

HORCRUX hunt

As you may have heard – though certainly not through that shambles of a Ministry – the Dark Lord has invoked the ancient knowledge of the horcrux and has attempted to achieve immortality by splitting his soul and encasing the pieces in objects of power.

Seven pieces.

Six objects.

Three days.

You have three days, Hunter, to solve the locations of the first six objects using the clues attached. These clues will test your will, your focus, your knowledge and your resourcefulness. Six puzzles, they are, and should not be underestimated for the Dark Lord and his Death Eaters are both clever and devious. Be certain to look beyond the obvious; uncover clues where you think none are hidden and keep looking even after you think you've finished.

On the evening of the fourth day, Sunday, May 20, 2007, you should bring your clues to Phoenix Rising's Masquerade Ball. Your clues, when solved, will lead you to the repositories of the six pieces of the final puzzle. You may not need to locate all six repositories, though it will certainly help you in the final task if you do.

Once you have obtained the final puzzle, you must battle the Dark Lord. Wrench his final secret from him and proceed directly to the Information Desk with the final answer. The first person or team to give the correct answer to the Information Desk will receive House Points, tokens of gratitude from the wizard world, and eternal glory for the defeat of the Darkest of wizards.

The rules are simple: You may work alone or with others, though you may not work in teams of more than five hunters. You may trade answers or hide yours away. You may complete all the puzzles at once or spread them out over the next three days. You may use any resources at your disposal – or that you can convince others to place at your disposal. Ask your fellow attendees for assistance and feel quite free to beg or borrow internet time from others in the hotel if you don't have any immediately available. All resources are acceptable, no person immune. You are seeking the soul of the Dark Lord.

(We should point out, however, that we bear no responsibility for your actions and we certainly aren't interested in negotiating with the Ministry to smooth over your disagreements with other attendees or in battling dementors to bail you out of prison. Keep your hunting respectful and legal, please, or you may be disqualified.)

There is no time limit except that the six repositories you seek will only be available during the Masquerade Ball, and will disappear once the evening is over.

Should you find yourself in need of official assistance, please know that it is available. Three hints are available for each of the first six puzzles, though we can provide no assistance for your final hunt. Your first three hints, no matter which puzzle, will be given with no consequence; you may use your three free hints on one puzzle, or divide them among puzzles. Each hint following the first three will carry a three-minute time penalty, which will be added to the time at which you give your final, correct solution. The hints are yours to choose; for example, you may wish for your first hint to be Hint Two for Puzzle Four. In addition, incorrect final answers will bear a time penalty of one minute to prevent careless hunting. Hints are available at Phoenix Rising's Information Desk only between the hours of 5:00 pm and 5:30 p.m. on Friday, Saturday and Sunday.

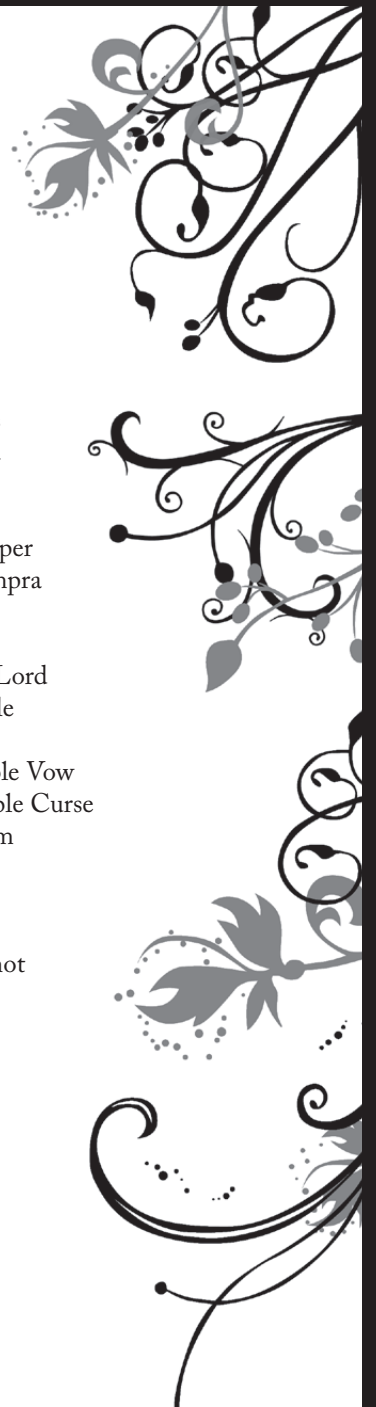
Best of luck, valiant Hunter. May you return unscathed.



