



## THE WEIGHING OF THE WANDS

You make your way to Mr. Ollivander, who is tasked with testing each team's wands. Once there, you have a chance to size up your opponents, a team from Beauxbatons and a team from Durmstrang, neither of whom looks especially bright.

Ollivander pulls out an odd-looking contraption. "I am delighted to say I will be using my newfangled torque-machine to carry out the weighing this year," he says with a grin.

Unfortunately, after he perfectly balances each team's wands on the scales, the combined magic causes a sort of spell to be cast, coating them in a fog of images. Ollivander is able to guess and label the weights of a few wands, but otherwise seems to be as perplexed as everyone else.

You hear a student from Beauxbatons shout, "All our wands are mixed up!" Her accent sounds a little funny to you, but you say nothing. "First things first," a Durmstrang competitor exclaims, "let's figure out which is which!"

Try to match up the pictures with the different wand woods, and use your knowledge of the torque-machine's workings to derive a hidden message. Each school chooses its wands in a different way, so be careful!

A Primitive Application of the Torque-Machine with Some Notes of Explication

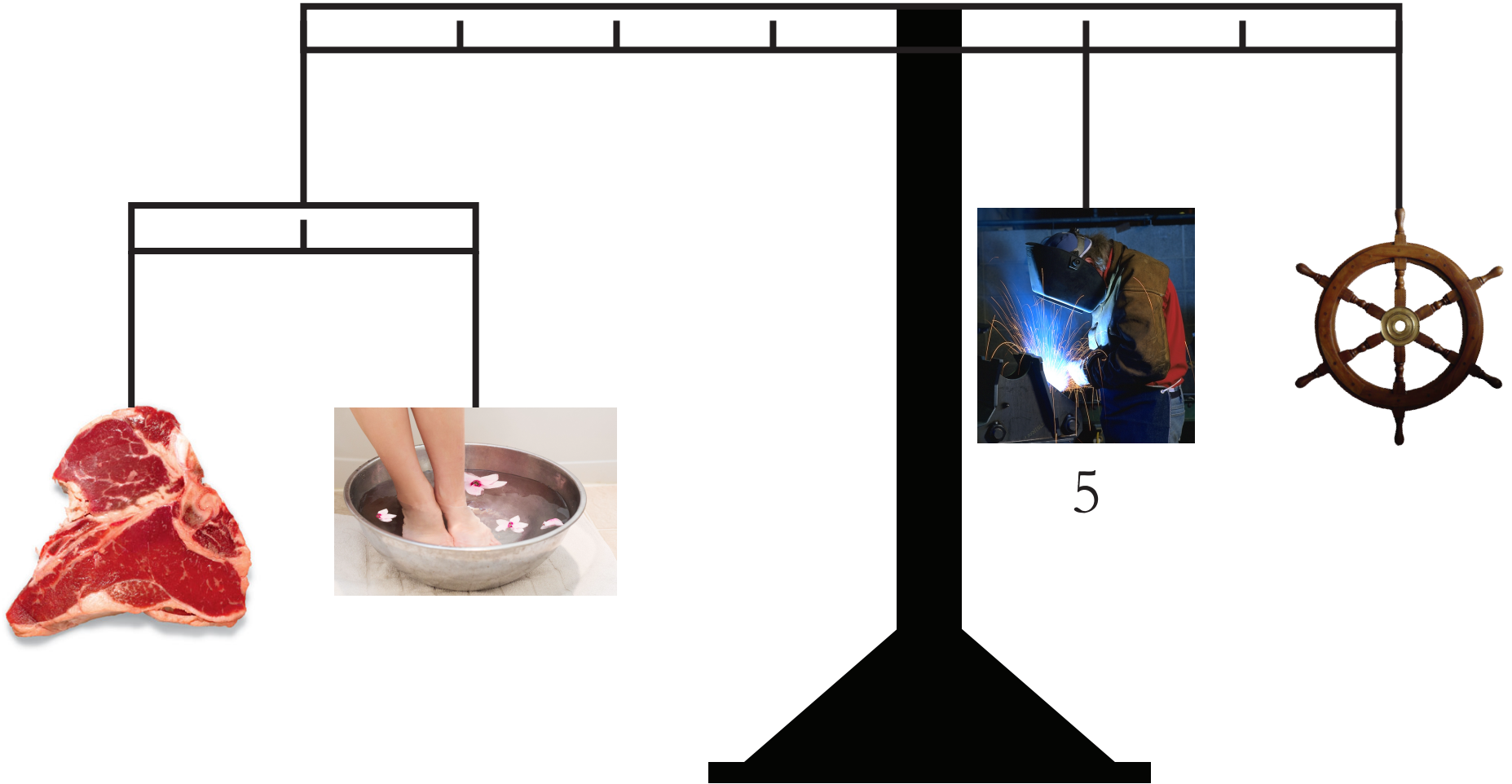
TORQUE = WEIGHT X DISTANCE (from the fulcrum)

