

FROGWARTS



A Journal of the Potterverse

INAUGURAL EDITION • Winter Solstice 2023

The Magic Inside This Issue

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All art and illustrations showcased in this journal have been created by Danielle Rouge unless otherwise noted. See bio on page 2. Photo credits have been noted where applicable.

ABOUT THE ILLUSTRATOR

"A whimsical wordsmith with a paintbrush for a heart." That's what author, Danielle Rouge, aspires to be known as to her closest friends and the world alike. She first danced into storytelling through her colorful illustrations, and her debut children's book 'Yelli Jelli Makes a Witchy Pie' published in 2022. With four more children's tales ready to frolic into the world, Danielle is excited to venture into the realms of fantasy world building with her newest writing project, determined to sprinkle magic through the beauty of the written word. Danielle's illustrations appear throughout the journal.



Welcome to Frogwarts, a Journal of the Potterverse!

We are excited to introduce our Inaugural Issue on the Winter Solstice!

This is the place for all things Harry Potter and for all who love them.

Here you'll experience fan fiction, poetry, art, reviews, and opinions on the Wizarding Universe.

We hope to publish four times a year, on the Solstices and Equinoxes! Please send your art, writings, reviews, or other submissions at anytime. [Visit the official Frogwarts page to submit!](#)

Magically,

Lyricus Abbey – *Professor of Magical Poetry and Editor*

Yurika Applebee – *Professor of Creative Magic*

Penelope Heartspring – *Professor of Magical Information Portals*

Hogwarts Legacy Game Reviews

Hey, have you heard about Hogwarts Legacy? It's this awesome action RPG set in the Wizarding World but way before Harry Potter's time.

You're playing as a student in the 1800s and you've got this incredible secret to unravel that could change everything. It's like stepping right into Hogwarts and being part of your own wizarding adventure.

Your choices shape your legacy in this magical world!

And seriously, the graphics, property of Warner Bros, are incredible; they're stunning!

Hogwarts Legacy is a 2023 action role-playing game developed by Avalanche Software and published by Warner Bros. Games under its Portkey Games label. The game is part of the Wizarding World franchise, taking place a century prior to the events chronicled in the Harry Potter novels. All images contained within these reviews are the property of Warner Bros. Entertainment Inc. TM & © 2023 Warner Bros. Entertainment Inc. All rights reserved.

Reviewed by Michael Zaharios

"So, my review of the game was that it was a great experience! One of my favorite video games I played this year hands down.

It was really cool exploring a different part of the Wizarding World, where this game was set in the 800's which still having connection to the novels and movies.

Being a fan of the Harry Potter novels and movies, allowed me to dive into the Wizarding World which allowed me to get sorted into my house, yes, I was a Hufflepuff ... ha-ha!

But from being able to fly on your broom stick, and magic beasts like Hippogriffs to fighting Goblins and spiders in the Forbidden Forrest.

Hogwarts Legacy was a great way to let out your inner wizard guilt free and enjoy all things Harry Potter!"

Reviewed by Alessandra Jennings

As an avid consumer of role-playing games and all things Harry Potter, I pre-ordered the game as soon as it was available. The recently released Hogwarts Legacy game has been a dream come true for Potterheads across all platforms. The immersive RPG allows players to fully engulf themselves in the world of Hogwarts and decide their fate. While the game's release had been pushed back multiple times, it is safe to say it was well worth the wait. This review will be divided into multiple parts, with ratings for each section.

Character Creation: 6/10



The game's character creation system is disappointing, to say the least. While the graphics are beautiful, the player is unable to fully customize their avatar, which leads to many players looking as if they could be closely related. While there are many face options, you aren't able to customize each feature. I feel that the options are extremely limited for a new game.

