999)	expert (highest human level)
10	11000 (to 13199)	expert with special enhancements
Jack	13200 (to 15599)	(not possible as a skill level)
Queen	15600 (to 18199)	(not possible as a skill level)
King	18200 (to 20999)	(not possible as a skill level)
Ace	21000+	(not possible as a skill level)

“Expert” level begins around 10000 hours which is Level 9.

Example

How can this Experience Level number be used?

Let us say a player-character has **3180** hours of experience with Potions. (Level 5 Table 6: Experience Level)

Now let us say the player draws a single card for a “Potions Skill Check” when making a potion...

The player draws a 9-of-**Spades** (**♠9**) which is considered rather unlucky.

The 9-of-**Spades** means Level 9 therefore its value is 9000 (Table 6: Experience Level).

The character has 3180 hours...

The player can either add 3180 or subtract 3180 from 9000, depending on which is more desirable.

$9000 - 3180 = 5820$ (5820 Hours on the Table: a **♠9** becomes a **♠7**)

$9000 + 3180 = 12180$ (12180 Hours on the Table: a **♠9** becomes a **♠10**)

So a Skill Level 5 can turn a 9-of-**Spades** into a 7-of-**Spades** or a 10-of-**Spades**.

What does that mean? The results are still up to interpretation to The Muse and the Players.

... Does a **♠7** cause a cauldron to overflow?

... Does a **♠10** cause the cauldron to explode?

Brief example: An Expert (Level 9, 9000) can turn a 9 (9000) into a Queen ($9000 + 9000 = 18000$), or a 10 (11000) into a King ($11000 + 9000 = 20000$). *Experienced Wizards turn **good** into **great**!*

The World As We Know It

What is true? Surely misinformation is a real force even in The Wizarding World. The History books have had a 1000 years to be rewritten to benefit political interests.

With this in mind, The Muse and Players of Hogwarts do not need to learn all the Harry Potter History and trivia. That would be a daunting task!

Feel free to build a new History of Magic and to add your own lore to your own Harry Potter universe...

A History of Magic

The Source of Magic

Salazar Slytherin unhooked a scroll from the leg of the owl that just swooped into his study window. News from the war front—A massive winged dragon laid claim to a powerful Goblin stronghold, Bardulok. Bardulok, where the Goblins have thwarted every assault by Wizards. But one winged monster sends the Goblins fleeing? Curious.

Chromeate, they named it... a silver scaled magic eater.

Dragons love Magic. They will build nests atop piles of magic baubles and coins. The Magic sustains them, heals them, helps them to grow.

Goblins love Magic too, and they love to hoard it as much as Dragons. No doubt Chromeate smelled a Magic trove at Bardulok.

How are Dragons so well attuned to finding sources of Magic?

That is a question that Slytherin tried to answer before. He examined the remains of Dragons without revealing any clues. He became even more determined.

Salazar was too young in his skills to risk an encounter with a mature silver Dragon, and certainly not Chromeate.

He concluded that he should attempt to keep a baby Dragon as a pet and study it... And so he did. But as far as finding sources of Magic, he soon realized that this strategy wasn't going to yield much information.

Slytherin already had skills with languages but interacting with his pet Dragon inspired him to develop Parseltongue, a set of serpentine languages. Unfortunately, his young Dragon did not have any experience with seeking Magic, and therefore the best plan seemed to be to let it go. He made sure through Enchantments that he could track the Dragon's location, and through Charms that it would return when bidden so Salazar could ask it about what it had learned.

The Dragon roamed. When it returned, it never reported finding any single "Source of Magic." It took years to pass before patterns emerged from Salazar's mappings of the Dragon's journeys. "Gaps" existed in the trails on the map, he noticed. There are places that Dragons did not care to go. When asked, the Dragon simply expressed no interest in those areas. Salazar endeavored to find out why.

Traveling, Slytherin found himself on a high cliff above a lake, a place that would become the foundation of the greatest school of Magic for centuries to follow. But at this time, no Hogwarts existed; not even in Slytherin's own imagination. The lake looked barren and the wind carrying the spray of waves smelled metallic and not sweet. The bedrock that would hold the future keep had no Magic. Worse even; the land itself made Salazar uneasy.

With his hand, Salazar could feel a kind of coldness in the rock that made his skin prickle. But he did not let this sense of eeriness stop him from hunting for answers. Something was here and he intended suss out what!

