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WELCOME

September is finally here. The month when we go back to Hogwarts! Still no news about *Fantastic Beasts 3*, which a lot of fans were expecting with the official celebrations that started for the 20 years of the *Harry Potter and the Philosopher's Stone* film. But what we did get something new and that is **J.K. Rowling's Stories**, a new online hub with new material from our favourite author. In this issue, we do a tour of the new website and tell you the secrets you can find if you know where to click.

Mona Morsy is back with her knowledge about the *Harry Potter Trading Card Game* and Leandro Bensussan shares the minor error that slipped into the screenplay of *Crimes of Grindelwald*. Oliver Horton does a great analysis of the iconic scene from the sixth book between Severus Snape and Narcissa Malfoy.

We are less than a month away from the publication of *The Christmas Pig*, so October will definitely be an interesting month. See you then!

Patricio

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BY OLIVER HORTON

THE *WEDDING* OF NARCISSA AND SEVERUS

"There is nothing I wouldn't do any more!"

— Narcissa Malfoy, *Harry Potter and the Half-Blood Prince*

Chapter Two of *Harry Potter and the Half-Blood Prince* concludes with a scene that has all the hallmarks of a wedding ceremony.

Narcissa Malfoy is a fallen woman. Her husband is locked up in prison. Her son is compromised by the evil Lord. Her sister has murdered their cousin. Her family's reputation is ruined — for good people and Death Eaters. She comes to Spinner's End at her wit's end, in the hope of winning a new protector.

Severus Snape lives in a musty, unlikely house and keeps a musty, unlikely servant. A noted bachelor, he is the second or third most powerful sorcerer in the country, depending how you view Dumbledore's frailty, which makes him a formidable ally — and quite the catch in these troubled times.

Narcissa's motivation is clear: she is concerned for the wellbeing of her son. She has to seduce Severus to her cause or Draco will die.

Before the main event, Snape must first overcome the objections of the bride's family. Bellatrix Lestrange grills Severus on his checkered past and he answers with flair, easily dismissing her accusations. To his credit, the hard-to-please Lord Voldemort has vouched for his character.

None of this matters so much to Narcissa. She knows Snape is the man for her when he promises to save her son. She kneels before him. She kisses his hand. She asks him to make the Unbreakable Vow.

He acquiesced and an astonished Bellatrix assumes the place of priest, here referred to as Bonder. Severus joins Narcissa kneeling and the couple clasp hands.

Narcissa begins the Vow: "Will you, Severus...?"

"I will," says Snape:

A thin tongue of brilliant flame issued from [the Bonder's] wand and wound its way around their hands like a red-hot wire.

Handfasting is an ancient Celtic ritual in which the hands are tied together to symbolize the binding of two lives. And this 'marriage' even has a witness: Wormtail, in all likelihood back listening at the door.



A curious detail, wedding or not: Narcissa knows where Snape lives. Unlike Bellatrix, who is visiting Cokeworth for the first time, Narcissa is familiar with the streets and the location of Snape's house. There are numerous possible reasons why she might. One is that she and Severus have history.

What does Snape ask in return for going behind Voldemort's back to help Draco, for risking his own position? Apparently nothing. So perhaps the better question is, what does Narcissa

offer? The 'Spinner's End' chapter channels the dramatic Georgian/Victorian authors: Thomas Hardy and the Brontës, plus of course J.K. Rowling's beloved Charles Dickens and Jane Austen. The loss of reputation, predatory men, desperate, vulnerable women and inappropriate trysts are writ large in those earlier works, and Rowling summons those dynamics and archetypes here. The chapter is highly charged. Narcissa is, as always, highly charged. Snape is elemental, like the gathering before a lightning strike. Bellatrix is proud and prejudiced. There is more here than meets the eye and the subtext is that Narcissa offers herself to Snape. There is nothing she would not do any more.

Only five chapters in the entire saga are not written from Harry Potter's point of view. *Harry Potter and Half-Blood Prince* begins with two of them. J.K. Rowling is flexing her writer-muscles. In *Spinner's End*, the author breaks away from the Harry Potter formula to salute her illustrious literary forebears.





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For only \$2 per month, you can become a Patron - even though for some people \$2 may be not much, it means a lot to us.

And all our patrons also receives The Daily Prophet two times a week in their email inbox, with the latest Harry Potter news and commentary, which means that you are paying less than €30 per Daily Prophet edition.