For example, let's compare it to Skyrim, a highly popular RPG released in 2011.

| Feature | Hogwarts Legacy (2023) | Skyrim (2011) |
|------------------|------------------------|---------------|
| Gender | yes | yes |
| Voice | yes | yes |
| Facewear | yes | no |
| Facial Structure | no | yes |
| Weight | no | yes |
| Presets | yes | yes |
| Hair | yes | yes |
| Skin Tone | yes | yes |

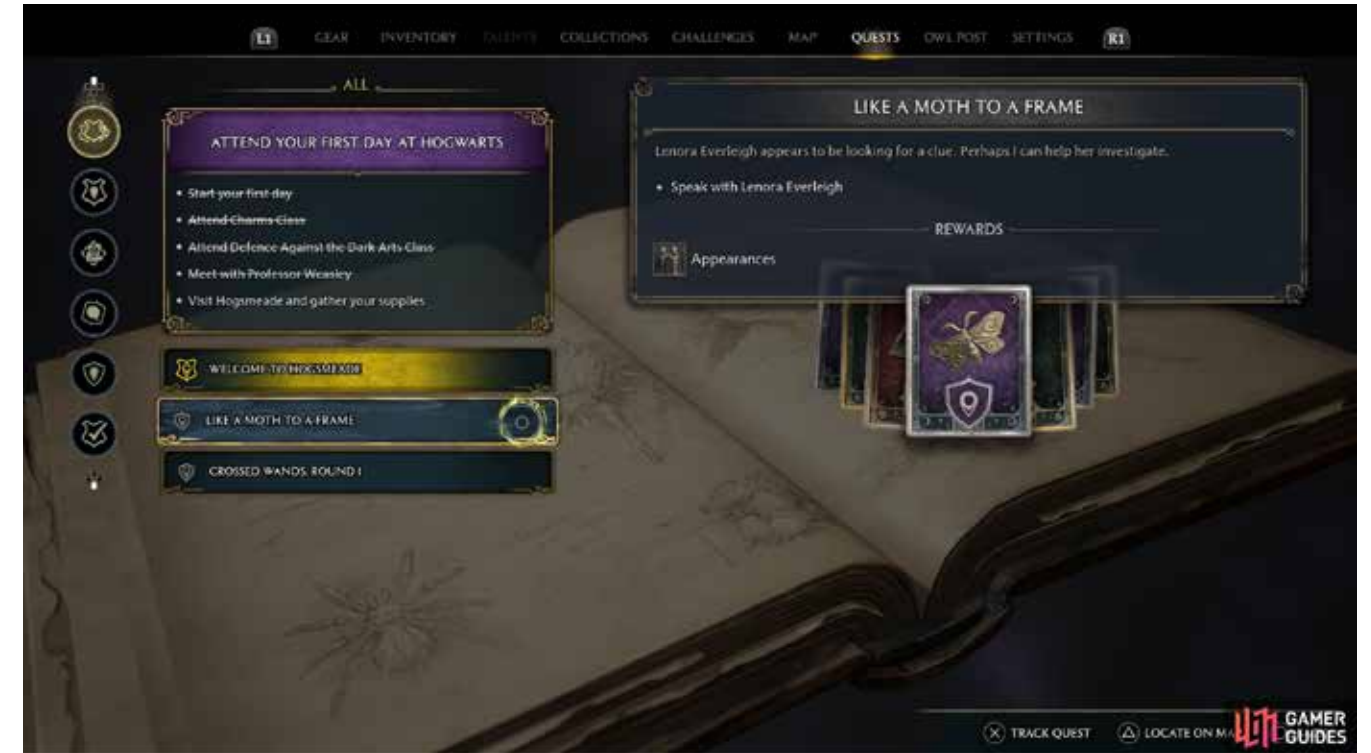
Though they share many of the same features, the ones that Legacy lacks are key for a fully immersive experience. Skyrim also contains different races with unique traits. While this doesn't apply to Hogwarts Legacy, I believe a personality feature based on the player's house would be beneficial. Something as simple as highlighting the dialogue option most fitting for the character's house. The player doesn't have to choose the suggested option but it allows players to participate in a more cohesive role-playing experience. Overall, Hogwarts Legacy's creation system doesn't necessarily take away from the game, but it certainly doesn't add to it earning it a 6/10.

