



**Delegate Guide: The First Wizarding War:
Order of the Phoenix**

Chair: Leah Berkman

Crisis Director: Gabriel Bras-Nevores



Letter from the Crisis Director and Chair

To all witches and wizards of the Order,

It is my personal honor and privilege to welcome you all to The First Wizarding War: Order of the Phoenix at the 24th annual Greater Washington Conference on International Affairs! My name is Gabriel Bras-Nevores and I will serve as your Crisis Director for this committee! I am a sophomore at The George Washington University studying Journalism & Mass Communication, Spanish & Latin American Literature, and Film. I have been involved in Model United Nations since my sophomore year of high school and will serve as Chief of Staff for GWU's sister conference for high schoolers, WAMUNC XXII. I am also on the GW MUN travel team and compete occasionally on the college circuit.

Less importantly for you, and more importantly for me, I am originally from San Juan, Puerto Rico. However, more importantly for all of us, I am a lifelong Harry Potter fanboy, and a huge one at that. The movies are so deeply ingrained in my memory that I always quote them endlessly whenever I sit down to watch them again and I have read through the whole series 15 times or so. As such, your chair Leah and I have been working hard to research this world thoroughly and recreate the magic, wonder, and awesomeness that made me love the series in the first place.

In the backroom, as delegates representing distinct members of the Order, you will use spells, magical objects, your connections to other characters, and your own skill and determination to change the direction of committee and make sure that the Order (or at least just you) can get ahead of everyone else. This is a time of significant division in the Wizarding World, higher tensions than ever, and significant danger around every corner, so delegates will need to work diligently and carefully or face the consequences. That being said, loyalty to the Order or secret plans of nefarious treason will be equally rewarded so long as your arcs are creative, involved, detailed, and consistent with the character you are portraying.

This being a fantasy committee based on one of the most beloved series of all time, we as staffers hope to emulate the charm and the fun of the franchise, and we hope you are all as excited as we are! If you have any questions about committee or the background guide, please do not hesitate to reach out to me at gabobras@gwu.edu or to Leah at her email address.

Thank you all so much and I'll see you soon!

Best regards,
Gabe

Welcome delegates!

My name is Leah Berkman and I will be your chair for The First Wizarding War: Order of the Phoenix and I could not be more excited! I am currently a Junior in GW's Elliott School of International Affairs studying International Development and Women's, Gender and Sexuality Studies. I love MUN and I have been participating in it since my freshman year of high school. Now, I serve as the Assistant Head Delegate of Social Affairs for GW's Model UN team. I look forward to the exciting debate and meeting all of you!

Your Chair,
Leah Berkman
leahberkman@gwu.edu

Fun fact: This summer I spent 5 weeks in China, three of which I was teaching English to fourth and fifth grade students.



Introduction to the Wizarding World

If there is one word that can describe the Wizarding World, it would be... well, magical. It is a vibrant community that has successfully kept itself in the shadows from Muggles (non-magic users) and sustained itself in every aspect of life. The wonders, miracles, and jaw-dropping feats wizards have been able to accomplish and thrive from are the stuff of Muggle dreams, and almost everything in this world is possible if you can think it up. The current structure of the Wizarding World (during the time of committee) has stood for almost 300 years and has been mostly orderly and structurally intact, even in times of turmoil.

Now, however, that stability is threatened. Voldemort and his supporters, known as Death Eaters, would seek to take over if not destroy the Ministry and wage war on Muggles, an evil mission that would prove dangerous to the Wizarding World at large. Before we as an Order continue to fight for the safety of our world, we must first understand the components of the world Voldemort threatens to ruin.

I trust you all with my life. I have known Voldemort since he was a mere student at Hogwarts and have seen him grow into the most dangerous Dark wizard of all time. He is a threat like no other, but I have assembled you all because I know he can be defeated. We have fought for a long ten years and amassed vital information. I believe we will finally be able to save wizards and Muggles alike. If we cannot, all hope is lost. It is because of you that such hope survives.

Good luck,

Albus Dumbledore, Founder and Leader of the Order of the Phoenix

The Ministry of Magic

The Ministry of Magic is the principal governing body of the Wizarding World in Great Britain. It has many departments including Mysteries, Magical Law Enforcement, Magical Transportation, and others. Its main objective, however, is to keep the magical community of

Great Britain safe, well-regulated, and secret from the Muggle world. The current Minister of Magic, the head of the Ministry, is Millicent Bagnold.

As Great Britain's primary magical authority, the Ministry has found it very difficult to continue to exercise their duties in the face of Voldemort's crusade. Their offices are in disarray, with workers and top officials disappearing or being killed for speaking out against Voldemort and his followers, and they have no idea who could be a Death Eater and who could truly be working loyally for the Ministry. This has caused the Ministry to be increasingly inorganized and inefficient in almost every area except law enforcement, where they have fully dedicated their efforts to ending Voldemort's reign of terror.

However, even this has proven too difficult for Ministry officials. Spies on the inside inform Death Eaters of the Ministry's every move and publically renowned and recognized Aurors (wizards whose job it is to find and arrest Dark wizards) are being captured and interrogated for information, usually resulting in extreme torture, recruitment, or death.

While Voldemort remains with such power, the Ministry cannot protect the magical community from his chaotic ravage. Therefore, Voldemort and his Death Eaters have become much more than just a threat to security; they have become a threat to the Wizarding World's very way of life. The magical community cannot sustain or protect itself collectively while Voldemort runs free.

Hogwarts School of Witchcraft and Wizardry

The premier institution for educating and training young wizards, Hogwarts, is also threatened by the war against the Dark Lord. The centuries-old institution has hosted the Wizarding World's most skilled, noble, and also nefarious wizards, including Voldemort himself.

