

UTMUN 2023



Harry Potter: The Second Wizarding War

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Equity Disclaimers

Throughout this committee, delegates will be engaging in complex debates and discussions covering a wide array of topics. As UTMUN seeks to provide an enriching educational experience that facilitates understanding of the implications of real-world issues, the content of our committees may involve sensitive or controversial subject matter for the purposes of academia and accuracy. We ask that delegates be respectful, professional, tactful, and diplomatic when engaging with all committee content, representing their assigned country's or character's position in an equitable manner, communicating with staff and other delegates, and responding to opposing viewpoints.

This Background Guide presents topics that may be distressing to some Delegates, including but not limited to: Fantasy Violence, Death/or dying, Dark Magic, Child abuse, Classism and Class Rhetoric, and dark evil wizard lords. Great care will be taken by staff in handling any/all of these topics should they arise.

UTMUN recognizes the sensitivity associated with many of our topics, and we encourage you to be aware of and set healthy boundaries that work for you. This may include: refraining from reading certain parts of the background guide, preparing yourself before reading this background guide, doing some self-care or seeking support after reading the background guide, or anything that can help make you feel more comfortable. We ask that all Delegates remain considerate of the boundaries that other Delegates set.

UTMUN expects that all discussions amongst delegates will remain productive and respectful of one another. If you have any equity concerns or need assistance in setting boundaries or navigating sensitive subject matter, please do not hesitate to reach out to me or our Equity Director, Aidan Thompson, at equity@utmun.org. We want you to feel safe and comfortable at UTMUN!

If you wish to switch committees after having read the content warnings for this committee, please:

- Contact your Faculty Advisor/Head Delegate with your request if you are a part of a group delegation
- Email our Director of Academics, Elaine Wang, with a brief explanation of why you would like to switch committees if you are NOT a part of a group delegation.

Model United Nations at U of T Code of Conduct

The below code of conduct applies to the behaviour of all attendees of UTMUN for the entire duration of the conference, while engaging in any conference-related activities, including but not limited to committee sessions, conference socials, committee breaks, and the opening and closing ceremonies.

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 - a. Harassment and bullying include, but are not limited to, insulting and/or degrading language or remarks; threats and intimidation; and intentional (direct or indirect) discrimination and/or marginalization of a group and/or individual;
 - i. The above prohibition on harassment, bullying, and inappropriate behaviour extends to any and all behaviour as well as written and verbal communication during the conference, including notes, conversation both during and outside committees, and general demeanour at all conference events;
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 - ii. Nonconsensual sexual contact and/or behaviour between any individuals and/or groups of individuals;
 - iii. Sexual contact or behaviour between delegates and staff members is strictly forbidden;
2. UTMUN expects all attendees to conduct themselves in a professional and respectful manner at all times during the conference. Specific expectations, include, but are not limited to,
 - a. Attendees must, if able, contribute to the general provision of an inclusive conference and refrain from acting in a manner that restricts other attendees' capacity to learn and thrive in an intellectually stimulating environment;
 - b. Attendees must adhere to the dress code, which is Western business attire;
 - i. Exceptions may be made on a case-by-case basis depending on the attendees' ability to adhere to the previous sub-clause;
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 - c. Attendees must refrain from the use of cultural appropriation to represent their character

- and/or country, including the use of cultural dress, false accent, and any behaviour that perpetuates a national or personal stereotype;
- d. Delegates must not use music, audio recordings, graphics, or any other media at any time unless approved and requested to be shared by the Dais and/or the Director of Equity, Aidan Thompson;
- e. Attendees must abide by instructions and/or orders given by conference staff members;
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- 3. Delegates, staff, and all other conference participants are expected to abide by Ontario and Canadian laws and Toronto by-laws, as well as rules and regulations specific to the University of Toronto. This includes, but is not limited to,
 - a. Attendees, regardless of their age, are strictly prohibited from being under the influence and/or engaging in the consumption of illicit substances, such as alcohol or illicit substances for the duration of the conference;
 - b. Attendees are prohibited from smoking (cigarettes or e-cigarettes, including vapes) on University of Toronto property;
 - c. Attendees must refrain from engaging in vandalism and the intentional and/or reckless destruction of any public or private property, including conference spaces, venues, furniture, resources, equipment, and university buildings;
 - i. Neither UTMUN nor any representatives of UTMUN is responsible for damage inflicted by attendees to property on or off University of Toronto campus;
 - ii. Individuals will be held responsible for any damages.
- 4. The Secretariat reserves the right to discipline delegates and/or attendees for not adhering to/violating any of the above stipulations. Disciplinary measures include, but are not limited to,
 - a. Suspension from committee, in its entirety or for a specific period of time;
 - b. Removal from the conference and/or conference venue(s);
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For further clarification on University of Toronto Model United Nations' policies regarding equity, questions, concerns, or for any equity violations that attendees would like to raise, please contact equity@utmun.org, or fill out this [anonymous form](#).