Hogsmeade

Wizards Rowena Ravenclaw and Salazar Slytherin strolled through a dale of grassy knolls.

Small houses punctuated hillocks cleared for farming, and between the hills, well trodden paths had been widened into roads; the largest were lined with a low stone wall or hedgerow.

"There is wild magic here. Raw." observed Rowena. "Untrained wizards live in these houses. More than one. Many!"

Salazar smiled "You are gifted with your senses Rowena! I wanted you to see this for yourself."

"This is a miracle!" Rowena added "So many... I've never seen anything like it!"

Salazar's smile widened "Indeed! We will finally have the Wizards we need to stand against the Goblins!" Slytherin knew the cause of this new Magic but remained silent.

"Nevermind your war, Salazar." Rowena tried to end that subject. "We have a duty right now to help all these people. We must Obliviate anyone whose mind has been mugged by experiences that have broken their reality."

Salazar nodded as Rowena spoke and he interjected "Agreed." He pointed and said "There is a lake in this direction" and the two turned onto a small path.

Rowena continued as they walked, "And everyone who has the gift must be trained! Without proper schooling they will be worse than useless as Wizards—they will be destructive."

Pleased with how quickly Rowena assessed the situation, Salazar informed her "We are of the same mind! New Wizards need education."

The two walking Wizards exchanged ideas until the afternoon sun became red through the clouds. Eventually Rowena concluded "To build a real school, we should speak with Helga. She has all the connections."

"It will be better coming from you, Rowena. Helga and I like to argue!" confessed Salazar.

"I know that Helga loves to spar with you, Salazar, but only because you match her experience with the rules of law. She admires the challenge! She respects your ideas. But even so, I will speak with her myself first."

At dusk they reached a lake. Rowena could sense magic from the waters, powers woven into the wilderness. "The Earth here is alive..." she said quietly, almost to herself. "I can taste Magic in the air."

"The valley is just the beginning. There's even more Magic to be seen." stated Salazar, enjoying the view over the lake. Lights in the distance danced across the surface of the water. "A lovely hamlet" Slytherin noted. They call it "Hogsmeade."

Slytherin and Hufflepuff

"If you could cure deafness, would you?" Salazar tries posing a question to Helga as they finish their wine.

"Of course!" chimes Helga with a tone that implies that the question is silly and suspicious.

Salazar elaborates “What if I have a solution that cures everyone everywhere all at once?”

Helga, playing along, raises a dubious eyebrow “Do you?”

“No... This is a hypothetical question... an ethical question” answers Salazar.

Helga raises her cup and has a sip while she gives the question a few moments of thought. Then she replies “It sounds like you would deny people a choice. Whereas you and I may agree that hearing has its advantages, some people would see your cure as an attack on ‘deaf culture.’ Therefore, I would say that it is unethical. It would be unethical to deny everyone, anyone, a choice.”

Slytherin accepted the answer with a short bow. He continued to hide his secret. The secret that he had already set a magical cure in motion... But not for deafness--A cure for Muggledom, and a solution to win the war against the Goblins.

The Chamber of Secrets

A shadow moved along the wall. Startled, Salazar Slytherin’s heart leapt inside his chest. He sat at his desk in his underground study, surrounded by magical defenses of his own making, and yet he sensed no creature, no life, no Magic or Spirit enter his room. *And yet there it is!*

He froze as his entire body responded to a moment of terror--This shadowy figure turning, revealing a cowl and tattered cloak covering a skeletal humanoid body. *A Specter of the Grim Reaper!? Has Death come to claim me!?*

Within the cowl, a round mouth widened, blacker than any shadow.

Slytherin instantly recovered from his hesitation. *No!*

He pivoted out of his chair leaving an illusion of himself sitting where he just sat.

The shadow rushed forward, its tattered clothing shifting uncannily as if blown by a wind that moved differently than the air in the room.

The illusion of Salazar began rotating like a whirlwind of smoke caught in a funnel aimed into the black round mouth. The Specter devoured the illusion of Slytherin in a single long breath.