Students at Hogwarts are sorted based on their personality traits into one of four houses: Gryffindor, Ravenclaw, Hufflepuff, or Slytherin, each founded by a highly distinguished witch or wizard of the time. Salazar Slytherin, founder of the Slytherin House, handpicked his students based on their cunning, determination, disregard for the rules, and purity of blood (an aspect of the Wizarding World's social structure we will talk about later). He later left Hogwarts due to a

rift between him and the other founders, but not before he hid the Chamber of Secrets inside the school, whose contents are still unknown to this day. Not so coincidentally, we can assume that the first to open it was Voldemort himself while he was a fifth-year student at Hogwarts under his true name, Tom Marvolo Riddle. We suspect that he killed a girl while at Hogwarts and then sank into discovering more about dark magic, becoming the Dark Lord who is now terrorizing our world.

As seen above, those sorted into Slytherin unfortunately are generalized as being Dark wizards who are blood purists. The house's history, the wizards it has produced, the fact that most students sorted into it are descendants of its founder, and the history of Dark magic associated with historically Slytherin families has cemented it as an almost indisputable breeding ground for Dark wizards. Hogwarts has always tried to steer Slytherins away from this path, but this is becoming harder than ever with a figurehead like Voldemort that can inspire the next generation of Death Eaters.

More and more students at the school, Slytherin and otherwise, are being drawn to Voldemort's mission, ideals, and methods. Not only does this grow Voldemort's following, but it also places most other students at Hogwarts in danger, with students becoming more disdainful of wizards with Muggle families or who advocate against Voldemort's mission. Hogwarts itself, however, is still safe from Voldemort's terror due to our protection of the institution. That being said, while the Dark Lord reigns, the youth will most certainly follow once they step outside the halls of Hogwarts, a reality we must change.

Social Climate

Wizards are usually divided into a few different 'classes' based on the 'purity' of their bloodline. Purebloods are wizards born to two magical parents, halfbloods are wizards born from a magical parent and a Muggle or Muggle-born, and Muggle-borns (also known by the slur 'Mudbloods') are those born to two Muggle parents that inherited their magical abilities from a distant ancestor. This could be because, generations prior, one of their ancestors was a Squibb, a term used to refer to a Muggle born to one or two magical parents.

For many wizards and witches, purebloods are considered to be a superior class of wizard, an opinion upheld by many pureblood supremacists across the Wizarding World. This is due to the fact that many wizards see Muggles as inferior beings, so Muggle-borns and even halfbloods are often under scrutiny and face discrimination and prejudice in the Wizarding World. However, it is worth noting that the proportion of pureblood families to non-pureblood families is steadily changing, as pureblood families grow smaller in both size and number. Nevertheless, the pureblood elite within the Ministry and amongst the magical community at large has propagated this prejudice across the Wizarding World and has resulted in the most heated magical debate and divide in the current social climate.

Voldemort, a secret half-blood, uses this tense social division as the basis of his cause: the supremacy of the pureblood line and the eradication of all who disagree. Many pureblood supremacists have rallied to Voldemort's cause merely for this reason, as they feel the voice advocating for Muggle-born equality has grown louder and louder. Other pureblood families, however, have denounced Voldemort's actions and cause and have been persecuted or even killed as a result. One's opinions on pureblood supremacy could, in the eyes of wizarding society, classify one as a Voldemort supporter or as a 'Muggle-lover,' depending on which side you're on.

The Wizarding World and Muggles

For obvious reasons, the Wizarding World is almost completely hidden from Muggles. The most important rule that the Ministry of Magic upholds is that casting spells or practicing any form of magical activity in the presence of Muggles is absolutely forbidden except in extreme, potentially life-or-death situations. Breaking this law is punishable by imprisonment and involves greater circumstances.

There are, however, some ways in which the Muggle and magical worlds are connected. The most important of these is the communication established between the Prime Minister and the Minister of Magic. Both authorities must know of each other's issues and endeavors if only on a superficial level. With all the chaos emerging and spreading in the Wizarding World, one can only imagine what both Ministers must be discussing right now.

A small portion of wizards are obsessed with Muggles and even believe our worlds should coexist peacefully, a mission they find to be noble and conceivable with the proper approach. Most wizards, however, believe both worlds are best kept separate from each other, with wizards living in complete secrecy and isolation. On the other extreme of the issue, Voldemort and his Death Eaters represent those who wish to establish absolute power over Muggles and have developed a deep hatred for them. This has been the oldest social divide amongst wizards, and Voldemort's reign has only served to grow hatred of Muggles.

It has become harder and harder to hide from Muggles, too. Voldemort's attacks are directed at both wizards and Muggles, with deaths on both sides and all over the nation. These horrible actions have become hard to explain for the Muggle community, which have grown fearful and desperate. Our efforts to stop Voldemort, as well as the Ministry's, have also resulted in a decent amount of Muggle exposure in order to fulfill a particular mission or save lives if need be. With the growth of Muggle technology, it also becomes harder to explain recorded acts of magic and unexplainable phenomena.

It is needless to say that tensions between Muggles and wizards are higher than ever. Voldemort's exploits risk full exposure of magic to Muggles, whereas authorities both official and secret have to choose whether this is a risk worth taking in order to save both worlds and its inhabitants. As the Order, this is among the most important aspects of the Wizarding World that we must consider moving forward, for one action could expose us to the Muggle world and cause unpredictable developments.

The Rise of Voldemort

Voldemort's rise to power and infamy has been absolutely unprecedented. Never before has the Wizarding World seen such terror since the times of Gellert Grindelwald, who had a vision of wizarding dominance over Muggles not unlike Voldemort's own ideology. However, Grindelwald showed remorse after his crimes, whereas Voldemort knows nothing but rage and evil. For the past decade, he has been an unstoppable force hellbent on ruining our way of life forever.

While Voldemort has made his mission and methods very clear, his origins and that of his following are shrouded in mystery. Thanks to the information I have been able to collect and the thorough investigations you have all conducted, we have a decent idea of who Voldemort was and how he amassed his army, but many questions are still unanswered.

