

Preface

The game takes place in the wizarding world of Harry Potter. It's been a few years since the battle of Hogwarts and, with Voldemort gone, cultural discourse among wizards has become less polarized. The attention of British wizardry has begun to stray to events outside its own borders, to the greater wizarding world, and the troubles which have been brewing there. Although the school has been rebuilt since the battle, the initial reconstruction often pushed classes out of the classrooms. Classes now are just as likely to take place in nearby villages or enchanted natural locations around the country, as they are to be in a dark stone room.

Mission Summary

Players get some real world experience with an Auror. They track down a rogue wizard, but one whom, it turns out, isn't evil. The mission lets the players see some complicated real world problems where the right answers might not feel right. It lets them fight a boss-like encounter. It gives the players a chance to take some of the skills they have collected and learn to apply them, without direction, to solve problems, in and out of battle. And it lets them have the thrill of facing a Boggart when they aren't expecting one.

Mission Story

The 6th year students of Professor Leggero's Defense Against the Dark Arts class have the opportunity to go out with an actual Auror, on an actual case! A small group of 3-5 students (1-3 players + 2 NPCs) will meet their ~~chaperone~~ new partner, at the Clocktower after school. When they get there they're met by Mad Eye Moody¹, an infamous Auror, who introduces Nigel Mab o' Llofruddiaeth. Mad Eye briefs them on the basics of their task: Investigate the rumors of unauthorized use of magic in a village in the north of Wales.

The posse assembles to a small village, Bethel, in the north of Wales in Anglesey, late in the evening. Their cover story is that they're students on a field trip and their van broke down. Nigel waits behind to do some divination and sends the students on to meet the locals.

The students walk down a lane with thick hedgerows on either side. An enemy with too many hit points appears. Escape/pause don't work, all spells are stuck on cooldown, and basic curses do nothing. The enemy is a Boggart and can be defeated with a Riddikulus spell, this isn't usually equipped so the player will need to go into the spell book and equip it. If the player doesn't figure this out quickly Nigel shows up and chastises the students. Telling them first, that it's a boggart, then, to use Riddikulus. Either way, Nigel steps in after the Riddikulus spell with a box for the Boggart. The Auror then waves his wand and the box disappears. The students learn how to capture a Boggart.

The posse enters the village and splits up to investigate a shop, a church, and a few houses. Nigel heads for one of the houses and starts talking to the man in the yard. When a (player) student wanders into the shop they catch a conversation about some curious feats, and they overhear the word "nomaj", but when interrupted the women mutter something in Welsh to each other and bid the student a good day. At the church the Father is working on a project. When the student secretly uses magic to repair something for him, he thanks them and jokes,

¹ I know Alistair Moody died in the last book, but maybe he just wanted you to think that.

“Ya must be a wizard, like The Protector.” When a student wanders over to Nigel they find out that Nigel has convinced the farmer to give “his students” a tour of a real farm while they wait for someone from the school to send a new van to pick them up. On the tour the farmer tells the students about how the sheep used to get scared by this picture of Humphrey Bogart that was hidden in their pen somewhere, and the nice man named Sam who found it, and got rid of it.

After the three clues are found the posse regroups and compares notes. One of the other students has heard that Sam had moved into a farmhouse at the top of the hill after coming to town with an American a few weeks back. The posse heads off to confront the wizard. While walking up the lane to the house a hay bail rolls down the street at them, Indiana Jones like. After dispatching or avoiding it, the posse reaches the house.

Nigel calls on The Protector to come out, after some quick words about rules, and whom they should and shouldn't apply to, Nigel gets picked up by a leviosa spell, shaken around like a doll, then thrown into a nearby hedge. The students have to get to the house to stun or incapacitate The Protector. The Protector, for his part, will be throwing various props from the yard at the students, as they try to make it to the house.

Once Sam has been subdued Nigel reemerges and arrests him, demonstrating for the students the proper technique to process a suspect. Sam, begs to be let go and pleads that he didn't do anything bad. He hasn't hurt anyone, he's been helping his new neighbors. When confronted that muggles aren't supposed to know about wizards, he self deprecating replies that the guys at his last job always liked to say he was barely a wizard, it'd be ironic to get locked up for being one. Nigel then asks him about his American friend, at which point Sam claims up.

After Nigel can get some veritaserum into Sam, he might ask for help from you again.

Character bios

Sam “The Protector” Dellaen

A Hogwarts dropout who has decided to become the protector of Bethel. His motives are pure, if shortsighted, “to protect the villagers from magical beasts”. His previous employer had been a moving company, where he'd been placed after left Hogwarts having failed to receive anything above Dreadful on his O.W.L.s. He says he was inspired by another wizard to make his “power” known to the muggles when a traveler pointed out that even his mundane magical skills would be useful to them. Despite his title of Protector, most of his service to the village has been to help with small construction projects and moving stuck farm equipment.