Armor System: 8/10



The game's armor system allows you to change the appearance of your armor to any owned piece. For example: say you find a robe that has higher ratings than your current piece, but you like the look of the one your character already has. You are able to equip the new robe and then edit the appearance to that of the old robe. Some players feel that this takes away from the exclusivity of items. But, I personally love this feature. In other games, I find myself using weaker armor because I like its aesthetic. This allows players to have the best of both worlds. The best part is you are not limited to the armor in your inventory. You are able to keep the appearance of any item you find, even after you sell or destroy the piece. The reason this component of Hogwarts Legacy hasn't earned a 10/10 is due to the fact that I find most of the clothing options kind of ugly. Yes, it is supposed to reflect the fashion of the 1890s, but most items are the same styles in various colors and are not very flattering to the character.

Quests: 7/10



Hogwarts Legacy's quests are fun and diverse. It's easy to jump from main quests to side quests to assignments. The addition of the guidebook creates a great reward system for player achievements and pushes players to actually want to complete it. I just wish there were more. The game feels very short, especially if you focus on the main quest. Let's compare it once again to Skyrim as well as Elden Ring, another RPG.

| Game | Main Objectives | 100% Completion |
|-----------------|-----------------|-----------------|
| Hogwarts Legacy | 26 ½ Hours | 68 Hours |
| Skyrim | 34 ½ Hours | 233 Hours |
| Elden Ring | 58 Hours | 133 Hours |

Data from howlongtobeat.com

To put it plainly, this game is short. If you're anything like me and like to sit down for 5+ hour-long gaming sessions, you'll beat this game in a matter of days. However, it does make up for its short playtime with the expansive open world. I have spent hours simply exploring the world and trying to complete collections. Broom flying is easy and surprisingly fast. I often find myself choosing to fly between locations rather than fast travel, which is rare for me in games like this.

Combat: 10/10



I absolutely love the way spellcasting is set up in this game. It's smooth, efficient, and satisfying. It's easy to switch from spell to spell. Combos make for a fun and unique gameplay that doesn't get stale. The spell diamonds allow players to organize spells however they please. It is easy to change spell sets mid-battle when needed. The ancient magic throw is one of my favorite features because it utilizes the surrounding world. I just find the combat in this game to be so rewarding that I actively seek it out, sometimes finding camps to attack for the fun of it. I appreciate how the game tells you when and if to block or dodge. However, it would be nice to be able to turn off this feature for players craving more of a challenge. I really have no complaints. The combat is what has made me play multiple run-throughs of Hogwarts Legacy.

The Final Battle: 3/10



The ending of Hogwarts Legacy annoyed me so much that I'm giving it its own section. The entire duration of the game is building you up for the final boss fight against the main antagonist, Ranrok. When you finally get there, Ranrok turns into a dragon that doesn't take damage unless you destroy orbs, and even then is only susceptible to damage for a short amount of time. Is the battle challenging? Yes. But it is missing the wand-to-wand combat that makes the game so enjoyable. There is no using levioso on Ranrok and then blasting him with multiple damage spells or basic casts. I was so excited to face Ranrok in an epic battle and was just left disappointed.

Overall: 8/10

One of the best factors about Hogwarts Legacy is that you don't have to be a Harry Potter fan to enjoy it. The storyline is completely independent, minus a few easter eggs from the original series, making it enjoyable for almost anyone. The world graphics are stunning, the different house quests inspire multiple playthroughs, and the gameplay itself is very fun. Rumor has it that Avalanche Software is already developing a sequel. Hopefully, they will address the few player complaints in the second game or with an update. I recommend this game to any fan of RPG of any age. It quickly became one of my favorites and is great for a relaxing or combative play.