Tom Marvolo Riddle

Before being the Dark Lord, he was Tom Marvolo Riddle. His mother's family, the Gaunts, are the last of a long bloodline descended from Salazar Slytherin whose lust and greed led them to gamble all their money away and live in poverty near a Muggle village. His mother, Merope Gaunt, fell in love with a wealthy Muggle named Tom Riddle Sr. who lived in Little Hangleton, the nearby village. She used a love potion to make him fall in love with her but stopped giving it to him once she was three months pregnant with her child out of hope that he would truly love her. But Tom Riddle Sr. left her pregnant and alone, her family exiled her from their home, and she lived out the rest of her days as a pauper in England before dying in childbirth. She birthed Tom Marvolo Riddle at Wool's Orphanage in London.

Tom remained at Wool's for eleven years, where he developed sociopathic tendencies as well as a deep lack of love. He bullied, hurt, and tormented other children, manipulated animals, and stole things from his fellow orphans that he kept as trophies. I later visited him at the orphanage to inform him of his wizardry, which he was not surprised by. I informed him of his acceptance at Hogwarts and gave him the resources necessary to attend, without knowing I had just led the most dangerous Dark wizard of all time into a school of young, impressionable wizards and witches.

As such, Tom was quick to attract both students and teachers alike to his brilliant, brave, and idealistic personality while at Hogwarts. He was sorted into Slytherin House and amassed a following of bullies, weak students, and ambitious glory-seekers that would become the first Death Eaters. While they considered themselves Tom's friends, he did not care about a single one of them. The only teacher he did not attempt to sway was myself, as I resolved to keep a close eye on him ever since that day at Wool's Orphanage. Professor Horace Slughorn, who was Potions Master, especially took a liking to Tom's ambition and academic achievement and

invited him to join his ‘Slug Club,’ a group of students Slughorn thought showed promise or were already famous or well-connected.

The summer before his sixth year at Hogwarts, Tom went to the Gaunt home to find out more about his maternal family. At the Gaunt shack, he met Morfin Gaunt, his uncle, who told him he looked a lot like “that Muggle what my sister took a fancy to.” Upon realizing his father was a Muggle and learning of what he did to his mother, Tom stunned Morfin, took his wand, and went to the Riddle mansion at Little Hangleton. There, he killed his father, grandfather, and grandmother and warped Morfin’s memory to make him believe he had killed them.

After graduating from Hogwarts with stellar grades, Tom asked the Headmaster, Armando Dippet, to serve as a Defence Against the Dark Arts teacher. While Dippet declined due to Tom being too young, he invited Tom to reapply in a few years.

Tom was offered multiple positions in the Ministry of Magic but, to everyone’s surprise and disappointment, he ended up working at Borgin and Burke’s, a magical antique shop known for mostly selling Dark magical objects and shady artefacts. Tom, however, was very good at convincing people to give up their ancient heirlooms, an obsession we have yet to understand.

Tom befriended Hepzibah Smith, a wealthy descendant of Helga Hufflepuff, founder of Hufflepuff House at Hogwarts. Once she showed him her two most coveted possessions (Slytherin’s locket and Helga’s cup), Tom poisoned Hepzibah, framed her elderly house-elf, and stole both heirlooms.

Tom later disappeared from public view for ten years, immersing himself deeper into the study of the Dark Arts and openly using the alias ‘Lord Voldemort.’ His appearance changed too, losing his handsomeness and becoming more and more snake-like, likely as a result of his immersion into Dark magic. After his public disappearance, he returned to Hogwarts to request the position of Professor of Defence Against the Dark Arts from the Headmaster: me. I respectfully declined, knowing Voldemort had no intention to teach and would use his position to meet his own goals. We have yet to know the true intent of Voldemort’s visit that day, although we do know that he cursed the Defence Against the Dark Arts position, forbidding anyone from occupying it for more than a year. This has proven to be scarily true.

Death Eaters

Before formally entering the First Wizarding War, Voldemort spent a few years amassing a large following of Dark wizards and witches, giants, werewolves, and other magical beasts that had been outcast by wizardkind. As such, he garnered a large army of pureblood supremacists, cruel Dark wizards, people who feared they would die if they did not join his cause, and a host of beasts and creatures resentful of wizards and their cruelty. Voldemort's most trusted Death Eaters are known to have the Dark Mark on their forearm, a skull with a snake coming out of the mouth which can be touched to summon Voldemort and his Death Eaters.

Death Eaters operate in secret; very few of them have been apprehended or killed and their carefully planned attacks make it impossible to estimate the number of their ranks. They could be 50, 500, or 50,000; it is impossible for us to know for sure. Their espionage within the Ministry has allowed them to operate at a much larger level, using their knowledge and leverage to attack the Ministry where it is weakest. Their attacks have been classified as unpredictable and sporadic, although consistently dangerous and quick.

Given that Death Eaters live in either exile or anonymity, it is impossible to know who is truly a Death Eater. For that reason, we must be very careful and operate in as much secrecy as possible; few can be trusted.

Voldemort's Mission, Methods, and Magic

Voldemort's ideology is a dangerous one: pureblood supremacy, control of the Ministry of Magic, slavery for all Muggles, and immortality. The few that agree with this ideology are either easing his reign of terror or actively participating in it, whereas many others are compelled to join his cause out of fear, glory, or simply because he provides an outlet for murder and chaos. He is a ruthless and merciless killer, an effective terrorist, a persuasive and magnetic speaker and actor, and a cunning strategist. He is also among the most powerful Dark wizards of all time, if not the most powerful. His mastery of the Dark Arts is deep and unparalleled, which means we have little inkling of what he is actually capable of. He spent a majority of his time gaining

experience and knowledge in the darkest corners of the Wizarding World in order to be as skilled and dangerous as he is. We can only dream of what feats he is able to accomplish, which makes him a dangerously unpredictable foe.