Salazar’s life flashed before his eyes... Everyone depended on him to succeed, the entire Wizarding World needed him, his work! Everything that he built around him. His Chamber of Secrets. Here, where instead of finding a Source of Magic, he found the opposite—a Sink of Magic: A Hole in Existence. *Magic does not come from here, it returns through here. I have found a puncture into the Void! And I shall plug it!* Slytherin had struggled to dam the Hole as it responded like a river changing its course. Like grabbing water in a fist, it could not be held tightly. Slytherin developed new Enchantments and tried different approaches, until finally, after years, he succeeded...Magic, instead of draining, began to accumulate. Magic grew until the very rock shimmered from it. Magic overflowed out through the waterways turning the lake into a majestic realm of boundless depths. Magic flowed through the roots and into the forest, awakening ancient spirits of walking wood, and all manner of life.

The Specter before Slytherin moved faster than he expected. He had barely reached his wand in time to raise it, but the light he summoned from his wand did not help illuminate his foe. The darkness around the Specter consumed the light before it could even cast a shadow. And a sharp coldness struck him, penetrating his chest, sapping his power. He fell to his knees. *I need more light! I needed more light!* Salazar felt the Specter drawing his strength away, his Magic was fading. Another cold surge hit and he collapsed, lying supine. *No!*

Then, with his back to the stone, he felt what he needed, warmth, overflowing Magic, moving through the rock... enough to banish a thousand Spectres--an entire lake of Magic, an entire forest of Spirit! With everything and everyone he loved depending on him, he willed the Magic through himself and into a dam against the Void. *Expecto Patronum!*

Light! A sound like the scales on a great dragon's tail coiling against themselves echoed in the room as a pure light circled from wall to wall. The light spiraled inward encircling the Specter as would a constricting serpent ensnaring its prey. The Specter attempted another strike at Salazar but the coils of light closed tighter, blocking its motion. The Specter turned its attention to the serpent of light. Its black mouth struck repeatedly. But the light seemed undiminished. The Specter was trapped!

Salazar regained his feet and better observed the Specter held captive by his serpent, now fully enwrapping it. The serpent's viper-like head facing downward over its prey. Slytherin filled his lungs and released a shout of rage, victory, and relief!

With clenched fists he glared at the Specter who tormented him. *You will suffer!* Slytherin inspected the Specter for any signs of Goblin Magic but could not sense anything at all. Nothing period. *How does this apparition exist!?*

He willed the serpent to crush the Specter and it tightened mercilessly. *Do you even feel pain?*

And then it was gone. Vanished. It did not **Apparate** as would a Wizard. It simply ceased to be. *It makes no sense.*

Dementors

Not alive. Not dead. Not undead. More like golems built in some frightful parody of human form. Creatures or machines of "Anti-Magic" (**Void**), whose origins and purposes remain unknown. They appear to prey on Magic and those who use it. Thankfully they're as dumb as ants!



Figure 1: From the Void, there is no return

Void

“Possibility exists in the realm between the absolutes of Everything and Nothing. Existence begins within the *Big Bang* caused by the collision of equal antithetical Gods. Pure opposites in balance, the Immovable Object and the Irresistible Force, one fighting for Order and the other for Chaos, hold the door open for a Reality between the extremes. A Reality with less than Everything but more than Nothing. Order within Chaos and Chaos within Order—a Universe of Spirit and Magic and Meaning, surrounded by Void, by Anti-purpose. And there at the borders, creatures of Darkness emerge where Void mixes with Magic.” – Salazar Slytherin

Life itself exists between the Fire of Chaos and the Order of Ice – In either extreme lies destruction, a place devoid of information, a place of no meaning. The Void.

Absolute Order, Ice		Devoid of meaning
Chaos within Order		Meaning
Order within Chaos		Meaning
Absolute Chaos, Fire		Devoid of meaning

Hogwarts and The Founders

The Earthly foundation of Hogwarts lends itself to Magic. The Hogwarts grounds border two heavily enchanted magical realms, a lake and a forest, both famous for Magic.

The castle itself acts as a gateway to the spirit world, allowing ghosts to freely roam its halls. Items within its walls become bewitched or magically enhanced. Rowena Ravenclaw's diadem and Helga Hufflepuffs cup are two examples of magical items infused with extra power by mere proximity to Hogwarts.

Salazar Slytherin

Salazar Slytherin is one of the most influential Wizards in History. His name has been attached to a Manifesto of "Wizard Superiority" that spawned terms like "pure bloodedness" that many Wizards use to justify entitlement and birth-rights.