Fred Weasley's Funeral Blues

(After W.H. Auden)

Have the post office owls stop delivering the mail,
Allow the dementors to screech, the banshees to wail,
Board up the Hog's Head Pub, tear down the shrieking shack.
Change Gryffindor's colors from scarlet & gold to umber & black,

Reduce the flavors of Bertie Bott's Beans to just one - bitter tears.
Drown our infinite grief and sorrow with firewhiskys and butter beers,
Cast the optimum Lockhart memory charm to help us to forget
He's gone, bury his body in his favorite vanishing cabinet.

He was our mirth, our joy, our giggles and laughter,
Our joker, our jester, our quipster, our dexterous crafter
Of ingenious and intricate wheezes and pranks,
Endlessly entertaining us without thought of payment or thanks.

Let the name of He-Who-Must-Not-Be-Named be said
For what does it matter now that Fred Weasley is dead.
He's pulled the ultimate "Weasley" and will never return,
So permit all of Hogsmeade & Hogwarts to crumble and burn!!!

by Paul Szlosek

Author's Bio: Paul Szlosek was born in Southbridge, Massachusetts, but currently resides in the nearby metropolis of Worcester. He was co-founder and host of the long-running Poet's Parlor poetry reading in Southbridge and Sturbridge, as well as a past recipient of the Jacob Knight Award for Poetry. His poems have appeared in various local publications including the Worcester Review, Worcester Magazine, Sahara, Concrete Wolf, and Diner. He's probably best known in the Worcester poetry community for his fanatical obsession with poetic forms. Paul is the 2023 winner of the Stanley Kunitz Medal, awarded by the Worcester County Poetry Association.





Magic-Borne

by Wayne-Daniel Berard

Were I on staff at
Hogwarts I'd propose
a new course a counter-
point to Defense Against
the Dark,
Acceptance of
the Light Arts
Picture it! Energy healing
in the Great Hall Reiki as a
Room of Requirement the
Mirror of Past-Life Regression,
just imagine cleansing Severus'
Svadhsthana Ancestral Healing
for You Know Who how cruciatting
to be without all this! How magic-
borne we Muggles after all!



In a cauldron of copper, aged and wise, Melt butterscotch dreams with twinkling eyes.

Stir with a wand, from Diagon's surprise, Until the brew shimmers, and curiosity flies.

Add honey from Hagrid's beehive sweet, For a touch of warmth, and memories replete.

Stir in clockwise circles, to the perfect beat, As the aroma of adventure fills the street.

Now, a pinch of pixie dust, ethereal and bright, Adds a dash of whimsy, in the pale moonlight.

Let it dance in the brew, with all its might, as tales of thestrals take flight in the night.

Crack two dragon eggs with bravery true, their fiery essence will add power to brew.

Whisk them in gently, as they transform anew,

Like Fawkes, they'll rise, as phoenixes do.

Let the potion simmer, as stars gently gleam, Until it's as golden as a Gryffindor's dream.

Pour it in tankards, like a flowing stream, And in the heart of Hogsmeade, let it steam.

Sip slowly, my friend, and embrace the delight, In the Butterbeer's warmth, on a magical night.

As wizards and witches, we raise our glass high, To the whimsy and wonder of the Hogwarts sky.

In the world of Harry Potter, where stories are spun, This Butterbeer recipe, our journey is done.

May it fill you with joy, like the setting sun, In the wizarding world, where magic is made fun.