However, Voldemort is also proud, vain, friendless, loveless, and consumed by blind hatred and jealousy. So far, his attacks as part of this Wizarding War have been mostly impersonal and detached from his life. However, if something were to arise that would directly tempt him to strike foolishly, it is in this circumstance where he is most vulnerable. For example: a threat to his legitimacy, something to do with his childhood upbringing, or one of his many prized artifacts being in danger of theft or destruction. With this in mind, we must be patient and wait for the right time to strike with all our resources.

His methods are that of fear, coercion, torture, merciless murder, terror, and secrecy. He largely operates in the dark and does not tend to expose himself during attacks. It is important for us to be proactive rather than reactive, so we must use all our resources necessary to predict attacks, identify them, and stop them from happening.

The Order of the Phoenix

We are the Wizarding World's most important line of defense. It is only in us we can trust. The Ministry is overrun with Death Eaters, we are no closer to finding Voldemort than we were ten years ago, and his army only grows in size and power. However, you are all among the most powerful and skilled wizards and witches I have ever met, and it is because of your bravery, intellect, nobility, and determination that Voldemort has not yet won. Now, at the height of this war, it is more important than ever to understand our mission.

Origins

The Order was founded soon after Voldemort's return to England and his first attacks on the Ministry and Muggles. Due to the inefficiency the Ministry has shown for various reasons, our position is more important than ever. Although we work with the Ministry (particularly with

Aurors, some of whom have joined our ranks), the Ministry is not safe enough to depend on for solid information and resources.

Our secret society is comprised of skilled witches and wizards I have met throughout my years at Hogwarts, experienced Aurors, and trusted friends and colleagues. A closer circle of trust has never been created, which we must strive to uphold and maintain if we are to win. Voldemort's cause feeds off division, strife, conflict, and turmoil. We must not let him and his Death Eaters cause ruptures within our ranks.

Our Mission and Resources

Our mission is to defeat Voldemort once and for all, bring his Death Eaters to justice, and restore stability and peace in the world. Such a mission is a daunting task with many risks we must consider.

Firstly, we cannot expose ourselves to the Muggle world. If we were to reveal the Wizarding World's secrets at large, on a level too big to undo, we could cause a catastrophe unlike any other. Voldemort himself threatens this secrecy, but exposing Muggles to magic for the sake of defeating Voldemort is too big a risk to take. Any action taken that would blow the whistle on the Wizarding World could result in imprisonment by the Ministry, capture by the Death Eaters, or hostility from Muggles.

Secondly, we cannot fall prey to the temptations of Dark magic. If any member of the Order is caught performing any of the Unforgivable Curses, they will face scrutiny and grave consequences. I am aware of the Department of Magical Law Enforcement's decision to allow Aurors to perform Unforgivable Curses in order to capture or kill Death Eaters, but I will not allow this Order to sink to those depths in order to achieve our goals. Any Order member who performs an Unforgivable Curse will not benefit from our protection and will be significantly less involved in our operations.

As I have mentioned before, you are all incredibly skilled, courageous, and noble wizards and witches. We are our best resources, and our willpower is our strongest suit. We also have many connections in the Ministry we can carefully but consistently trust for resources, although

it is important to approach any Ministry relations with caution given Voldemort's successful espionage and infiltration of the government.

Since we are a secret society, it is hard and risky for us to meet occasionally in large groups. Luckily, I have devised a way in which we could be able to send messages through a Patronus Charm, so this will serve as our primary tool of communication. Many of the Order's members have also granted their households or other properties as emergency rendezvous points and places of refuge, which have been enchanted and charmed to protect it physically and otherwise from Death Eaters and the Ministry itself. As long as these locations remain secret, we may continue to operate in the shadows.

Current Situation

It is March 31st, 1981, about ten years after this Wizarding War broke out and the Order was formed. We will convene at 12 Grimmauld Place, Sirius Black's ancestral home, and plan and execute operations that will hopefully bring Voldemort down. Many of our members have grown families and others have unfortunately fallen at the hands of the Death Eaters. We have lost so much and could lose so much more.

We estimate that Death Eaters likely outnumber us 20 to 1, meaning that the number of Death Eaters could be at least close to 500, yet we have no way of knowing for sure. We have been very careful with our offensive initiatives up to this point, but we have not been able to beat Voldemort at his own game and effectively investigate until now. The information we have collected up to this point gives us enough to work with and be more aggressive and accurate with our counterattacks.

We also have to assume that for every Death Eater we bring down, ten are likely to replace them within a very short amount of time. For this reason, we must focus on engaging as many Death Eaters as possible and taking advantage of every offensive opportunity while keeping our defensive edge.

Also, and perhaps more importantly, recent ambushes have led us to suspect that there may be a spy among our ranks. Perhaps not within the Order itself, but among our associates in

the Ministry and beyond. Nevertheless, it is more vital than ever that we exceed caution with our trust and be careful with our planning and execution.

Disclaimers from the Dais

With such a magical world at your disposal, it might seem easy to achieve whatever you set your mind room in debate and in the backroom. However, there are a few things in committee we have to address, along with a few rules we'd like the committee to abide by.

Use of Spells in Committee

You are encouraged to use existing spells from the Wizarding World both as part of your crisis arcs and to use in directives during debate. For example, a clause in your directive could read something like : “Use *Wingardium Leviosa* to lift a truck and drop it on the Death Eaters stationed in the forest” and your crisis notes could read something like this: “Stun John Doe with *Stupefy* and sneak into the Department of Mysteries”. You don't need to be specific with every spell needed to do everything (you don't necessarily have to narrate the whole duel you will have with another character or explain how you were able to remove all the enchantments from a cursed object, for example) but the more detail, the better.

As mentioned above, although you can use Unforgivable Curses as part of your secret backroom arcs since they have been legalized in these extreme circumstances, you need to cover your tracks effectively in the backroom in order to keep your use of these curses secret from the rest of the Order if you were to use them. For example, if you were to torture a Death Eater for information with the *Cruciatus* Curse, you should take measures like using a wand that isn't yours to do so and erasing the Death Eater's memory afterwards and those of any witnesses. If you don't cover your tracks well enough, you will receive a warning from the backroom and will be exposed to committee if you don't fix the issue.