Letter from the Director

Hey, Delegates!

Welcome to University of Toronto's 2023 Model United Nations Conference. My name is Luis Sanchez, and it is my great pleasure to serve as the Director for The Second Wizarding War Committee, alongside Vice-director, Emma Hartviksen, and Moderator Nousha Reaz.

A little about me: I am entering my second year studying Political Science and History at Trinity College. I love movies, high fashion, theatre, food and stand-up comedy (a heavenly combination I'm sure). In high school, I did the full Model UN tour as well as lots of debate and public speaking. My favourite committees each year were the crazy ones that broke the mold and forced delegates to come up with out-of-the-box ideas. I loved how the story changed constantly and it was up to each delegate to set things right.

With that in mind, it's clear that I am beyond excited to present what I believe is one of UTMUN's best committees yet. The committee will be tasked with completing the challenge of destroying all of Voldemort's Horcruxes and defending Hogwarts from an impending invasion. The delegates must work together to pass public directives in a fast-paced setting to defeat Voldemort and his army of Death Eaters.

This is a committee that is grounded in the fantasy world of Harry Potter, specifically the Battle of Hogwarts. Ideally, many of you would have read the Harry Potter books before choosing to join this committee. However, if you have not, I highly encourage you to carefully read the character descriptions provided in the guide. Reading (or re-reading) the series and watching the films are essential in preparing for the committee.

I hope you will remember to reference the background guide as often as necessary to understand the relevant background information as well as the starting point for the committee. While everything leading up to the starting point is canon, it is important to understand the series ending will naturally be altered and that creativity is essential when determining the correct path to determine the fate of Hogwarts and the Wizarding World. There are numerous pathways that you can take, and the entire world of Harry Potter is at your disposal.

As always, remember to keep the committee civil and respectful regardless of how high tensions rise or your dark mark itches. Equitable and fair discussion is our utmost objective at UTMUN. Feel free to reach me if you have any thoughts, questions, concerns, or jokes.

Excited to see you all at the conference. Good luck and have fun!

Luis Sanchez
Committee Director
HarryPotter@utmun.org

Position Papers

At UTMUN 2023, position papers are required to qualify for awards. Each committee will also give out one Best Position Paper award. Only delegates in Ad Hoc are exempt from submitting a position paper. To learn more about position paper writing, formatting, and submission, please check out the position paper guidelines. Please read through the guidelines carefully as it will describe content recommendations, formatting requirements and details on citations. If you have any questions about position paper writing, feel free to contact your Dais via your committee email or reach out to academics@utmun.org.

Position papers should be Max. 2 pages excluding bibliographies.

You can also refer to the “Tips for research” section later in this background guide for more information on writing position papers.

Introduction

Harry Potter, with his two best friends Hermione Granger and Ron Weasley, have returned to Hogwarts once more. Entering through the secret passageway at The Hog’s Head, led by Neville Longbottom into the Room of Requirement, they were greeted by the remnants of Dumbledore’s Army and The Order of Phoenix, groups of wizards loyal to Harry in the fight against Voldemort.

The members were surprised to see Harry, Hermione, and Ron deeply tired, exhausted and wounded. Harry soon learned that Hogwarts isn’t Hogwarts anymore. Potions Master Severus Snape is now Headmaster and two Death Eaters named the Carrows work alongside him specializing in torture and evil magic.

As time is of the essence, Harry decided to divulge important information to you all. To defeat Lord Voldemort, he must find a long-lost heirloom of Rowena Ravenclaw. He does not know where it is or how to get it. All he knows is that it is currently within school grounds. Harry also revealed that he is in possession of another Horcrux, Hufflepuff’s cup, and warned that he has no method of destruction since he lost the Sword of Gryffindor. The last Horcrux, at least that Harry is aware of, is Voldemort’s snake, Nagini. He urges you all not to come into contact with the dangerous snake, but you know that if the opportunity arises, you may need to take that chance for the greater good. Finally, once he finds and destroys Ravenclaw’s diadem and Hufflepuff’s cup and kills Nagini, Harry will need to locate and kill Voldemort. After revealing this information, Harry, Ron, and Hermione passed out on the floor, unable to wake, leaving the rest of his allies, you the delegates, scrambling to fulfill the mission.