Our current supports - to which we are really grateful - are:

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BECOME A PATRON



‘Muggle magic tricks!’ said Fred happily, pointing them out. ‘For freaks like Dad, you know, who love Muggle stuff. It’s not a big earner, but we do fairly steady business, they’re great novelties ... oh, here’s George ...’

Harry Potter and the Half-Blood Prince
J.K. Rowling

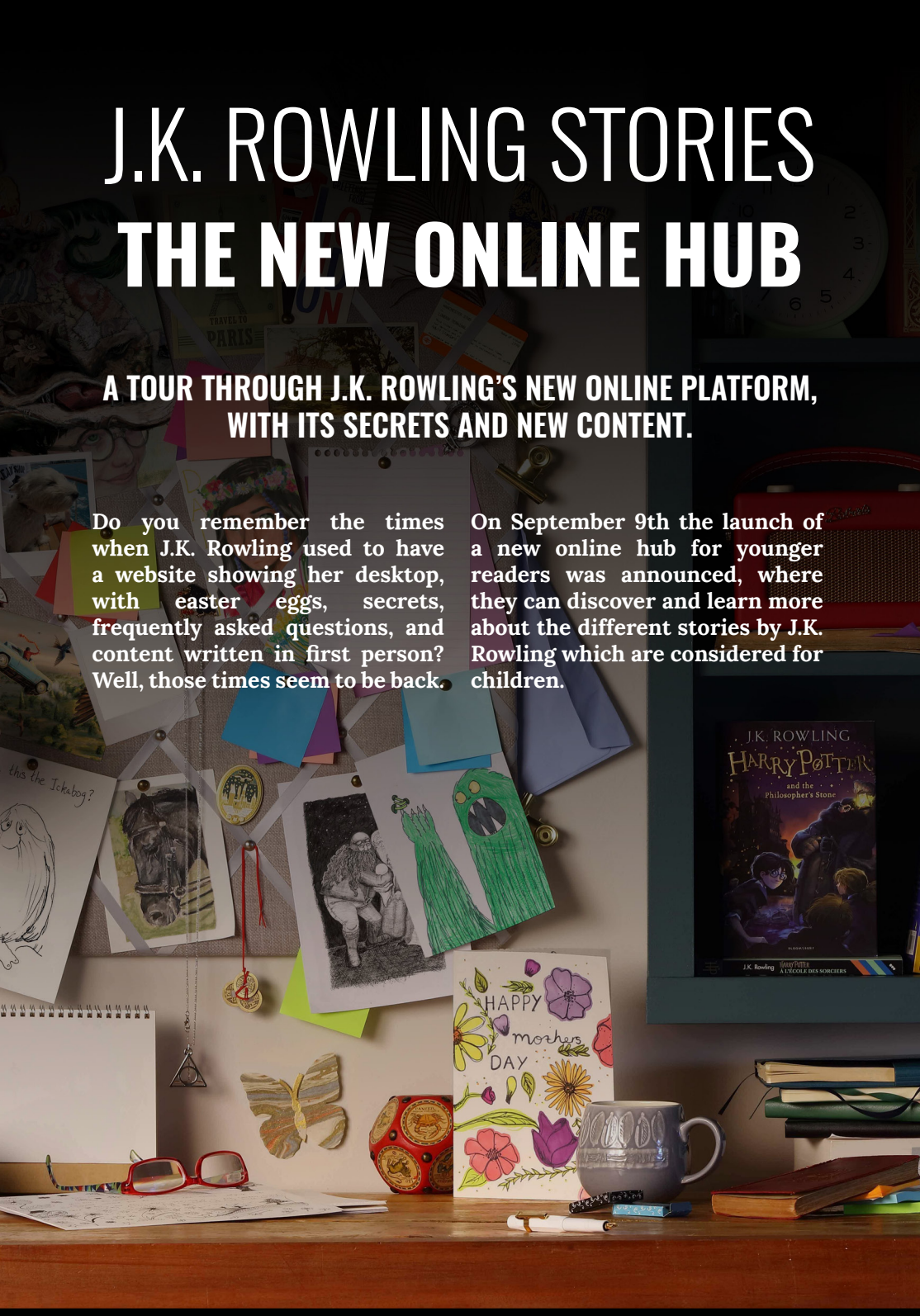


J.K. ROWLING STORIES THE NEW ONLINE HUB

**A TOUR THROUGH J.K. ROWLING'S NEW ONLINE PLATFORM,
WITH ITS SECRETS AND NEW CONTENT.**

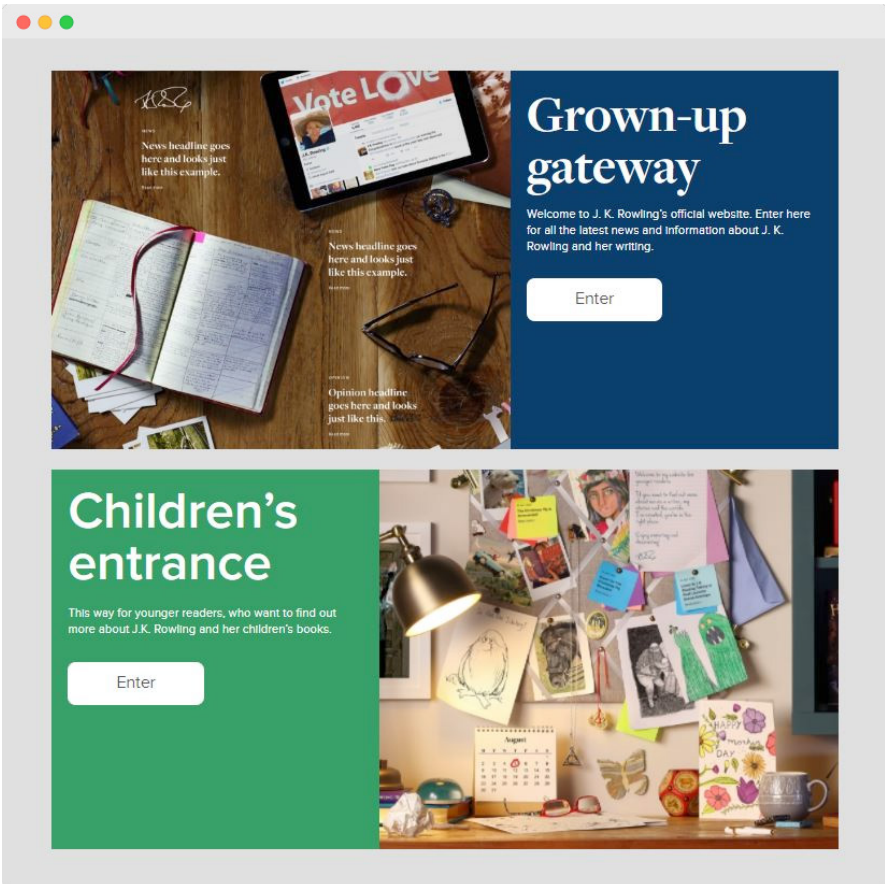
Do you remember the times when J.K. Rowling used to have a website showing her desktop, with easter eggs, secrets, frequently asked questions, and content written in first person? Well, those times seem to be back.

On September 9th the launch of a new online hub for younger readers was announced, where they can discover and learn more about the different stories by J.K. Rowling which are considered for children.



The official press release confirms what one can expect: this new online hub's launching is to celebrate the upcoming publication (less than one month ahead) of *The Christmas Pig*, the first novel by J.K. Rowling for children since *Harry Potter* (remember she doesn't consider *The Ickabog* a novel, but a fairy tale). The same press release from her team confirms a suspicion that we had about the creative process of *The Christmas Pig*: "A stand-alone