Also, there are a few spells (*Accio*, *Apparating*, etc.) which are immensely powerful and useful for all delegates that we will accept in the backroom, but take lightly. As a delegate, all your crisis notes cannot be based on the same spell or on those that would be just too easy (you

can't just find an object by using Accio). That being said, we encourage you to be creative with your spells and use them in unique ways that set you apart from other delegates. As long as the base of your crisis arcs and notes are rooted in detail, cohesion, creativity, and clarity, we will allow pretty much every spell to pass; you just need to prove to us that you have planned out an arc well enough so that the true effort of what you're doing in backroom isn't put wholly into a single spell.

In case you're confused, here's an example: say your arc involves stealing something from the vaults of Gringotts Bank. If your note says: "Apparate into the vault, get the thing, and Disapparate", that is not detailed and realistic enough to be an acceptable crisis note. Also, most important locations like that in the Wizarding World are protected from Apparating into them with various charms, so seemingly easy spells and magical resources like that will be much harder to pull off in committee.

If your note were to explain how you would physically get to Gringotts, gain access to the vaults, steal the object from a vault and successfully escape with enough detail, then we would be much more likely to accept your note in the backroom. This will work on a case-by-case basis, so use your spells creatively and responsibly.

Magic Isn't Everything

The previous section touched on this, but it's important to extend this fact to every magical aspect of committee. Just because there's magic doesn't mean your directives and arcs should be easy to craft; reasonable directives with comprehensive solutions and well thought out, detailed arcs will be more likely to pass and will be rewarded in committee. Magic can seem very easy to use and abuse, so creative ways in which you are able to use that magic is what will call our attention as the dais the most. The most important thing to consider with your directives and arcs is that you should write them out without the intent of using magic first, and then figuring out ways you can add to them with magic. Your arcs and directives should be so solid that they don't even need magic to succeed, or that magic is the cherry on top of the whole endeavor.

To be clear, we're not advocating for you to limit your magic use in committee; quite the contrary, we want all the magic you can throw at us. Just be careful not to depend on it to build a strong directive or craft a compelling arc.

Deviating from Source Material

We want this committee to be as dynamic and delegate-driven as possible, so we are giving you the option of deviating from what your characters do in *Harry Potter* lore. However, the catch is that you need to convince us as to why this character would do something differently than what they did in the existing lore. You can't just turn a character good or evil because you want to; you need to sell to us the change. Keep in mind that we are open to go pretty far with this possibility, so we encourage you guys to be creative with your arcs and directives and have some fun with it.

Our personal recommendation is that you adapt your character to whatever kind of arc you want to pursue. If you want your arc to achieve pureblood domination, then you can twist a good character's motivations enough and convince us that he or she could take that path. If you want to take a more noble approach, craft a noble character, even if your position is Voldemort. With such a rich and complex literary world at the palm of your hand, as well as some truly deep and iconic characters for you to play, you can twist perspectives any way you'd like *if* you convince the dais that it's plausible for the character and universe.

Spoiler Alert: Considering How the Series Ends

So we all know what happens at the end of the First Wizarding War: Wormtail betrays the Potters and Voldemort kills Harry's parents but is defeated (if you didn't... spoiler alert, my bad!). The question is, how can we ignore all the stuff we already know about the Wizarding World that hasn't happened yet? To make things a little easier, here are a few things that we don't know about (yet!) once we get into committee and that are therefore forbidden to be discussed openly without being revealed first:

- Voldemort's Horcruxes
- The prophecy

- Voldemort's hideout in Albania
- The identity of the Death Eaters (Lucius Malfoy, Bellatrix LeStrange, Barty Crouch Jr., etc.
- How to open the Chamber of Secrets and what is inside it (although we do know that Hagrid was not responsible for the attacks linked to the Chamber in Voldemort's fifth year and that Voldemort was probably responsible for these attacks; we just don't know how)
- The existence and location of the Deathly Hallows

As things come up in committee and we get deeper into debate, I'm sure something else will come up that we will then clarify is not to be discussed. As delegates, try not to look for the Deathly Hallows or investigate Lucius Malfoy for no reason at all except for the fact that you know what will happen in the books. Try your best to avoid these revelations yourselves and leave it to the backroom to provoke any revelations that are a part of known *Harry Potter* lore. That being said, if you write a directive that would have the Order conduct a secret and general investigation of known pureblood supremacists, that would be a good example of working around book lore to reach the same conclusion. It sounds very confusing, but we'll work it out during committee much more smoothly.

Questions to Consider

1. What strategies can we use as the Order to defeat Voldemort that we haven't already used?
2. How can we work with the Ministry if they are infiltrated? What other resources can we use for help?
3. How can we effectively assess how many Death Eaters there are and attack them without having them attack us first?
4. Should we risk revealing ourselves to Muggles for the sake of saving the Wizarding World? Why or why not?

5. How aggressive should we be in fighting the Death Eaters? Can we risk exposure and death for the sake of attacking Voldemort's forces head-on?
6. What weaknesses does Voldemort have that we can exploit? How do we defeat the most powerful Dark wizard of all time?
7. How do we prevent more wizards and witches from joining Voldemort's ranks? What can we do to keep magical beasts on our side?
8. What can the Order do to preserve order and safety in the Wizarding World for its citizens? Should we even consider protecting the people over defeating Voldemort?
9. How do we remain a secret society? What can we do to ensure anonymity and the safety of our families?

Character Bios

James Potter

Born as an only pureblood son to a life of material privilege, James Potter attended Hogwarts as a Gryffindor and distinguished himself as a stellar Quidditch player and clever student. However, he was quite mischievous and enjoyed hexing students for laughs. He developed a rivalry with one student in particular, Severus Snape, who was best friends with his future wife, Lily. She was unimpressed by James' showboat attitude and almost bully-like tendencies, but James matured enough during his seventh year at Hogwarts to make Lily start liking him. During his time at Hogwarts, James developed a strong friendship with Sirius Black, Peter Pettigrew, and Remus Lupin. They named themselves "The Marauders" and created the Marauder's Map, which detailed the layout of Hogwarts Castle and its grounds and tracked everyone within them.

