



## HOGWARTS SCHOOL OF WITCHCRAFT AND WIZARDRY

HEADMASTER: ALBUS DUMBLEDORE

ORDER OF MERLIN, FIRST CLASS, GRAND SORC., CHF. WARLOCK,  
SUPREME MUGWUMP, INTERNATIONAL CONFED. OF WIZARD



## The Ministry of Magic The Auror Office

Dear student,

The Ministry of Magic has tasked you with your first specialist quest. As an aspiring Auror, you are required to uphold the wizarding law and protect magical communities across the world.

Auror's deal with high-risk situations and their training and areas of responsibility vary greatly depending on the type of threat they are facing. We have received intelligence to suggest you will be prepared and will receive magical education before facing this challenge.

On Monday 8<sup>th</sup> October, you will investigate crimes relating to the Dark Arts on Martinhoe, Exmoor, which will lead to us apprehending or detaining dark wizards or witches. As a temporary Auror, you will follow a trail of clues to collect 10 Auror Power Stamps on the enclosed travel permit; this will ensure your safe passage from Platform 9 7/8.

Before departing for your mission you will be required to prepare and/or learn the following:

- Pack a bag for your survival - consider the elements you may face
- Pack provisions for rations - consider a good energy source
- Pack your Ministry of Magic Identity Card
- Pack the enclosed travel permit to collect your 10 Auror Power Stamps
- Ensure your clothing and footwear is suitable for a moorland hike
- Ensure your wizarding identity remains a secret from muggles
- Know and abide by the Country Code, which muggles follow
- Know and abide by the Road Code, which muggles follow

While venturing, any Ministry of Magic officers you encounter must be treated with due respect.

Good luck!

DEPUTY HEADMISTRESS