novel about one boy's love for his most treasured thing and how far he will go to find it, *The Christmas Pig* was the children's book J.K. Rowling intended to publish next after *Harry Potter* – until the worldwide Covid pandemic took hold and *The Ickabog* project became her priority." (This is also repeated on the website, but it is interesting to note that Rowling's PR team decided to include it on the bulletin they sent via email). It seems that this new novel was





THE NEW DESKTOP ON J.K. ROWLING'S STORIES,
THE NEW HUB BY THE AUTHOR FOR YOUNGER READERS.

the children's novel she mentioned several times in different interviews since the publication of *Harry Potter and the Deathly Hallows*.

This new website, which is titled **J.K. Rowling's Stories**, has divided her official website into places or sections. If one visits www.jkrowling.com (Rowling's official website), one will find a new welcome page with two entrances or links. The one saying "Grown up gateway" leads into the website that was live until a few days ago as the main one, which contains news, press releases and articles related to her adult works, such as the Cormoran Strike books. The second link, which reads

"Children's entrance", leads to this new website, which can be accessible through two different addresses: stories.jkrowling.com and jkrowlingstories.com.

This new website welcomes its visitors with a desktop imagery that will trigger some nostalgic feeling to those who were able to experience Rowling's old website. And the first thought that most of those people will have is "Does this website have easter eggs too?" And there is some good news and some bad news about it.