After leaving Hogwarts, James and Lily joined the Order in the fight against Voldemort and have defied him thrice. They also birthed a son, Harry, who is currently seven months old. James' teenage arrogance shifted into brave impulsiveness when he became an adult, and he is much more driven by a desire to fight and protect rather than prove his worth. He also deeply

treasures his bond with the Marauders and loves his family above anything else. He is also an Animagus with the ability to turn into a stag, which he developed during his years at Hogwarts in order to accompany his friend Remus' werewolf transformations, and he has an Invisibility Cloak. James can be rash but he is mostly defined by his selflessness, courage, and unquantifiable love for his friends and family. He will do anything to save them and keep them safe.

Lily Potter

Despite being a Muggle-born, Lily has proven herself to be among the most capable and strong witches of our time. She was born in Cokeworth to an unsuspecting Muggle family and met Severus Snape, a boy who lived in a poorer neighborhood. Snape noticed Lily's magical abilities and was the first to inform her that she was a witch. They developed a close bond and were very excited to go to Hogwarts together.

Lily was sorted into Gryffindor and proved herself an exceptional student, catching the attention of Professor Slughorn and his Slug Club and being Head Girl of her house in her seventh and final year. As the years went by, Snape and Lily grew estranged due to Snape's support of the Death Eaters and she grew closer to James Potter, who she had previously considered to be an insufferable, arrogant boy. They ended up getting married and having a child, Harry, together.

As soon as Lily and James joined the Order, Lily has stood out as a voice of reason and empathy amongst our ranks. She is fiercely loyal and loving to her friends and family, deeply empathetic, kind-hearted, and very concerned with the safety of all wizardkind and Muggles alike, since her family are all Muggles themselves. Her life experiences have rooted a deep passion for wizard and Muggle equality within Lily and a care for safety, security, and sympathy above all that few Order members possess.

Sirius Black

Sirius Black's family are all Slytherins, Dark wizards, and Voldemort supporters, but that didn't stop him from being sorted into Gryffindor upon arriving at Hogwarts and joining the

Order after graduating to fight Lord Voldemort. During his years at Hogwarts, he was able to turn into an Animagus along with his best friends James Potter and Peter Pettigrew and turned himself into a dog in order to accompany their friend Remus whenever he would transform into a werewolf. Sirius was a very capable student and a skilled wizard during his Hogwarts year, a trait he would go on to sharpen as part of the Order of the Phoenix, but he was James' right hand man when it came to mischief, pranks, and detentions.

Sirius is incredibly noble, caring, strong, and determined to always do the right thing. His estrangement from his family has led him to further resent Voldemort's cause and actively advocate for direct attacks and constant action. His bravery has also made him rather impulsive, a trait only halted by his concern for his friends' well-being. He was named godfather of Harry, James and Lily's son, and would do anything to protect those closest to him and in the Order. Sirius' ancestral home, 12 Grimmauld Place, is one of many hiding spots and refuges that we can use as the Order (although we must do so very carefully), and Sirius' family and experiences have made him develop a deep understanding and knowledge of Dark magic and the typical traits and habits of its practitioners, knowledge that serves as very useful to us.

Remus Lupin

Remus Lupin was only five when a werewolf named Fenrir Greyback attacked his home and infected him with lycanthropy, turning him into a werewolf. Despite his condition, he was still admitted to Hogwarts under special conditions: when it was time for him to transform, he was taken to a hut that would be known as the Shrieking Shack due to the fact that Remus underwent painful transformations that the villagers in Hogsmeade, a magical town close to Hogwarts, could hear due to his screams.

While at Hogwarts, however, he met three incredible friends: James Potter, Sirius Black, and Peter Pettigrew, who all found out about his condition and, rather than abandoning him, turned into Animagi in order to help him through his transformations. They created the Marauder's Map and explored the Hogwarts grounds and Hogsmeade unlike any student ever did, even being able to track what everyone within them was doing.

Remus is very wise for his age and values bravery, honor, determination, and friendship. He is among the more quiet and level-headed members of the Order, but a fierce wizard and duelist nonetheless. He is also very empathetic with magical creatures and Muggles, but is very cautious and rational, unlike his more impulsive friends Sirius and James. His knowledge of the Dark Arts (and creating a strong defense against them) makes him a valuable asset and his transformations into a werewolf can (sometimes) prove useful for the Order.

Peter Pettigrew

As one of the Marauders, Peter Pettigrew developed a strong friendship with James, Sirius, and Remus. He even developed himself as an Animagus along with James and Sirius to help Remus cope with his transformations, with Peter assuming the form of a rat. Peter's time as a Gryffindor at Hogwarts was defined by his friends, following them everywhere they went and taking the fall for some of their mischievous pranks. Peter has been known as less bright than his friends, considerably more foolish, and dependent on their protection and leadership to thrive in the school. Regardless, he joined the Order soon after graduating along with the rest of the Marauders.

Peter's Hogwarts years may have given him a less than impressive reputation, but he shares the same love and admiration for his friends as his friends do for him, something he holds in the highest regard. Peter is also very good at collecting information and entering into places undetected, due to the fact he can turn into a rat and get into very inaccessible places like Ministry meetings, known Death Eater hideouts, and other situations. He has grown as a duelist and wizard due to hard work and determination, yet falls short of most of the Order's skill level. Peter is also driven by a desperate desire to prove himself, yet does not have the bravery of James and Sirius nor Remus's level head. He is therefore more wary of direct attack and exposure and is concerned with the personal safety of everyone in the Order more so than the safety of the Wizarding World. However, what he lacks in courage and determination he makes up for in cunning, loyalty, and being a fantastic supporting friend and motivator to his peers.