By Ben Slattery

Butterbeer

Recipe by: Ben Slattery

Ingredients:

- 1/2 to 1 cup (100 to 200g) sugar
- 1 tablespoon (15g) butter
- Cream
- 1 teaspoon vanilla extract
- Water (1/4 weight, not volume, of the sugar)
- 1 bottle pale ale (or ginger ale for alcohol-free)

Steps:

1. Take the sugar and put it into a pot.
2. Pour in some water. (About enough to cover the sugar)
3. Turn the stove top onto high so the water starts to boil.
4. Start stirring the sugar right away to keep it from sticking to the bottom.
5. Keep stirring and adding water until the sugar and water mixture turns into a syrupy mixture.
6. Remove from heat.
7. Add the butter and stir it into the syrup. Also add a shot of cream and a teaspoon of vanilla.
8. Keep heating on low and add your pale ale.
9. Immediately pour it into a mug.
10. Sprinkle with some nutmeg, cinnamon, and/or ginger.
11. Enjoy!





FAN
FICTION
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WRITING

# Harry Potter and the Free Four

by Wayne Daniel Berard

## Part One

Hermione sat in her office in the Ministry of Magic. She picked up a conch shell on her desk and spoke into it.

“Meera,” she began. But immediately a mermaid opened the door. Her hair flowed in blue-green waves down her back and her scales shimmered in the candlelight. A pair of fins like those on a flying fish beat blurrily from her back, keeping her upright and gliding her into the office on an unfurled tail. Meera held a notebook in one hand; a quill hovered over it in the air.

“Yes, Minister?” Her voice was like a song from a misty shore.

“Your sense of anticipation is laudable,” Hermione smiled. (“If a bit unnerving,” she added under her breath). “Please cancel my remaining appointments for today, and hold all my owls. You can get home to the Thames early tonight.”

“Thank you, Minister,” the mermaid gave a grateful nod and began to leave. Then she hesitated.

“Are we . . . alright, Minister?” she asked, as much friendship as concern in her lilting voice.

“We will be, Meera,” Hermione answered. “Tides change, but strong hands still row forward, as they say.”

“Yes, Minister.” Meera closed the door behind her.

Hermione reached deep into the folds of her gown, simple yet forceful in its muted red and burnished gold. Still Gryffindor — and much more. She pulled out a galleon, gazing down at it and running her fingers around the numerals at its edges.

“I just hope it’s not too late,” she whispered to herself.

\* \* \*

Harry flew high above London on his broomstick. An auror of his stature could have easily gotten out of routine patrol duty, but Harry would have none of that. He took his turn with all the others, and was loved for it.

He felt a sudden warmth in his robe pocket. He took out a galleon and saw numerals along its edges glowing brightly.

“About time!” he said to himself, and swooped down toward the city.

\* \* \*

In Diagon Alley, Weasleys’ Wizard Wheezes was doing a bang-up business — literally! A new shipment of Thors Thunder Crackers had just arrived, and they were truly exploding off the shelves!

Ron and his brother George stood at the second-floor railing looking down at the bustle of customers.

“Fred’d be pleased!” Ron said.

“Freddy’d be askin’ how we top this!” George laughed.

Suddenly, they each reached into their pocket in unison and took out a glowing galleon.

“Guess we’re closing up early,” George said.

“Do you think Percy and Audrey would mind watching our kids tonight?” Ron asked.

“Nah, especially if we just drop ‘em off without askin’ first!” George laughed as he and Ron high-fived!

\* \* \*

An owl flew down the long approach to Malfoy Manor and through an open French window. Draco, seated at a long, heavy desk, took a scroll from its talons and gestured it away. He unrolled the scroll and read, scowling as he did so.

“Bad news?” Pansy Parkinson asked, gingerly. Although they had dated at Hogwarts, there was still a distance between she and the man she now served as administrative assistant. And any hope that that distance might diminish after the passing of his wife, Astoria, had not materialized. If anything, Draco had grown colder, plunging himself even deeper into the world of politics and the party he’d created, “Wizardom.”

“The polls are not looking good,” Draco continued to frown. “And how could they not, with Granger giving the vote to every sort of magical creature in the country!”

“But you renounced those Pureblood ways after the war!” Pansy reminded him. “You said it was all rubbish!”