The good news is that the website is not created using Macromedia Flash, but Javascript, which allows you to "easily" inspect its code. The

bad news is that... no, there aren't secrets or easter eggs, at least not like the ones we were used to.

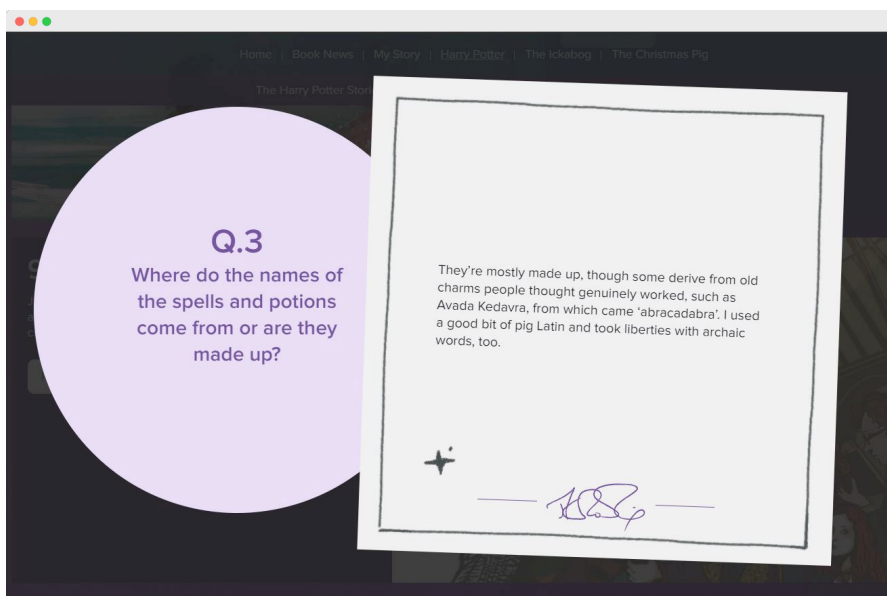
The desktop area (which is only present on the welcoming screen because after you click on any section, it is gone) is the one that holds these “secrets”. These are accessible after clicking on some of the objects present on the desktop, the shelves or pinned on the wall. The revelations sometimes are texts (written in first person, as if Jo had written them), sound effects, or both. Clicking on some of the items will take you to one of the inner sections of the website, such as “My Story”, “Harry Potter”

(more on this later), “The Christmas Pig”, “The Ickabog”. The items that reveal secrets display a message (such as the dog photograph or the Paris postcard, among others), reproduce a sound (like the paperweight or the stack of books), or change some visualization (like the lamp or the clock).

Besides the sections mentioned before, there is one called “Book news”, which only shows news that were posted on her previous/ adult website, but are related to her children's publications as well, such as the cover reveal for *The Christmas Pig*, or the original announcement for *The Ickabog*.



SOME ITEMS ON THE DESKTOP WILL REVEAL SECRET MESSAGES BY J.K. ROWLING, SUCH AS THIS ONE (SHOWN AFTER CLICKING ON THE TRAIN TICKET)



ONE OF THE FAQs IN THE HARRY POTTER SECTION.

The “My Story” section is a short auto-biography penned by Joanne, which at the end includes ten frequently asked questions, answered by the author herself. Interestingly, there is the question “How do you manage the different fictional worlds you’ve created?”, to which she answers “[...] I imagine the different fictional worlds as different rooms to which I have access. At worst, when entering one of the rooms, I have to spend a bit of time re-orientating myself, finding my bearings again, checking what I’ve put in which drawers.[...]”.

“The Christmas Pig” section is an introduction (again by Rowling), with three questions and answers: “There are many classic stories

which are set at Christmas-time. Is this setting important to you?”, “If you had to describe the character Jack in three words, what would those three words be? How about *The Christmas Pig*?” and “How different was it to plotting out the Harry Potter series? Is there any magic in *The Christmas Pig*?”. There is also a short video interview, where Rowling answers these same questions.

“The Ickabog” section has a welcome message as well, although it is just an updated version from the welcome message that was shown on the old Ickabog website. It also includes some information about the illustrators competition and activities for children, and a new FAQs section with nine

questions, which ends with “At the moment there are no plans to make a movie or stage adaptation of *The Ickabog*.”