Rubeus Hagrid

Towering at eleven and a half feet tall, Rubeus Hagrid is a half-giant who attended Hogwarts as a Gryffindor around the time when Voldemort was also a student. His mother, a giantess, left Hagrid's wizard father to raise him alone, which caused them to have a very deep, personal, and happy relationship. Unfortunately, Hagrid's father died during his second year. During his third year, he was framed by Voldemort for the opening of the Chamber of Secrets and subsequently expelled from Hogwarts. However, he was allowed to stay as gamekeeper of the Hogwarts grounds at Dumbledore's request.

Hagrid is an incredibly kind and empathetic soul, as well as one of the Order's first and most loyal members. He might have had his wand broken in half by the Ministry, but he conserved its parts inside an umbrella he now uses for smaller spells. That being said, his sheer size and strength make him a strange but formidable foe for Death Eaters. He also has a deep knowledge of the Hogwarts grounds and castle, as well as a very personal connection to many of the students at Hogwarts. Students approach Hagrid for his kind, sympathetic, and cheerful nature, although he still faces scrutiny by some. Hagrid is also fascinated with magical creatures, which he got in trouble for various times while at Hogwarts (his ownership of a young Acromantula was what made him a plausible culprit for the Chamber's opening to begin with). He knows much about them and their characteristics, so Hagrid could bring those creatures still not allied to Voldemort to our side if needed.

Alastor 'Mad-Eye' Moody

Alastor 'Mad-Eye' Moody is one of the most famous and skilled Aurors of our time. One of a long line of Moody Aurors, Mad-Eye has been a pivotal force to be reckoned with for our Order. He was known as an excellent student at Hogwarts and grew to be an incredibly skilled Dark wizard catcher, so much so that half of the Death Eaters we have caught until this point have been thanks to him.

Other than being one of the best Aurors to take up the job, Mad-Eye is also very determined, blunt, gruff, and slightly paranoid. He has made many enemies during his time as an Auror, which has made him very wary of his security and that of the Order. Mad-Eye remains faithful to the Order, however, and is an experienced voice of caution among us. He has many

connections in the Department of Magical Law Enforcement and is very skilled at finding Death Eaters both deeply in the shadows and hiding in plain sight. Moody has also been very vocal about the need to use the Unforgivable Curses when absolutely necessary, something he will defend and advocate for as we move towards more potentially aggressive operations.

Alice Longbottom

Alice, along with her husband Frank, are among the Order's most well-known and respected pureblood Aurors. Alice distinguished herself as a skilled witch and duelist during her time as part of the Order, which she joined after working for the Ministry as an Auror for a few years. She and Frank have a child, Neville, who is about seven months old.

As a powerful and skilled Auror, Alice shows great strength, courage, and talent. On a more personal level, she and her husband are beloved by most of the wizarding community and by fellow Order members, resulting in them having a very high profile. As such, they have made plenty of enemies due to their capture and defeat of many Death Eaters and have even defied Voldemort himself thrice. Alice is noble and is concerned about the Order's public image or lack thereof. She believes they should be a more active and vocal organization, which would make them more effective and formidable. As one of the Order's most well-known members, she sees the positive angle to the Order's further exposure.

Frank Longbottom

Alice's husband Frank comes from a very well-respected pureblood family. He grew to be one of the most respected and well-loved Aurors of our time along with Alice. They have defied Voldemort directly thrice and are responsible for the capture of many Death Eaters. The two also had a child named Neville very recently.

While Alice is more sweet, Frank is more stern and perfectionist. He is brave, focused, and cares deeply for those around him, but he is very aware of his public image as a master Auror and intends to keep it intact, as well as that of his wife. He is also concerned about the safety of the Order and his family as a whole, something he and his wife are willing to

compromise on. Frank is a very skilled duelist and has gained much authority within the Department of Magical Law Enforcement due to his status and prestige.

Aberforth Dumbledore

Albus Dumbledore's younger brother, Aberforth, has not had a very pleasant history with the Order's founder. Aberforth grew up in Albus' shadow, never quite as smart but more prone to duel rather than negotiate in conflicts. Aberforth was also much more of a family man, being their younger sister's main caretaker after both their parents had passed away. Albus took control of the house, but spent his time dreaming of finding the Deathly Hallows and conquering death with his friend Gellert Grindlewald, something Aberforth was adamantly against. One day, tensions rose among them and a three-way duel broke out, with a stray curse hitting the Dumbledores' younger sister Ariana and killing her. Aberforth still blames Albus for her death and is greatly affected by it, but nevertheless joined the Order to stop Lord Voldemort, fearful that another Dark wizard would split more families apart.

Aberforth is a simple and eccentric man with a particular fascination with goats, but he is also courageous, sharp, witty, and highly moral. Despite the fact that Muggles attacked his sister when she was very young, he does not discriminate against Muggles as a whole and finds Voldemort's entire cause disgusting. He is also the barman at the Hog's Head Inn, Hogsmeade's local bar, which means he is very close to Hogwarts and has a comprehensive knowledge of the village and its people. While not the best duelist nor the smartest among the Order, Aberforth is a vocal moral conscience of the Order and is very firm in his beliefs, causing him to assume a rather uncompromising and unbending nature in disagreements. He still holds a massive grudge against his brother, however, which in and of itself has caused a minor rift within the Order between those loyal to Albus and those who Aberforth has confided in and know their history.

Elphias Doge

Elphias Doge is one of the Order's oldest and wisest members, having been Albus Dumbledore's close friend during their years at Hogwarts. They both considered themselves outcasts because Elphias still suffered from physical aftereffects of dragon pox and Albus' father

had been publicly sentenced to Azkaban for attacking three Muggles. They formed a very close friendship during their Hogwarts years and wanted to embark on a worldwide adventure together, but Albus' mother passed away shortly before their intended departure and Elphias left by himself. On this journey, he encountered fantastic beasts, gained much knowledge of the outside world, and became more wise than he was battle-tested. He joined the Order shortly after the breakout of the Wizarding War.