It is only a matter of time before Headmaster Snape realizes Harry Potter is within his school. From there Voldemort and his army of Death Eaters will stop at nothing to kill the Boy Who Lived and any who stand alongside him. You will need to be brave and resourceful in order to create directives that find solutions to your three goals: wake Harry, Hermione, and Ron from their mysterious curse, destroy the remaining Horcruxes within the school, and protect Hogwarts

during the impending battle on the grounds. Committee updates will revolve around progress or lack thereof in achieving these goals.

Delegates may draw inspiration from potions, charms, plants, and other magical devices mentioned within the Harry Potter universe to take action within the committee. The more specific and creative you are, the better!

Committee Procedures

This committee is a semi-crisis committee and therefore, will not operate under the traditional rules and procedures followed within General Assemblies or standard crisis committees. It is crucial that you read the following procedures in order to understand how this committee functions in comparison to others.

1. In this committee, there will be no speaker lists or topics, meaning that there is no agenda to be set.
2. Continuous moderated caucuses with a set goal, duration, and speaking time are used to conduct the debate. Unmoderated caucuses will occasionally be permitted under the discretion of the Dais; the time will be decided by the delegates.
3. The committee's plans of action to address certain issues are known as public directives. Delegates will draft directives, which are short, precise replies to problems or to the simulation's crises. These directives must be voted on by the committee in order to pass. Unlike crisis committees, there are no private directives.
4. Each delegate has been given a character role. Just as with a general assembly or crisis, it is your responsibility to effectively represent the interests of your character throughout the conference. You must conduct further research if you want to maintain your character throughout the meeting. You can find plenty of information on the characters in the novels, films, or online.
5. In order to avoid making the goals too simple and easy to accomplish, as well as to encourage creative solutions, certain information and plotlines from the books will be changed. For instance, perhaps the diadem may not be in the room of requirement but instead only at a place known to the Gray Lady. You will all need to explore a wide variety of avenues without relying on book plot points.
6. Some characters lack definite goals as a result of their earlier interactions with Harry and Hogwarts. Due to these characters' ambiguous natures, delegates are free to create any story arc they see suitable for them. An effective position paper will include the direction you intend to take your character in the committee.
7. Be aware that this committee is set up to move quickly, much like a crisis committee. Your characters are actually engaged in war. The committee's total timeline will be similar to how long the battle of Hogwarts lasted (an overnight battle). As a result, time will be slower within the committee.

Definitions

Quidditch

Quidditch is a wizarding team sport played on broomsticks, in which chasers score points by working together to throw a ball through any of three hoops fixed at either end of the field. Beaters interfere with the other team by hitting angry, flying balls called bludgers at them. The game ends when the Seeker catches the 150 point golden snitch^[1]

Room of Requirement

The Room of Requirement is a magical room in Hogwarts castle. It can only be discovered by someone who is in need of it and its form and contents change to accommodate the individual or group's specific need. The Room is located on the seventh floor.^[2]

Death Eaters

The Death Eaters are the most ardent followers of Lord Voldemort. The group primarily consists of wizards and witches who are radical pure-blood supremacists. The Death Eaters practice the Dark Arts with reckless abandon, malevolence and without regard to or fear of wizarding law. This group of Dark Wizards is set to attack and besiege Hogwarts to flush Harry out of hiding^[3].

Galleons

A Galleon or Gold-Galleon is the most valued coin of the wizarding currency used in Britain. One Galleon was equal to 17 Sickles or 493 Knuts. (These are the smaller coin values and won't be utilized in mechanics during this committee.) Galleons are made of gold and stored in banks like Gringotts^[4].

Deathly Hallows

The Deathly Hallows were three highly powerful magical objects supposedly created by Death and given to three brothers who passed them down to their lineage. They consisted of the **Elder Wand**, an immensely powerful wand that was considered unbeatable; the **Resurrection Stone**, a stone which could summon the spirits of the dead, and the **Cloak of Invisibility**, which, as its name suggests, rendered the user completely invisible. These items are all currently in play within the Committee setting and if found and located will be available to be used at the full disposal of their abilities^[5].