“Of course it is!” Draco stood up emphatically. ‘The proof is in the potion,’ as they say. The mixed bloods defeated Voldemort and my father, the whole sorry lot. I’ve got nothing against making all magical creatures full citizens — I’d just wished I’d thought of it first! It pretty much guarantees their loyalty at the polls! Granger could stay Minister for Magic indefinitely!”

“Would that be the worst thing?” Pansy asked, trying to seem endearing without being too obvious. “Gives you a chance to devote your energies to . . . other things?”

Draco slapped his palms against the desktop. “There are no other things, Pansy! This is politics, not playtime! I’ve set my sights on being Minister — it gives me purpose, don’t you see? Something to live for. What else have I got now, after all?”

“What else, indeed,” Pansy whispered and lowered her head.

“So, if Wizardom does lose this election, we’ll just have to look to . . . other means to achieve our goal.” Draco’s face hardened and his eyes grew distant.

“Other means?” Pansy asked warily.

“Don’t trouble yourself about it,” Draco tried to sound nonchalant. “Just go down to the guardhouse and tell Flint to send out the snakes. Can’t trust owls with this. Our old housemates will know what it means.”

## Part Two

When Ron arrived in Hermione’s office, Harry was already there, standing beside her desk.

“Oh, pumpkin pasties!” Ron grinned, heading for the refreshments. “And hot butter beer! Cool!”

Hermione and Harry looked to each other and smiled.

“Plus ca change!” Hermione laughed.

“Plus c’est la même chose!” Ron finished her sentence. Harry and Hermione exchanged surprised glances.

“Always the tone of surprise!” Ron chuckled. “George is dropping the kids at Percy’s. Should be here any minute.”

Just then, Luna Lovegood entered the room. She was wearing an oversized felt top hat emblazoned with the Union Jack, and the words “Hermione 4 Us All!” blinking on and off!

“Good, our Campaign Manager is here!” Hermione beamed. “Any movement in the polls?”

“Just upward, for you, Minister,” Luna answered with childlike surety. “With the election tomorrow, there’s no way Draco can catch up.”

George had now arrived, followed by Seamus, Lee Jordan, and Cho Chang.

“You know the crap Draco is spoutin’, don’t ya?” Seamus said. “That it’s only the votes of non-wizards and witches that will win it for ya? That they never should have been given full citizenship in the first place?”

“I see you’re still wearing your button?” Luna pointed out. Pinned to the front of her robe was Hermione’s old SPEW badge - Society for the Promotion of Elvish Welfare.

“Always!” Hermione stood a little taller. “And the Wizengamot - then only witches and wizards - voted in favor of citizenship for Elves, Goblins, Centaurs, Veela, Giants and Merfolk. We made sure only provisional citizenship was granted to Hags and Werewolves, pending individual vetting of their intentions . . .”

“I wonder how Remus would have felt about that?” Seamus sniggered.

“We didn’t have a choice!” Hermione’s voice rose. “The other side would have used that to scuttle the entire bill! As it is, any Hag or Werewolf willing to make the Unbreakable Vow to be loyal to our world has been granted full citizenship.”

“I loved seeing Hagrid taking his seat as representative of the giants!” Harry smiled.

“Seats!” George kidded, typically.

“And Flitwick came out of retirement to serve, even if he isn’t full Goblin,” Cho chimed in.

“And students other than young wizards and witches are now attending Hogwarts, finally! They’re some of my best Herbology students!”

Neville has entered, still in his professorial robes. Behind him came a tall, slender witch, older but mysteriously attractive, whom most seemed not to recognize.

“Oh, this is Nilla - Vanilla Fudge,” Neville hurried to introduce. “She’s works in the Office for Magical Herbs. She was guest speaking on the Cannabis Non-Munchieatus spell in my class when my coin went off. She was heading back here to the Ministry anyway, and I know she’s on our side, so I brought her along. Hope you don’t mind, Hermione?”

“Fudge?” Lee Jordan asked. “Any relation too . . .”