Elphias serves as a wise mediator between differing opinions within the Order. His empathy and understanding nature have allowed him to be rational where others feel passionate, measured where others are impulsive, and compromising where others are stubborn. He is a voice of peace amongst our ranks and one that most Order members do not take lightly given his wisdom and experience. His only constant is his loyalty to Albus, and even within his judgement he will try to repay the years of friendship he gave him. Elphias is Albus' voice in the Order and will always fight for what he feels is right for both Albus and the Order.

Mundungus Fletcher

One of the Order's most controversial members started out as a lowly thief who got himself into a fair bit of trouble. Had it not been for Albus Dumbledore stepping in and helping him out of said predicament, perhaps we would not know Mundungus Fletcher today. Not much is known about him regardless and many Order members have grown to distrust him because of his status and shady persona.

Mundungus, however, does provide the Order with some interesting resources. He might not be the bravest, the smartest, the most skilled, or the most loyal, but his connections to the underworld of the Wizarding World is something that Voldemort has yet to truly match. Therefore, he has proven to be a valuable asset in collecting information, espionage operations, relaying rumors to the Order, and being a secret weapon of sorts for the Order's ranks, as few people would ever be too suspecting of a petty smuggler. If his loyalty lies anywhere, it's with Albus Dumbledore, but Mundungus tends to save his own skin first before acting loyally in service of the Order. Many suspect him, and for good reason, but Mundungus' actions have so

far displayed nothing more than a man willing to use his talents and resources to help where he can... so long as he won't have curses flying past his head in the process.

Arabella Figg

It is strange that a stereotypical 'cat lady' should fight against the most dangerous Dark wizard of all time, yet nothing is impossible in the Wizarding World. Arabella Figg is a Squibb, meaning that she was born to magical parents but inherited no magical powers. She was assigned by Albus Dumbledore to keep watch over James and Lily's only living relatives at the moment aside from Harry: the Muggle family known as the Dursleys, made up of Vernon Dursley, his son Dudley, and his wife Petunia, who is Lily's Muggle sister. This was in order to make sure they had somewhere safe to go if anything were to happen to them that would compromise their position, put them in grave danger, or if they had to leave Harry somewhere he would be safer from Voldemort if he were to target the Potter family.

As such, Arabella's knowledge of the Muggle world is unparalleled among us and she provides great insight as to what strategies we can employ to keep ourselves safe from Muggles or negotiate with them if we were to be exposed in a small capacity. She is also very important when it comes to establishing secret hideouts and rendezvous points we would need in case of an emergency, as Voldemort is too vain to suspect wizards hiding in plain Muggle sight. She is fierce, a tad stubborn, but determined to make up for her lack of magical powers by becoming an invaluable Order member.

Dedalus Diggle

A native of Kent, Dedalus Diggle is one of the more cheerful and happy members of the Order, although said emotions have understandably diminished as the war has gone on. He is an accomplished wizard with a knack for charm work and non-offensive spells and enchantments, hinting towards his more pacifist personality. Dedalus is bright and occasionally clumsy and careless, but as determined and loyal as any Order member, always ready for the task at hand.

Dedalus is skilled in evacuations and protection, serving as an important rescuer of innocents and being very effective at minimizing damage during Order operations. He is the

optimist of the Order, always putting the lives of innocents and loved ones above all else. Selflessness and kindheartedness are his strongest qualities and what drives him to save wizards, witches, Muggles, and creatures caught in the crossfire of the war. He is loyal to our cause and will always fight for the greater good.

Sturgis Podmore

One of the Order's younger members along with the Marauders and Lily, Sturgis is one of our newest and most idealistic members. He is an experienced duelist and wizard, as well as a particularly accomplished broomstick rider, but he has yet to gain the skill and wisdom that other Order members have developed due to incredible talent or years of experience. He has grown close to Dumbledore for his very enthusiastic personality, but has drawn criticism from other Order members due to his occasionally rash and naive behavior.

Sturgis has shown a particular interest in Muggle-wizard relations, believing that wizards could help Muggles fix a lot of their issues if needed. While adamantly against Voldemort and his Death Eaters, he is among the Order members that are concerned with the organization as a public entity. Sturgis is always looking for the next opportunity to capitalize on, and as such provides creative and unorthodox solutions to the table. He also has better Ministry connections than other Order members, making him a valuable resource in that aspect as well.

Emmeline Vance

Emmeline is one of the Order's most vital offensive assets. Her dueling skill and incredible wizarding talent (or witching, rather) is unparalleled by most other Order members, save for Mad-Eye and Albus Dumbledore himself. She is responsible for the capture of many Death Eaters so far and has been a lifesaver in many conflict situations. As such, she has become very experienced and knowledgeable when it comes to coordinating offensive operations and responding effectively to Death Eater ambushes and their use of Dark magic.

She is also known as one of the Order's most diligent and hard-working members, choosing to spend little time arguing and worrying about what path to take and instead focusing on getting as much work done as possible. She will investigate when she isn't fighting, rescue

when she isn't spying, and research when she isn't plotting an operation. Emmeline is a stern woman with a strict agenda and authoritative attitude, and will loudly voice her grievances with the rest of the Order should they come up.

References & Resources

We know some of you might not have read all seven novels or seen all eight movies, so we've included some websites and resources we used to craft this background guide and that we think will prove useful to you for your research. We recommend that you also research each of your characters as thoroughly as possible and familiarize yourself with the world you are about to explore.

<https://www.pottermore.com/>

https://harrypotter.fandom.com/wiki/List_of_spells

https://harrypotter.fandom.com/wiki/First_Wizarding_War

https://harrypotter.fandom.com/wiki/British_Ministry_of_Magic

https://harrypotter.fandom.com/wiki/Order_of_the_Phoenix

https://harrypotter.fandom.com/wiki/Tom_Riddle

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