Marauders Map

The Marauder's Map was a magical document that revealed all of Hogwarts School of Witchcraft and Wizardry. Not only did it show every classroom, every hallway, and every corner of the castle, but it also showed every inch of the grounds, as well as all the secret passages that were hidden within its walls and the location of every person in the grounds, portrayed by a dot.^[6]

Pensieve

A Pensieve is a wide and shallow dish made of metal or stone, The Pensieve is enchanted to recreate memories so that they become re-liveable, taking every detail stored in the subconscious and recreating it faithfully, so that either the owner or a second party, can enter

the memories and move around within them. There is a single Pensieve in Dumbledore's study and may or may not be a key player in Harry learning about his fate and destiny^[7].

Historical Background

Tom Riddle

Lord Voldemort was born in 1926 as Tom Riddle Jr to a muggle father and witch mother, although he was raised in a muggle orphanage.^[8] Born to an ancient wizarding family, he is the last known descendant of Salazar Slytherin. During his time at Hogwarts, he quickly stood out as one of the brightest wizards to pass through its halls and gathered a following that later became the death eaters.^[9] Throughout his time at Hogwarts, Riddle became obsessed with his magical heritage, determined to leave his muggle father's legacy behind. Tom Riddle always saw himself as apart from others and strove to make that his public image. For years, including while at the Muggle orphanage, Riddle abused his powers to rise above others and often terrorize them^[10].

In his remaining years at Hogwarts, Riddle fortified his relationships with his gang of Slytherins and mystified teachers with his charm, notably Horace Slughorn who had a sort of a favorites club.^[11] It was through Slughorn that Riddle learned of Horcruxes, a banned subject at Hogwarts. Horcruxes allow a witch or wizard to store a piece of their soul in an object, allowing them a shallow sort of immortality^[12]. However, to hide a piece, they must split their soul which requires the act of murder. Riddle, as Lord Voldemort, would go on to make six intentional Horcruxes before his downfall in 1981, and a seventh in young Harry.

The First Rise and Fall of Voldemort

Lord Voldemort commenced the First Wizarding War in 1970 after travelling extensively and studying the dark arts. By recruiting many witches and wizards, he managed to gather a large following of Death Eaters as well as outcast creatures such as giants and werewolves^[13]. At the height of his power, a prophecy was given by Sybill Trelawney to Albus Dumbledore in the Hog's Head concerning the downfall of Lord Voldemort. Overheard by Severus Snape, Voldemort soon learned of the prophecy and quickly acted on it^[14].

The prophecy in its entirety was:

"The one with the power to vanquish the Dark Lord approaches... Born to those who have thrice defied him, born as the seventh month dies... And the Dark Lord will mark him as equal, but he will have power the Dark Lord knows not... And either must die at the hand of the other for neither can live while the other survives... The one with the power to vanquish the Dark Lord will be born as the seventh month dies..." – Sybill Trelawney^[15]

However, Voldemort only ever heard the first part of the prophecy because Snape was discovered. Therefore, he did not realize that by attacking Harry, he marked him as his equal and determined that one day they would have to fight to the death. Voldemort's greatest weakness

was his determination to avoid death at any cost without understanding the repercussions of his actions. After hearing the prophecy, Voldemort determined that it was Harry Potter whom he must dispatch. Setting out on Halloween, in 1981 Voldemort killed Lily and James Potter and attempted to kill baby Harry as well. However, because of the love Lily had for her son and her attempts to save him, Voldemort could not kill him. His power was vanquished, and Voldemort was reduced to a ghost of himself, only alive because of his Horcruxes.

Young Harry was left with a lightning scar to mark him for the rest of his life and for ten years, many believed Voldemort to be gone for good.

The Boy Who Lived

Harry James Potter was born on July 31, 1980 to Lily and James Potter at the height of Voldemort's power during the first wizarding war. In fact, the end of the First War would be brought about by Voldemort's demise at Harry's hands just one year later. After his parents' deaths, Harry was placed into the care of his aunt and uncle on his mother's side, Vernon and Petunia Dursley. They had just recently had their first and only child, Dudley Dursley, when Harry was left on their doorstep on the night his parents were killed. For ten years, Harry would live miserably with the Dursleys until Rubeus Hagrid arrives to take him to Hogwarts.