The “Harry Potter” section is probably the most interesting one. The welcoming message (“I could not have imagined in my wildest dreams just how popular my Harry Potter books would become and at times it was truly overwhelming.”) introduces us to the inner sections about the boy wizard. “The Harry Potter Stories” lists the ten books about the Wizarding World written by J.K. Rowling (note that they don’t include *Harry Potter and the Cursed Child*), and links to the external websites about *Fantastic Beasts* and the already mentioned stage play. “The Magical Journey” section is a captivating idea: go over the phenomenon from its beginning, but it falls short: it is only a five-paragraph text, with a one minute video and a gallery with fewer than ten images. It is a good introduction, though it could be much more.

Finally, the last subsection for Harry Potter is “9 and $\frac{3}{4}$ questions”, where Rowling answers FAQs about the Wizarding World. From saying “I have always

refused to say ‘never’ to this question” when asked if there is going to be another Harry Potter book, to confessing that she thinks “Dudley’s out there living a happier life and better life for having known Harry”, the FAQs related to our favourite wizard are just a glimpse and it shows that Rowling



still can provide more material for the Potter fans.

J.K. Rowling Stories could become the perfect mix between the old Rowling's website and the Pottermore version that delighted fans around the world with new content written by the British author. If we also add some easter eggs, it could be the perfect online hub, not only for younger readers, but also for the big mass of Rowling's followers who are hungry for more information

about her past, present and future works.

Even if there are not many easter eggs (yet), fans will convince themselves that there are hidden messages. Some people are already saying that showing an American edition of Harry Potter, together with a French version, and then a German translation, is the confirmation that Fantastic Beasts will mostly take place in Germany. J.K. Rowling can be sure that her readers will find answers

A curious fact is that the new logo for this online platform doesn't use Rowling's own handwriting. The font used in the logo (and in different parts of the website) is Corradine Handwriting Rough, created by Colombian designer Manuel Eduardo Corradine.



J.K. ROWLING'S STORIES SECRETS



ON WHITE, THE CLICKABLE AREAS

- Keys: They will make a keychain sound if you click on them.
- Tea cup: A message will be shown if you click on it.
- Rugby oval ball: A message is displayed when you click it.
- Lamp: The light will switch on and off when clicked.
- Dog photography: A message is shown.
- Paris postcard: Message shown.
- Train ticket: Message shown.
- Highest book stack: Sound made when clicked.
- Books spines: Message shown.
- Radio: You can listen to some audios, such as Stephen Fry reading from the audiobooks or Rowling reading from *The Ickabog*.
- Paperweight: Sound when clicked.
- Polaroid: No need to click, but it is animated and shows Rowling holding a *Philosopher's Stone* copy (from the Harry Potter At Home reading)
- The clock: It shows the current time in the United Kingdom and if you click it, you can hear a ticking clock sound effect.
- Calendar: It has the current date circled in red.

SEPTEMBER IN TWITTER HISTORY



J.K. Rowling ✓
@jk_rowling



Due to the epic nature of the story we've been working on, Harry Potter & the [#CursedChild](#) will be in two parts! [@HPPlayLDN](#)

6:00 PM · Sep 24, 2015 · Twitter Web Client

3,815 Retweets 5 Quote Tweets 8,283 Likes

ON SEPTEMBER 2015,
J.K. ROWLING CONFIRMED
THAT HARRY POTTER AND
THE CURSED CHILD WAS
PLANNED AS A STAGE PLAY
IN TWO PARTS.



Mona's Vintage Corner

Dive deeper into the Harry Potter TCG, card strategy, deck building and some other Harry Potter vintage merchandise from Mona's vault at Gringotts!

With the different ways of becoming immersed within the Harry Potter universe, the *Harry Potter Trading Card Game* is by far one of the most modular and creative. If you are anything like me, you love playing games that also bring out the nostalgia of a specific theme. *The Harry Potter TCG* does just that in its old school art, representation of the wizarding world as well as the storyline that the cards themselves weave together while in your hands.

The game itself is not difficult to learn with a few simple rules that players need to remember. Once you have built your 60 card deck with one starting witch or wizard, you must then think strategically on how you would like to win the game against your opponent's mysterious deck. The only thing about your opponent that you know for sure is who they are, just like any other wizarding duel, you never know what spells or creatures they will call to their aid. After you draw your first card you are allowed two actions each turn. With these two actions you can play

an adventure using both actions, a character using both actions or spells, creatures and lessons using one action; if you would like to add more ammunition to your hand you could use an action to draw a card. You are building your hand to have spells and creatures and lessons at your fingertips so that you could utilize each of these resources to defeat your opponent and deplete their deck.