$$(5 \times 2) + (2 \times 1) = (3 \times 4)$$

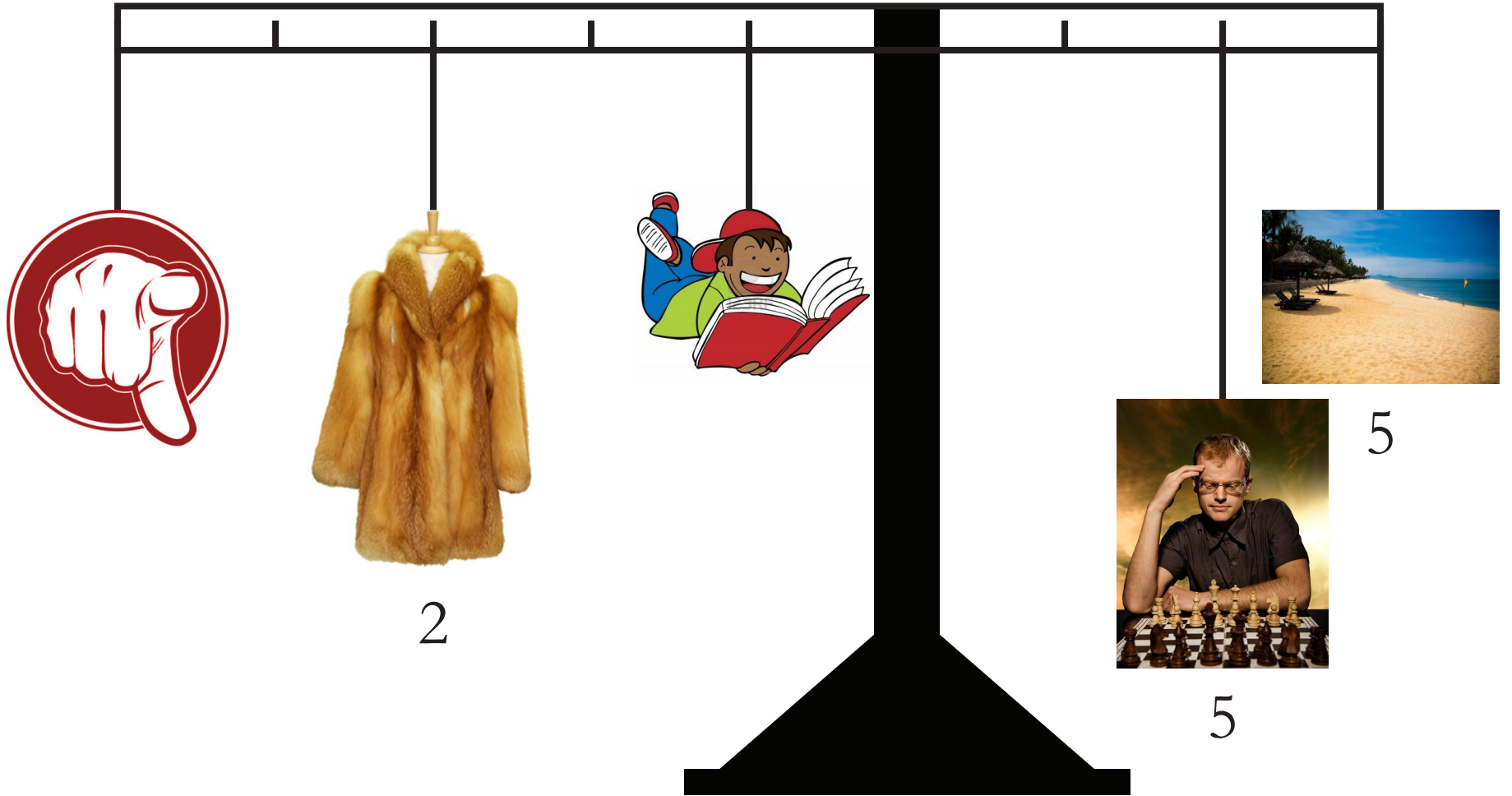
## OLLIVANDER'S LIST OF WAND WOODS

Aracia	Fir	Oleander
Alder	Hazel	Pear
Aspen	Holly	Poplar
Beech	Hornbeam	Reed
Birch	Ivy	Rose
Cedar	Laurel	Rowan
Cherry	Lemon	Sycamore
Chestnut	Lime	Teak
Cypress	Mahogany	Thorn
Dogwood	Maple	Vine
Elder	Myrtle	Willow
Elm	Oak	Yew

# DURMSTRANG



# HOGWARTS



# BEAUXBATONS