Voldemort would rise again at the end of Harry's fourth year during the third and final task of the Triwizard tournament. Voldemort's loyal death eater, Bartemius Crouch Jr., pretended to be Professor Alastor Moody for the duration of the school year to ensure that Harry Potter would be placed once and for all in front of Voldemort on the night he would be returned to his body. Harry managed to escape the Dark Lord but this event ushered in the Second Wizarding War.

Voldemort's Return

To keep Voldemort out of the Ministry of Magic, Dumbledore hoped to gain support from ministry officials. Out of fear, the Minister of Magic, Cornelius Fudge, refused to believe in the return of Voldemort and took to publicly slandering both Dumbledore and Harry's characters. Throughout Harry's fifth year at Hogwarts, the link between Harry and Voldemort was more pronounced and Harry was able to see into Voldemort's mind. This was eventually abused by Voldemort who showed Harry a false image of his Godfather, Sirius Black, being tortured only to learn that it was a trap for Harry. The first battle of the Second Wizarding War thus ensued in the Department of Mysteries. The battle ended with Dumbledore and Voldemort confronting each other with Voldemort escaping.

Entering Harry's sixth year, the wizarding world was now aware that Voldemort had returned. People began to disappear and the dark mark was again being found above residences where Death Eaters had killed. Later that year, Dumbledore is wounded in a horcrux hunting encounter he undertook with Harry. As they return to Hogwarts, Draco Malfoy succeeds in leading several death eaters into Hogwarts where they corner Dumbledore. At the top of the astronomy tower, another battle ensues resulting in the death of Dumbledore.

Entering the Seventh Year, the Ministry of Magic is controlled by Pius Thicknesse, a death

eater. Hogwarts is under the control of Severus Snape, a known death eater, as well as Amycus and Alecto Carrow. The Carrows and Snape operate Hogwarts under a regime of cruelty, often forcing students to use the cruciatus curse on each other. A student resistance movement has popped up, led by students in Dumbledore's Army.

Questions to Consider

1. How should I approach my character's position when debating in order to stand out amongst other delegates?
2. What problem currently facing me should I consider first?
3. How can we defend Hogwarts?
4. What magical solutions can I find to solve problems and fight Death Eaters?
5. What is a useful strategy to defeat Voldemort ?

Destroy The Horcruxes

In Harry's sixth year at Hogwarts, he began taking private lessons with Dumbledore. The purpose of these lessons was to learn about Voldemort's past in the hope of gaining a new understanding of his mortal enemy. Through observing memories in the pensieve, Harry learned of objects and locations Tom Riddle may have been attached to. Dumbledore theorized that these objects and locations were the containers and hiding places of Voldemort's Horcruxes.

For their seventh and final year Harry, Ron, and Hermione decided not to return to Hogwarts but instead embarked on a journey to find and destroy Horcruxes. They started the mission, but it is up to you - the delegates - to finish it.

Tom Riddle's Diary

The first of Voldemort's Horcruxes was a diary, purchased at a mundane muggle shop. It was entrusted to Lucius Malfoy after Voldemort's defeat at the end of the first wizarding war, who slipped the diary into Ginny Weasley's schoolbooks. She was possessed by this piece of Voldemort's soul and opened the Chamber of Secrets in Harry's second year. This resulted in a basilisk being set loose upon the castle, which led to several students, including Hermione, being petrified. Harry fought the basilisk and once again defeated Voldemort.

Harry stabbed Riddle's diary with a basilisk fang and as a result, unknowingly *destroyed the first horcrux*.

Gaunt Ring

The second Horcrux was an heirloom ring that belonged to Voldemort's grandfather, Marvolo Gaunt. Tom Riddle stole the ring from his uncle, Morfin Gaunt, and turned it into a Horcrux. He hid the ring in the ruins of the Gaunt shack.

The ring was *destroyed by Albus Dumbledore* in Harry's sixth year.

Salazar Slytherin's Locket

Tom Riddle obtained his next Horcrux from a wealthy witch named Hepzibah Smith, who had in her possession a locket that belonged to Salazar Slytherin. Voldemort murdered her and took the locket for himself. He hid it in a cave near his muggle orphanage, protected by a lake of inferi. When Harry and Dumbledore traveled to the cave, they found a locket. Harry later learned that the locket was a fake and that the real one had been taken by “R.A.B”.

In their hunt for Horcruxes, Harry, Ron, and Hermione learned that “R.A.B” was actually Regulus Black. They tracked the ownership of the Horcrux from Regulus all the way to Dolores Umbridge and broke into the Ministry of Magic to retrieve it.