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With wizarding war upon us and He-Who-Should-Not-Be-Named's Death Eaters roaming the countryside at will, the wizarding world becomes ever more wary. The Dark Mark looms over houses, the Order of the Phoenix grows thin and the wizarding world seeks the horcruxes of Voldemort one by one. Can you, Hunter, help by locating as many Death Eaters, spells, objects and defensive wizards as possible? Be careful; they lurk where you may not expect.

one



- | | | | |
|---------------|--------------|----------------------|--------------------|
| Alecto | Dumbledore | Lupin | Rodolphus |
| Amycus | Evan | Macnair | Rookwood |
| Augustus | Expelliarmus | Malfoy | Rosier |
| Auror | Fidelius | Marvolo | Scar |
| Avada Kedavra | Foe | Moody | Secret Keeper |
| Avery | Goyle | Morsmordre | Sectumsempra |
| Azkaban | Greyback | Mulciber | Severus |
| Barty | Hex | Nagini | Snape |
| Bellatrix | Horcrux | Narcissa | The Dark Lord |
| Black | Igor | Nott | Tom Riddle |
| Crabbe | Impedimenta | Order of the Phoenix | Umbridge |
| Crouch | Imperio | Patronus | Unbreakable Vow |
| Cruciatus | Jinx | Polyjuice | Unforgivable Curse |
| Dark Mark | Jugson | Prophecy | Veritaserum |
| Death Eater | Karkaroff | Quirrell | Walden |
| Dementor | Lestrage | Rabastan | Wand |
| Diary | Locket | Reducto | Wormtail |
| Dolohov | Lockhart | Ring | Wizengamot |
| Draco | Lucius | Robe | |

C J Y L P L D D R M T
 G X R P M S M T C S C X H
 N G T M P D M N T D R Y
 S C R D W K R N F V
 R D C T N P L S D
 L S T R N G S T L D D V
 N T T Y F L M H H T T L
 B S M R L L P X C L K B R
 R L N B K Z N V K M
 C R D N T H B R C D T
 K R W F T R R T S D
 K C R F P N S S R V S
 N F R G V B L C R S
 B B C D R B C L M Y R V N R
 L Y H B B R C L L R R Q
 D L H V N T R H K C L M
 V R P K T R C S N G N
 G C M D Y T H D R K L R D
 W Z N G M T F F R K R K

two

Listen, Hunter. The Dark Lord's Death Eaters approach, and quickly. Can you go toe to tow with the Dark Lord's assassins? Crack the code, then crack the code again, and then again. It will lead you, through the wind and the brine, to what you seek.

Chair	_____	_____	Cast
Prior	_____	_____	Quad
Pierced	_____	_____	Entirely
More distant	_____	_____	Sire
Paddle	_____	_____	Deposit
Self	_____	_____	E'er
Places	_____	_____	References
Intent	_____	_____	Dolphin