The *Harry Potter Trading Card Game* is phenomenal in allowing the player to immerse themselves in the wizarding world by casting spells that are familiar to them such as *Alohomora*, *Obliviate* or *Stupefy*. It also allows you to bring to life your favorite chapters and characters from the book like *Neville Longbottom* or *Albus Dumbledore*. You could use one action to play a creature card and call *Fawks*, *Hedwig* or even *Fang* to create more damage for your opponent to take.

With the creativity that seeps from this game, any true fan of the Harry Potter franchise will love playing

the *Harry Potter* TCG because of its very ability to relive your favorite tools, scenes and most of all Adventures. There are over 40 Adventure cards in the *Harry Potter* TCG that are perfect for any and all decks. You can add 4 of any adventure that you would like and use two actions to play these cards to make your opponent go off on an adventure that they have to solve in time to get back to try and win the game.

If you are interested in building your deck to have Adventure cards, make sure you understand that you need to use both actions in order to play said Adventure card. This can be okay however it is limiting if you are trying to advance in the game. You can combat this by ensuring that your starting character allows you to play an Adventure by using

only one action instead of two. The best option for this is to start with the jokester twins and kings of adventures, Fred & George Weasley. Their ability says "You may use 1 Action (instead of 2) to put an Adventure card from your hand into play, even if you already have one in play. If you already had one in play, discard the old one. (Nobody gets the reward.)" This will allow you to play something like "Caught By Snape" or "Candy Cart" while also being able to have one action left over.

This extra action you have will be helpful when you are striking your opponent with a spell such as Vanishing Step or Incendio. In order to use any spell card, you are required to use one action. In these examples with the Adventure card, you can play one adventure card





with Fred and George Weasley as your starting character and if you have enough lessons in play, you will also be allowed to use the last action to damage your opponents deck with one of these spells.

If you didn't have any lessons in order to play a spell card, you could use that second action to put a lesson card into play. By using actions to play lesson cards, you are increasing your ability to play more cards at a faster rate. Again, the purpose of the game is to deplete your opponents deck faster then they do to yours, so these lessons and spells or creatures will be sure to do that for you!

You could of course play with a different starting character and have a handful of Adventure cards in your deck, this is a strategy that many people use as the adventure cards are great to assist in the game. For example, you could have a Creature and Transfiguration deck that has a few adventures in there to help slow your opponent down or combat something specific. For example, if you were playing against a creature deck yourself, you could add the adventure "Riding the Centaur" which would protect you from the creatures your opponent plays while still having your creatures do damage to them.

Another really fun Adventure card

to play that works well with any style deck is the aforementioned "Candy Cart". This adventure makes your opponent draw 3 cards and discard 3 cards all before their turn even starts. Once they do this then they draw one card to start their turn. This eventually makes them run out of cards and they will want to solve it as soon as possible. This is where the magic of the adventure comes in, in order for them to solve it, they have to take 10 damage. This is a huge bite out of their deck, especially when you play 2 or 3 of these adventures.

As you can see, the rules are simple and the game itself is so customizable that you could create themed decks, creature decks, charms, etc. The list of types and variations can go on

and on. Always keep in mind that you have 2 actions per turn, unless another card allows you more, you need to be strategic with each turn to ensure you get to do damage to your opponent.

Each game, whether you win or lose, will be so much fun and will take you down memory lane with all the different creatures, characters and spells you encounter. Have fun and be sure to reach out for any questions or to talk about getting a deck into your hands and joining the Into The Floo Harry Potter TCG Dueling league to play the game.

You can also find out more about Mona on her YouTube channel called *Into The Floo* or by following her on *Instagram* and *TikTok* (@harrypottermorsy).



WAVE A WAND

BY ALAN DELL'OSO

PERCIVAL GRAVES

*“You fool nobody, Mr. Scamander.
You brought this Obscurus into
the City of New York in the hope
of causing mass disruption,
breaking the Statute of Secrecy
and revealing the magical world.”
– Percival Graves (Fantastic Beasts
and Where to Find Them).*

Percival Graves is a very mysterious character who works as an Auror in the MACUSA, and his main task is to prevent and stop any situation that may expose the magical world and break the Statute of Secrecy.

There are many aspects of this character that makes black the best choice for the color of his wand. First of all, the surname “Graves” is quite dark in its meaning. Also, the clothes that he wears are mostly black with some white

accents. As part of his job, he is after an Obscurus... or maybe it is something else, something that makes him want to take control of the Obscurus to reach a greater good. And for the final reveal, he was hiding a dark secret.