The locket was *destroyed by Ron Weasley* with the Sword of Gryffindor in the Forest of Dean.

Hufflepuff’s Cup

When he murdered Hapzibah Smith, Tom Riddle also stole a cup that once belonged to Helga Hufflepuff. He turned it into a Horcrux and hid it in Bellatrix Lestrangle’s Gringotts vault. Harry, Ron, and Hermione broke into Gringotts and retrieved the cup.

Hufflepuff’s cup is currently in the trio’s possession, but *has yet to be destroyed*.

Ravenclaw’s Diadem

Rowena Ravenclaw enchanted a diadem that made anyone who wore it more intelligent. It was stolen by her daughter Helena Ravenclaw, who fled with it to Albania and was eventually murdered by the Bloody Baron. Tom Riddle convinced Helena, now the Hogwarts ghost known as the Grey Lady, to tell him where it was. He turned the diadem into a Horcrux.

The diadem is currently hidden somewhere in Hogwarts and *has yet to be destroyed*.

Nagini

Nagini is Voldemort’s loyal snake companion, and his final intentional Horcrux. She was made into a Horcrux with the murder of Bertha Jorkins in Harry’s fourth year.

She currently remains at Voldemort’s side and *has yet to be destroyed*.

Harry Potter

The final of Voldemort’s horcruxes is Harry Potter himself. He was made into a Horcrux by accident when he defeated Voldemort as a baby.

Delegates, please note that currently, Harry *does not know* he is a Horcrux. This will become key information during the committee.

Defend Hogwarts

Another important objective for delegates is to defend Hogwarts. Currently, Death Eaters are surrounding the castle and you are responsible for organizing a defence. You may use any of the mechanics within this committee to do so.

Mechanics

Since this is a Specialized Committee there are certain Mechanics that will be involved during its duration that will make for a more immersive experience. These Mechanics will allow delegates to act as your character to influence the overall event. Delegates must be knowledgeable with these features to be successful in the committee.

In general, Mechanics are specific procedures or hypothetical items which delegates can interact with in order to manipulate their characters' statuses or relations with others.

Galleons

Galleons are the most valuable form of currency within the Hogwarts universe and will be used within the committee by individual delegates or groups of delegates to for an item, spell, creature, or to recruit students. Galleons may also be used to purchase services from certain characters in the story or use character-only abilities. Galleons can be used by delegates to further their own agenda and contribute to the group. Galleons are a currency system that can be freely interchanged between delegates and combined together.

Galleons can be awarded at the discretion of the Crisis Staff as a way to reward leadership, appropriate story progression, and creative thinking. Every delegate commences with a personal ownership of 200 galleons unless otherwise noted within the Character Description.

Important : Delegates do not need to use galleons to purchase resources that their character would already have within the means of the story.

For Example, Professor Slughorn cannot purchase a Polyjuice potion since he is a potions master and would naturally both be adept at them and have them at his disposal. However Slughorn would need to purchase items from Weasley's Wizard Wheezes since his character naturally has no relation.

Small Resource Use: 100 galleon

Example " Weasley's Wizard Wheezes products, Potions (except polyjuice and felix felices), send an OWL to a character, broomsticks, utilize bludgers Must be relatively small impact and generally affects one to two people, general spells

Medium Resource Use: 400 galleons

Example PolyJuice Potion, Recruit a group of Hogwarts wizards, Buckbeak, Mandrakes and pixies from herbology room, The Weasley Car M, Enlist peeves, Vanishing Cabinets

Large Resource Use; 1000 galleons

Example Felix Felicis, Friendly Dragon, Grawp, Large force of wizards, Invisibility Cloak, Fawkes, Prophecy, unforgivable curse

Delegates may raise a point of parliamentary inquiry to clear with the Dias whether a purchase is allowed if they are unsure how much a purchase may cost/if it is allowed.

Purchases must exist within the Harry Potter Lore and be era appropriate.

Examples of Purchase not allowed include an M1 Garand Assault rifle to shoot Voldemort, a tank to run over Death Eaters, smartphone to take selfies with Harry, etc.

All Galleon usage, transfer, and business must be noted in directives or motioned to the dias. It should also be feasibly explained. The greater the detail, the better.

All purchases and current character balances will be reviewed and noted by the Dias in order to further the wider story arc.