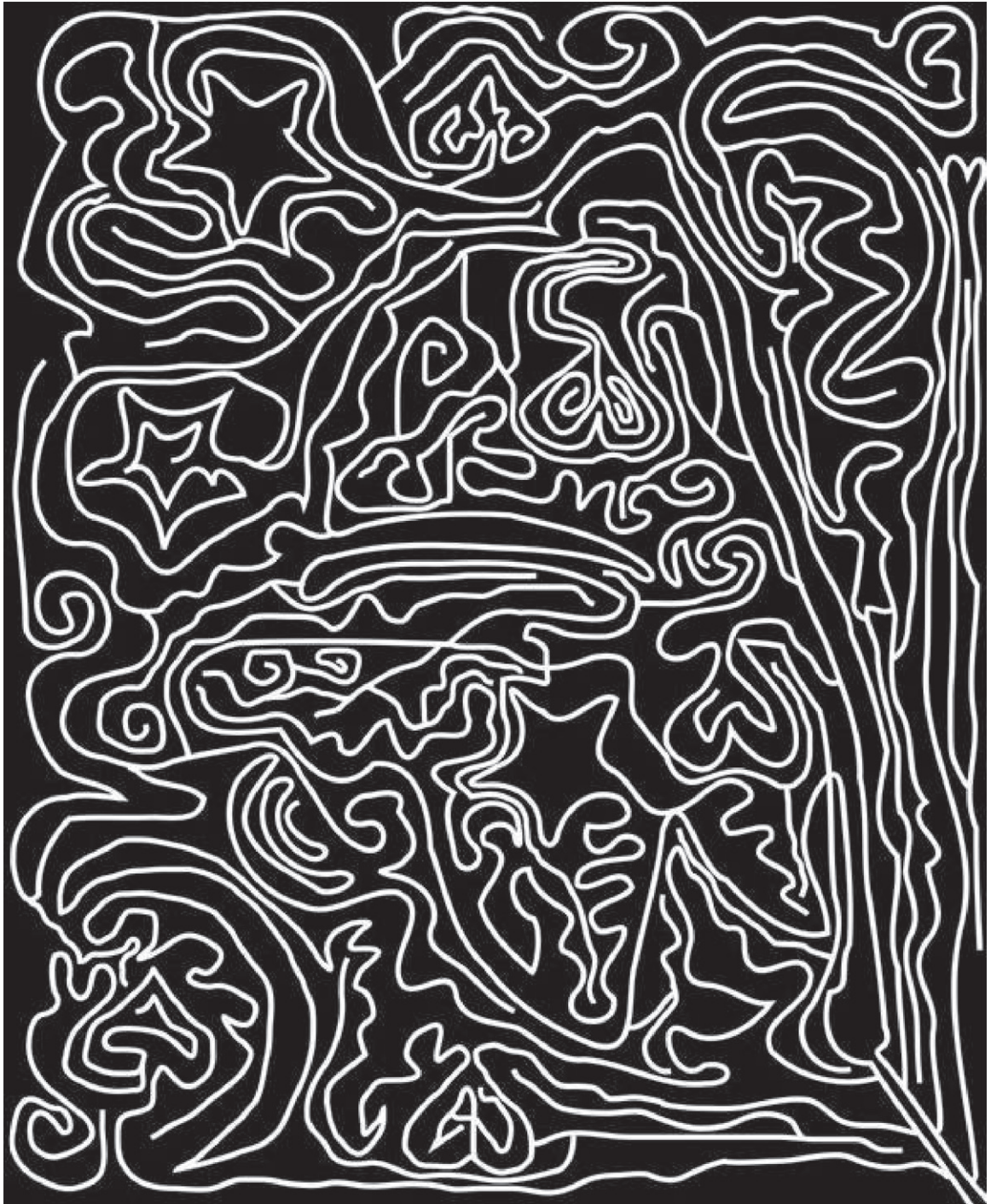
Horsepower	_____	_____	Know
Duo	_____	_____	Fruit
Twitch	_____	_____	Parasite
Sheep	_____	_____	Addressee
Hustler	_____	_____	Harp
Individual	_____	_____	Victorious
Belonging	_____	_____	Tavern
Collect	_____	_____	Swarms



thREE



A great test of your cleverness awaits, Hunter, in the depths of this challenge. Discover what is relevant and what is included only to trick you. Then look again to discover your next quest.



fOuR

Pay attention, Hunter, and follow the twisted trails of research and scholarship, for hidden deep in this puzzle lies the knowledge you need.

Last winter, five faculty of L'Université des Arts Magiques, including Christiane Benoit, set off (one to Alésia) to pursue their fields of study (such as Edo artwork), hoping to advance their research enough to publish. They departed in successive months, starting last October. Only this month did they finally return (one on the third), some in triumph, some with much disappointment.

The five faculty members are the one who traveled to Dover, Tansy Bechet, the one who left in October, the one who found the useless parchment and the one who returned on May 6, 2007.

The faculty member researching Muggle sciences left the month prior to the faculty member who found the Iron Age pot, which was two months before the departure of the faculty member who returned on May 4, 2007.