“Cornelius is my brother,” Nilla responded, and her voice simultaneously soothed and excited every male in the room. “Well, half-brother, actually. He always needed to chill out, you know, find his groove? Such a downer!”

Nilla’s still-golden hair fell all the way to below her waist, daisies festooning it here and there. She wore a long peasant dress with doves and rainbows embroidered into it; a small peace sign glowed phosphorescently from her left cheek. Her wand was a flowering branch of a dwarf cherry blossom. She waved it in the air; pink petals floated from it. Harry, Lee, George, and Seamus grinned stupidly in her direction. “Groovy!” Ron moaned.

“Her mum’s a Veela,” Neville chortled. “I took an antidote before she came to class, or I’d look just as balmy as these blokes!”

“A-hem!” Hermione cleared her throat loudly; petals dropped to the floor. “Welcome, Nilla. Any friend of Neville’s is an ally of ours. Now, we have intelligence from inside Wizardom that Draco is planning a demonstration in front of this building for the day of the election. They’re

going to bewitch it to look like a Muggle protest. If they’ve won, it’ll be a Victory Rally. If they’ve lost —“

“A coup,” Luna said calmly. “If they lose the election, they’ll try to storm the Ministry.”

“That’s why I summoned our old Army here,” Hermione continued. “Wizardom has sympathizers in the Ministry, even among the aurors sworn to protect us.”

“That’s right,” Harry nodded gravely. “I’ve overheard a few things with my fellow auroras. Some of those guys hate any other magical folks.”

“Centaurphobes. Anti-Merites. Segregoblinists. Wizard Supremacists,” Lee Jordan chimed in. “They even look at me cross-eyed, being a Wizard of Color.”

“The point is, we have to be prepared,” Hermione declared. “We need to be ready.”

“More members of Dumbledore’s Army will be trying to get here tonight and tomorrow,” Neville said. “But we’re scattered all over the country now, y’know.”

Harry was looking pensively out a window. “There were never much more than a couple dozen of us,” he said. “And not all of us survived the battle or can just leave their kids to join us now.”

He turned to the room.

“I think we’re going to need a few more wands up her, Madam Minister,” he said gravely.

To be continued ...



**Author’s Bio:** Wayne-Daniel Berard, PhD, is an educator, poet, writer, shaman, and sage. Wayne-Daniel is a Peace Chaplain, an interfaith clergy person. His latest books of poetry include the full-length *Art of Enlightenment* and a chapbook *Little Ghosts on Castle Floors*, poems informed by the Potterverse, both with Kelsay Books. Wayne-Daniel lives in Mansfield, MA with his wife, The Lovely Christine.

FAN  
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ART



Artist: Danielle Rouge

About The Authors

Lyricus Abbey

Professor of Magical Poetry and Editor

House: Gryffindor

Patronus: Winged Unicorn

Wand: Vine

Lyricus Abbey is a writer, poet, Gryffindor, and teacher of Magical Poetry Writing, who feels strongly that the Potterverse provides the new, shared (and much needed) mythology of our day.

Visit Lyricus behind the scenes: waynedanielberard.com/



Yurika Applebee

Professor of Creative Magic

House: Hufflepuff

Patronus: Dolphin

Wand: Rowan

Yurika Applebee's heart pumps yellow and black with her passion for food, art, and making new friends. This undeniable Hufflepuff is happy to dedicate her time toward bringing people together to celebrate The Wizarding World and all of its magic, muggles included.

Visit Yurika behind the scenes: www.yellijellibooks.com/



Penelope Heartspring

Professor of Magical Information Portals

House: Ravenclaw

Patronus: Ibiza Hound

Wand: Cedar

Penelope Heartspring exists to share her vast imagination, mystical intuition, magical creativity, and her love of information rabbit holes. You can find Penelope taking long walks amongst the trees with her dog, or reading in front of a fire for hours on end.

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