Spells

Delegates can use spells in directives to influence the narrative, but also have the option to use certain spells to affect other delegates directly.

The following are a list of spells that can be motioned to cast during the committee proceedings:

Silencio- Removes the ability for one delegate to debate for 3 minutes.

Expeliarmus – Removes the ability for one delegate to be a signatory or vote for a certain directive.

Protego – Hail Mary defensive spell costs 75 galleons (roll a dice and if the outcome is number one or two you are protected from spell cats against you and the spell ricochets back to the caster. You cannot *protego* a spell reflected back at you that you cast.

Creatures

Delegates may use magical creatures to influence committee proceedings.

List of approved creatures in committee:

- Dragons (of any kind)

Dragons are magical creatures. There are many varieties and most can breathe fire.

- Acromantula

Acromantula are giant spiders. They live in the Forbidden Forest.

- Boggart

Boggarts are magical creatures that take the shape of a person's worst fear. They can be fought with Riddikulus.

- Basilisk

A large snake that petrifies people who look into its eyes. The basilisk can be found in the Chamber of Secrets and can be communicated with by parselmouths.

- Dementors

Dementors are the soul-sucking guards of azkaban. They can be fought off with the patronus charm.

- Ghosts (Peeves, Nearly Headless-Nick)

Ghosts are all throughout Hogwarts. They can provide information to characters and help them out. Ghosts will generally be more friendly toward students and former students from their house.

- Flesh-Eating Slug

Flesh eating slugs are a common pest.

- Giant Squid

The giant squid lives in the Black Lake. It is an independant entity but has been known on occasion to help first years who have fallen in the lake.

- Hippogriff

Hippogriffs are half eagle, half horse creatures.

- Niffler

Nifflers are creatures attracted to all things shiny and can cause immense chaos. There are a few on Hogwarts grounds for Care of Magical creatures classes.

- Unicorn

Unicorns live in the forbidden forest. Their horns and tail hairs can be used in wand and potion making and their drinking their blood is rumoured to grant eternal life and a curse.

- Thestrals

Thestrals are winged, skelatal horses. They can fly carrying people, but can only be seen by those who've seen death.

Double Agents

Hiding among Harr

y's supporters is a Double Agent. This person's objective is to infiltrate the decision-making groups of the committee. They will do everything in their power to sabotage Dumbledore's Army and hinder their progress to complete the objectives.

Sabotage can be done under multiple ways. A double agent has the special ability to cast spells incognito to affect other committee members and can use deception to sow discord and distrust within the committee.

Most importantly, a double agent comes with a "Dark Mark". This is the calling card of the double agent and the way they leave their mark on the committee. This Dark Mark, if discovered by other committee members, can be used to identify the double agent. The goal of the double agent is to not be discovered and must not under any circumstances admit they are a double agent until after the committee is over.

Specifically, the Dark Mark is keywords and sentences that the double agent must sneak into the written directives. If done correctly, the Dias will take note and the story progression will be impacted accordingly.

More details are provided to the Double Agents.

Magic Countdown

There will be some form of measuring device present in the committee that will reflect how close Hogwarts is to complete chaos and destruction. If the device reaches its end that means Hogwarts has fallen and the committee is lost. The closer Voldemort is to be defeated the more it will move to the opposite end. The purpose of the countdown is to add a sense of urgency to the committee and to be present as a form of guide that reflects if the approach taken by the committee is working.

Character List

Neville Longbottom

Once a shy and awkward kid, Neville has grown to be the unofficial leader of Dumbledore's army and the resistance movement within Hogwarts. Gryffindor

Luna Lovegood

Kind, eccentric and open to new things, Luna is one of Harry's good friends and a member of Dumbledore's army. Ravenclaw.

Cho Chang

Harry's Ex-Girlfriend, Cho, is smart and loyal. The death of her-ex boyfriend Cedric Diggory at the hands of Voldemort committed her to the fight against him and dark magic. Ravenclaw.

Fred Weasley

Mischievous and inseparable from his brother George, Fred has returned to Hogwarts alongside the order of phoenix to help Harry and protect his family. Gryffindor.