As it is usually the norm for any creative or design team, the first option is not always the best, so the first designs were made as prototypes to later decide on the final version of Percival Graves' wand. There are some details that were included in all sketches, such as the ebony wood and silver accents. However, when the wand is not completely made out of



ebony (not black), brown wood is used instead. This keeps intact certain dark and refined vibes on the wand that are vital for the design of Graves' wand.

One of the preliminary designs is very similar to Newt's wand, but with a black handle and dark brown wood for the shaft.

The final prop wand selected for the big screen has quite a simple but very elegant design at the same time. "Simple" and "elegant" are fairly common words to describe wands for wizards and witches who are politicians or are high ranking officials in the Ministry.

The shaft and the biggest part of the handle are crafted in black ebony wood, which is one of the

darkest and densest in the world. This woodwork has no details at all, it is just plain turned wood.

If we move to the accents on this wand, we will find silver details at the bottom and in the middle. The bottom piece is an art deco design, which may also balance the weight of the wand. The middle piece that separates the handle from the shaft has a little step that creates an almost unnoticeable change of section between the handle and the shaft.

One of the most common things is that wands with a very marked handle have a bigger section in the handle than at the beginning of the shaft. In the case of Graves' wand, the handle ends with a smaller section than the first section of



PRELIMINAR DESIGNS FOR PERCIVAL GRAVES' WAND, FROM THE BOOK
THE ART OF FANTASTIC BEASTS AND WHERE TO FIND THEM

the shaft, and it is all possible because of the small silver detail in between.

When it comes to the inspiration for this design, it does not all come alive from the very imagination of the designers. References are key to create, make and improve, and this is one of those cases where other sources are paramount. This wand design was inspired by old conductors' batons, particularly the ones made of black ebony wood with silver details.

At some point, wands are like conductors' batons, but instead of conducting an orchestra, wands conduct the magic from the witch or wizard to the tip and expel it.

There is no canonical information about this wand in particular, so the only detail to add is that the replica by The Noble Collection has a length of 38.5cm.



DEPARTMENT OR MINISTRY?

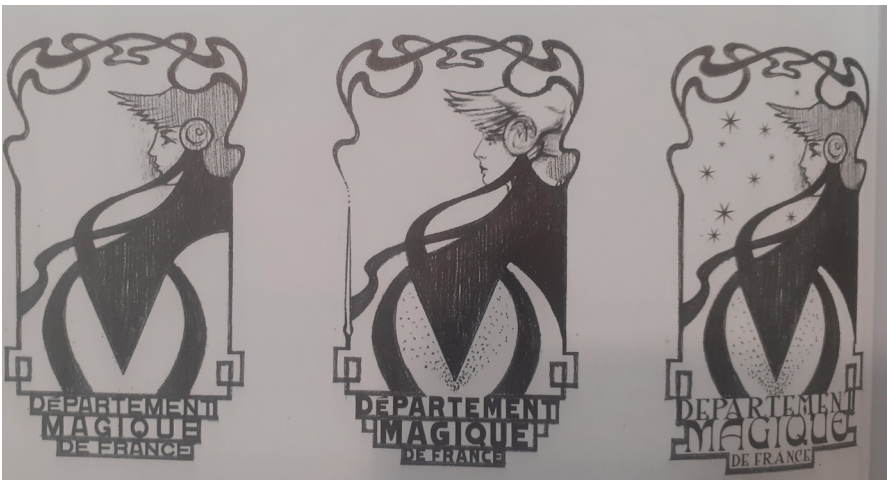
THE ANSWER IS NOT IN THE SCREENPLAY

By Leandro Bensussan

It is amazing how the devil is in the details, since if one does not pay careful attention to them, however insignificant or unimportant they may ultimately be, the fandom will find it and talk about it. By November 16th, *Fantastic Beasts: The Crimes of Grindelwald* will have turned 3 years since its release, and still the more meticulous fans have found a new minor mistake that escaped out from the supervision of editors and publishers.

To begin with, it is important to remember one of the most

aesthetic and innovative places shown in the film, the French Ministry of Magic (Le Ministère des Affaires Magiques de la France, for our French-speaking friends). There, not only do we discover that they have the most detailed and extensive archives of wizarding families of all France, but we also learn that the Ministry is almost as structured as its British counterpart. Thanks to official books such as *The Archive of Magic: The Film Wizardry of Fantastic Beasts: The Crimes of Grindelwald* and *Fantastic Beasts: The Crimes of Grindelwald: Movie*



CONCEPTUAL ART FOR “DÉPARTEMENT MAGIQUE DE FRANCE”,
FROM THE BOOK *THE ART OF FANTASTIC BEASTS: THE CRIMES OF GRINDELWALD*

Scamander, has entered the
Department of Magic!