Nigel “*with the long name*” Mab o' Llofruddiaeth

A Welsh Auror of some success who's agreed to take some of the students who show promise in Defence Against the Dark Arts on a few ride alongs. He was raised in the druid village of Cors Alaw. He's a bit self conscious of his long name, with its long family history, and if he's ever asked for it he mumbles it and insists on simply being known as, Nigel with the long name. He's a lifelong fan of muggle mystery and noir films. Having not been born of muggles the idea of deducing everything without aid of magic, seemed a magic of its own when he was a child. His fascination with logic, deduction, and intuition about the baser motivations of muggle and magician alike helped him to succeed. He's a savvy operator and can hold his cover with muggles for the most part, but muggles are always strangers, and their culture changes so fast.

Dialog samples

“Mad Eye” Moody, introduces Nigel.

“Children. You are being invited to join an Auror in the field. You will at all times comport yourself with the strictest of discipline. If ever you are given an order, you will obey it, immediately. There will be no horseplay or pranks while you are working with the Ministry, Ms. Bollinger, that means the Weasley & Weasley product in your pocket will need to be handed over before you leave.” waits for one of the NPC students hand him something from her pocket.

“Now that that is clear, I may introduce, Nigel Mab o’ Llofruddiaeth.” Mad Eye smiles for the first time at Nigel’s discomfort, before adding, “You may call him Nigel with the long name. In fact, he insists on it.”

“Nigel has been charged with discovering the source of some unregistered magic in the county of Anglesey. You will be apperating to the location, and if Nigel ever orders it, you will be apperating right back here.” He punctuates this last by knocking his heavy gnarled staff against the stones at the student’s feet. “The target is unknown. It may be a witch pretending to be a squib, or a powerful magical creature that’s away without licence, or it could be a trap meant to catch and kill the Auror sent to investigate it. You are here because your professors believe you may, one day, be Aurors. If you do not agree, now’s the time to chicken out.”

After a long and expectant wait, he finally turns to the other Auror, “No runners today, Nigel. Good luck, to all of you.”

Nigel, after the Boggart is defeated:

“A Boggart wandrin’ around ‘s a good sign that someone’s been doing magic by there in the village. That it’s been chased all the way out of town means it wasn’t just some brave muggle that disturbed it. We’ve got a witch or wizard in this village, and not a very good one.”

“You’ve all just seen how a wizard should properly deal with a boggart. Ya make it feel foolish, let it hide in a box, then send the box off to some deep dark wood...” With a tap Nigel sends the box away, “...or to someone you don’t like.” he adds with a smirk. “But this one’s just chased the boggart off. It’ve been right back in it’s old spot within the month.”

“Right then, I say we start by finding out who’s missing a boggart.”

Two welsh women in the shop:

Player enters in the middle of a conversation

Villager 1: “... so what’s in a name. He helped Bran with the sheep that got out through the hole. Flew them right over the wall.”

Villager 2: “I saw that part.”

Villager 1: “I know ya did. And when he were done he told me he were glad ta help.”

Villager 2: “His friend weren’t too nice though. Kept callin’ us that name.”

Villager 1: “Nomaj.”

Villager 2: “That’s the one.”

Villager 1: “Oh, I don’t think he meant anything by it...”

Player: “He didn’t say muggle?”

Villager 1: "Pwy yw hwn?"

Villager 2: "Dwi ddim yn gwybod, ond ni ddylai fod yn gwrando ar sgwrs breifat."

Player: "What?"

Villager 2: [exits]

Villager 1: "Evening" [exits]

The Protector, yelling out from his farmhouse.

1. Go on, get out of here!
2. The Ministry's go no business out here!
3. Don't make me hurt you! [pleading]
4. If I see you step one foot on my doorstep I'll throw you into the next township.
5. I've got a right to use magic, same as you!
6. I don't want to hurt you, so just Leave!
7. I'm going to have a hell of a time explaining this mess to muggles.
8. I'm not leaving!
9. They need me!
10. Why are you even here? I'm not a criminal!

Lore object

Well worn Kwikspell™ spellbook.

The book is little more than a magazine, and the instructions are terse and unhelpful. "The spell to make objects fly is the easiest spell for any wizard to learn. Remember to twiddle the fingers of your left hand while you wave your wand in your right. Now speak the magic word, Le-ve-oh-sah!" The first word, "Wingardium", doesn't even appear on the page, except where Sam scribbled it in the margins. There are a few moving images to demonstrate the wand movements but they're so old and battered that the outlines of the hands slide around the frame disconnected from the movement of the wand.