George Weasley

Mischievous and inseparable from his brother Fred, George has returned to Hogwarts alongside the order of phoenix to help Harry and protect his family. Gryffindor

Ginny Weasley

Fierce, independent, and an extremely talented witch. Expert at the Bat-Bogey Hex. Gryffindor

Parvati Patil

Member of Dumbledore's army and sister of Padma Patil. Strong interest in all things divination and prophecy. Gryffindor

Padma Patil

Member of Dumbledore's army and sister of Pavarti Patil. Smart and knowledgeable about the history of Ravenclaw. Ravenclaw

Lavender Brown

Member of Dumbledore's Army. Lively and the center of attention. Knowledgeable in

divination. Gryffindor.

Seamus Finnigan

Member of Dumbledore's Army. Has a natural knack for explosives and demolitions. Gryffindor.

Dean Thomas

Muggleborn and has been on the run for the past year. Member of Dumbledore's Army. Skilled at Quidditch. Gryffindor.

Lee Jordan

Member of Dumbledore's Army. Host of the rebel radio show, Potterwatch. Prankster and best friend of Fred and George. Gryffindor.

Colin Creevy

Excitable and a big fan of Harry Potter. Excellent photographer and member of Dumbledore's Army. Gryffindor.

Draco Malfoy

Current Death eater but unsure of where his loyalties lie..Connections to Death eaters and dark magic. Slytherin.

Aberforth Dumbledore

Grumpy and reclusive. Albus Dumbledore's brother and owner of the Hog's Head. Member of the Order of the Phoenix.

Kingsley Shacklebolt

Member of the Order of Phoenix, auror, and powerful ministry magician.

Minerva McGonagall

Member of the Order of the Phoenix, transfiguration professor, and formerly the deputy headmistress of Hogwarts under Dumbledore.

Remus Lupin

Member of the Order of the Phoenix, werewolf, and expert in all kinds of dark creatures.

Nymphadora Tonks

Member of the Order of the Phoenix, auror, and metamorphmagus.

Fleur Delacour

Member of the Order of the Phoenix, part-veela, and loyal to Harry ever since he saved her sister during the triwizard tournament.

Molly Weasley

Member of the Order of Phoenix, matriarch of the Weasley family, and a second-mother

to Harry. Extremely capable in a duel.

Arthur Weasley

Member of the Order of the Phoenix and lover of muggle artifacts. Maker of the flying car.

Horace Slughorn

Hogwarts potion's master, founder of the slug club, and former mentor to Tom Riddle.

Angelina Johnson

Ex-Quidditch Captain and Member of Dumbledore's Army. Gryffindor.

Cormac McLaggen

Wizard from an influential family. Self-interested but well meaning. Gryffindor.

Nigel Wolport

Underage wizard who looks up to Harry. Eager to prove himself. Gryffindor.

Hannah Abbot

Former prefect. Mother killed by Death Eaters. Returned to fight Voldemort. Hufflepuff.

Tips for Research

Delegates, an impressive and comprehensive position paper requires a deep dive into your character and their history. The content should be derived from the plentiful sources available at your disposal that are elaborated below. The position paper should include a deep dive into what your character has been involved in up until the canonical point in time that the conference starts. Their achievements/history/friendships/positions should be explained and utilized to explain the position you will take during the committee. Approximate page length of position paper should be 2 pages not including bibliography

If your character does not have a substantial amount of background information, you are welcome to use your creativity and infer what you best believe their position and intentions to be. You only need to justify how and why during your position paper. When writing, make sure to cite all of your sources in Chicago style with Footnotes and a bibliography.

A good Chicago resource:

https://owl.purdue.edu/owl/research_and_citation/chicago_manual_17th_edition/cmos_formatting_and_style_guide/chicago_manual_of_style_17th_edition.html

Key Resources

There are plenty of formal and informal resources that will aid you in your research.

Wizarding World (Formerly Pottermore)

This resource is the official source of Harry Potter lore and information. Articles on just about every character, event, and creature can be found on this site approved and written by J.K. Rowling herself.

Harry Potter Wiki

This resource is a community-based editing information compendium. It covers information throughout the Harry Potter lore at more depth at times than other sources. It is unofficial in nature but peer-reviewed and generally accurate.

The Harry Potter Series (Books 1-7)

This resource is from where the Committee is based. These books cover the entirety of Harry Potters' journey and The Battle of Hogwarts. If read all at the same time they can be long and information-dense but very entertaining and the best way to prepare for this committee.

The Harry Potter Movies (Movies 1-8)

This resource is the movie adaptations of Harry Potter, they are not 100% accurate to the books but are quicker to ingest than reading and possibly more engaging if you are not a heavy reader. Helps in visualizing locations, characters, and events better for the committee.

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