But has the truth about Slytherin been perverted by bigots and power mongers? Let us try to answer this by taking a closer look into human nature; Wizards are human after all...

Did the four founders of Hogwarts love and respect each other? Surely they did. Hufflepuff, Gryffinder, and Ravenclaw would not choose to work with Slytherin if he were a biased arse with an intolerance for Wizards born from new bloodlines. He could not have had such an outward political agenda so obviously contrary to their ethics.

Slytherin believed that it is better to have Magic than not to have Magic. True. Historians with a self interests have warped that message into "Being a Wizard is superior to being a non-Wizard" and therefore "Wizards have rights above non-Wizards."

The Wizarding World has always voted against *human* slavery but human nature is endless quest for dominance and justification to increase one's own rank in society. So in the name of the great Slytherin, Wizards continue to bond under a perverted message.

Ironically, the story of Slytherin relayed in A History of Magic describes how he intentionally created new Wizards from the Muggle population. Not only did he not care about "mud bloods," he intentionally created them himself to expand human influence over the world of Magic! If he had any bias, it was a bias against non-humans... especially Goblins who are all born to wield Magic.

Rowena Ravenclaw

Rowena dedicated her life to the study of Magic. She understood education, lessons plans, curricula, teaching strategies, and how to administrate.

Helga Hufflepuff

“A people person”

Helga was the most charming (pun intended) of The Founders. She spent half of her time developing friendships throughout the Ministries. Where other Wizards would find themselves bound with red-tape, Helga would be two steps ahead. Without using any powers of prediction, Helga knew of things before they happened from her network of insiders. Politically, Helga could have been Minister of Magic but she did not have the ambition to lead or desire to be hindered by the difficulties of leadership. She loved Hogwarts and made it her life's focus.

Godric Gryffindor

Where Hogwarts and The Founders had material needs and wants, Gryffindor had legendary powers of procurement. The Harry Potter stories allude to Godric's abilities as a provider: We see the Sword of Gryffindor coming to those in need, and The Room of Requirement appearing when someone needs it. It isn't clear whether these enchantments came from Gryffindor himself or from the bewitching nature of Hogwarts and the mysterious spirits that give Hogwarts a will of its own.

Albus Dumbledore

Dumbledore positioned himself at Hogwarts for its power, not simply for the love of students and their education. He was not quite the loving grand-fatherly figure he was portrayed to be in the Harry Potter movies.

He had the Deathly Hallows. It is no coincidence that the Cloak of Invisibility, Elder Wand, and Resurrection Stone were all still within his realm of influence. He knew of their existence and of their limits. Dumbledore knew that the Deathly Hallows did not make a person immortal. They provided a good ruse for Voldemort to pursue.

Dumbledore feared Harry Potter's connection to Voldemort because he did not want Voldemort to learn too much. Hogwarts itself would “naturally” resist Voldemort's efforts to scry inside its walls but Voldemort would not be hindered if fed visions through Harry Potter's eyes.

Dumbledore needed to conceal a couple vital secrets... Firstly, Dumbledore figured out that Harry Potter was himself a Horcrux, and that meant that Harry Potter needed to die before Voldemort could finally be slain. And secondly, Dumbledore knew the mysterious secret of true resurrection...

Why was Dumbledore waiting in a kind of Limbo in the “afterlife” where Harry Potter spoke with him? Was he just hanging around until he could speak with Harry Potter? Not really... Dumbledore was waiting for confirmation of Voldemort's death before he himself could trigger his own resurrection. He could not risk Voldemort learning about another way to come back to life. If he returned too early, Voldemort would figure out how it was done, and then he could never be permanently defeated.

The secret was not very deep after all--Why did Dumbledore have a Phoenix?

Fawkes

Hagrid had the instructions. "Strict orders" that he would follow at the correct time. He didn't understand them; didn't need to; didn't want to; didn't even know what for. Dumbledore and Hagrid both knew he couldn't keep a secret so Hagrid never asked questions nor endeavored to understand anything.

"Put my ashes in the urn." There's already ashes in the urn. Should I clean those out? Nope, "strict orders."

Resurrection... The power of the Phoenix.

Contact/Meetup

To learn by playing, interested players can reach out through Meetup.

<https://www.meetup.com/hogwarts-and-you/>