THESEUS moves into shot.

PHOTO FRAGMENT FROM
FANTASTIC BEASTS: THE CRIMES OF GRINDELWALD - THE ORIGINAL SCREENPLAY

Magic we can observe different documents and signs which were used in the set with the names of different bureaus written on them. However, it is in the book *The Art of Fantastic Beasts: The Crimes of Grindelwald* where we can learn the original name for this department (based on J.K. Rowling's original idea or maybe created by the prop department): Department of Magic, or in the original French: *Département Magique De France*.

Although it was just a name that was used for the original concept art and it did not make the final film, it did leak to the published screenplay. In scene 89 is where Tina and Newt, disguised as his brother Theseus with the Polyjuice potion, infiltrate inside the Ministry on their way to the records room. Once they run along a corridor with lined pictures, the potion wears off and an emergency alarm sounds. It is here where everything turns confusing. In the script it says that Newt has been

seen in the 'Department of Magic', which sounds odd if we read above the English translation where it is written that he has been seen inside 'le Ministère.'

Many fans of the franchise have believed that that department was part of the Ministry, something similar to the ones seen in the Harry Potter series. Nonetheless, this is not the case. Thanks to the companion books produced for the film, we can know that there is no "Department of Magic" in the French Ministry, it was just a conceptual name that was used as a placeholder (maybe) during the production phase. Unfortunately, this name was overlooked by the editors in the final version of the screenplay.

Although some people may consider this minor mistake as something bad, we celebrate this type of thing: it allows us to see the creative process, alternative considered names and how the stories we love could have been.

A QUOTE BY JO

“”

“Mostly they [kids] are really worried about Ron. As if I'm going to kill Harry's best friend.”

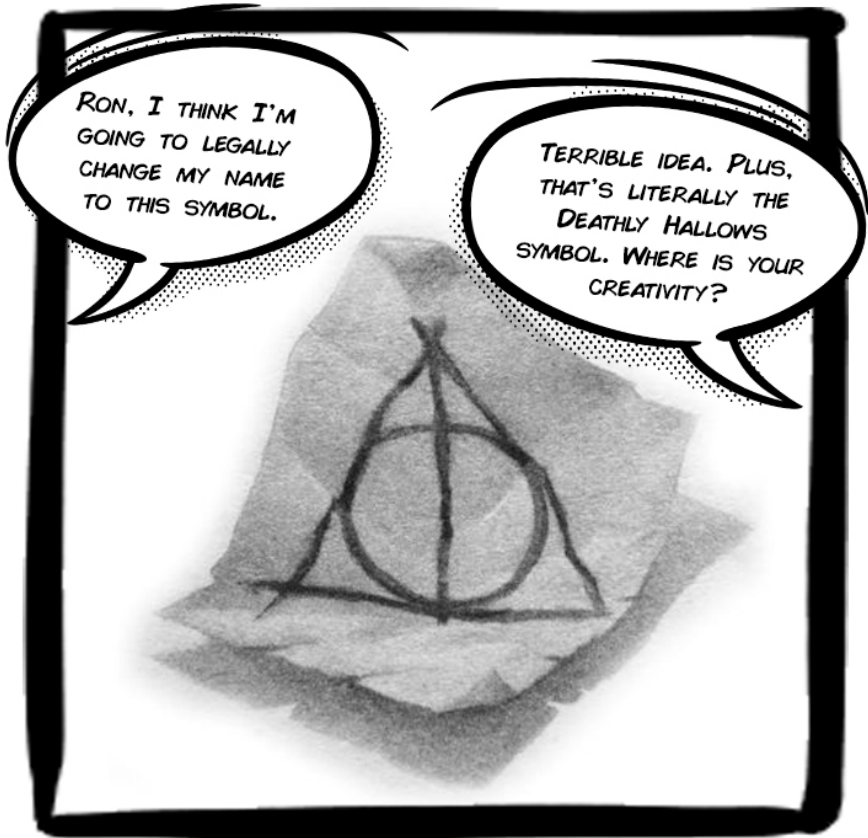
Time Magazine, 2000



RIDDIKULUS!

Erik (@[knockturnerik](#) on Instagram) plays with original artwork from the Harry Potter books!

Follow @[knockturnthepages](#) on Instagram for more humour!



ORIGINAL ILLUSTRATION BY MARY GRANDPRÉ FOR
HARRY POTTER AND THE DEATHLY HALLOWS
(SCHOLASTIC, 2007)



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