Salvador Fernandez did not unearth the shuriken.

The date of return of the faculty member who traveled to Budapest is exactly two days prior to the date of Jonas Wright's return, but exactly one day after the date of the faculty member who located the useless parchment.

The faculty member who studies Gothic manuscripts and the faculty member who traveled to Oaxaca returned, in no certain order, on May 4 and 6, 2007.

The faculty member who found the paint wells left two months after Mister Wright, who left the month after the faculty member who traveled to Dover.

The faculty members who study Quidditch history, wizarding motets and Muggle sciences are, in no certain order, the faculty member who traveled to Oaxaca, the faculty member who left in January, and Pappi Gautreaux.

The faculty member who found the kinoscope didn't return on May 1, 2007.

The faculty member who studies wizarding motets (who is not Jonas) did not travel to Kyoto, and the faculty member who did travel to Kyoto did not return on May 2, 2007.

Which object returned on May Day?



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Namesake of a patented brain elixir:

120 * 24 74 53 123 64

Discovered the use of gillyweed:

104 79 * 51 8 * 55 94 * 121 23 56 127 71 86 * 63 107

Founded the Society for the Reformation of Hags:

38 * 19 54 * 1 * 84 9 105 89 * * * 77

Last names of owners of a wizarding dress shop:

37 96 88 47 * 106 113 82 A N D 98 * 32 * 18 138 17

Wrote Fantastic Beasts and Where to Find Them:

* 50 122 25 81 109 * 4 34 * * * 61 10

First recorded example of an Animagus:

73 * * 2 118 * 75 137 * * * 52

Lead Singer with The Weird Sisters:

11 92 43 * * 67 85 21 134 * 144

Author of Magical Theory:

* * * * 133 93 * 100 119 * 46 * * 5 40

Head of the Goblin Liaison Office:

128 * * 66 * 49 91 31 * 140 3 * 135

Sent to Azkaban for keeping sphinxes in his backyard:

6 78 30 12 * 62 * 59 * 142 130 *

Gave the owner of Honeydukes his first job:

125 * 87 57 65 * 112 101 36 * 22 116 58

Drummer with The Weird Sisters:

72 14 * 97 117 * * 126 * * 35 124 48 16

Married to celebrity gardener Tilden Toots:

115 42 83 * * 110 39 139 * 60 *

Author of Home Life and Social Habits of British Muggles:

132 * 136 28 114 * 33 143 * * 41 * 68 44 99 141

Celebrated seer:

27 * 129 20 15 * 29 111 76 80 * 90 * 13 45 * 103

Slayer of the sea serpent of Cromer:

* * 70 108 * 131 95 7 * 102 * 69 26 *

five

This challenge requires very close concentration, Hunter, and leaves little room for error. Uncover the answers, through cleverness, resourcefulness or deviousness, and then translate them to a new hail of words, carefully arranged. Hidden there is the instruction you need.

Finally, Hunter, the tragic death of Albus Dumbledore afforded the house-elves an opportunity to clean his office. During their labor, they discovered and collected many strange pieces from various nooks and crannies in the great headmaster's desk. Whether they found all of them or not remains to be seen. The ones they have found are attached.

SIX



seven

One final task, Hunter, will you have to undertake to vanquish the Dark Lord. Once you have wrenched his final secret from him, proceed to the Information Desk with your triumph. Remember: every incorrect solution will cost you a minute in penalty time.

z r d w r w r n # n w y t # q n d f y r t # t

r t q r h z t f r d q w h c y t o d r t h #

n c x y r d c e y r n y y d t f r d o y h

h y r t # d t h d e t n c x y r d c e y y r n y

o n f t r d o h # f d c n # x t v t c y r t c

r t z d q r t f y h o t f d t t t # t c y

q t d n # n y t c h y h # d h z q r t q r t f

r d q c n o t n q x h z o c h z z d y r d c

n t t z q r h # y x t n # q h t y r n y

w h c v t # q n y d h c n c f w # t n y t f y r t

o n q o h t e h # f v h e f t o h # y

o t r d c f z r d w r r t r n q o t t c

r d f f t c t h # q h e h c e

