

Canon Plus

1 INTRODUCTION

There are a variety of issues with the canon Harry Potter world: inconsistencies, gaps, or simply issues with realism which stem from the fact that it was written as a children's book which evolved to become something more.

At the same time, the canon world is one of significant charm. Making too many changes to the world risks losing that charm. It also undermines the ability of the reader to orient themselves within a given fan fiction if too many of the worldbuilding elements are unfamiliar.

The "canon plus" world is an attempt to set out a version of the Harry Potter universe which achieves a sensible, consistent world with as minimal changes as possible. It can serve as a baseline HP universe for writing fan fiction, from which the author may make individual adjustments for the specific story.

2 WIZARDS

2.1 WIZARDS' MAGIC

1. Magic is a binary attribute: you either have it or you do not.
2. Squibs and Muggles are magically identical (i.e. they have no magic); the only difference between them is their heritage.
3. Muggleborns, half-bloods, and pure-bloods are magically identical (i.e. they have magic); the only difference between them is their heritage.
4. Magic is a strongly heritable attribute: the children of wizards will almost always be wizards.
5. The possession of magic is tied to a wizard's soul, not their body. A disembodied wizard will still be a magical being.

2.2 MAGICAL POWER

6. Wizards differ in magical ability. The distribution of magical talent is on a bell curve.
7. Wizards like Voldemort, Dumbledore, and Grindelwald are at the extreme upper end of that bell curve.
8. The difference in magic between wizards is a difference in quality, not quantity. Wizards cannot run out of magic, nor does using magic exhaust them.
9. A wizard's power, talents, and magical dispositions are determined by the sum total of who they are as a person; magic is a reflection of a person's character, which is in turn a combination of that individual's innate characteristics and experiences.

10. The single greatest factor influencing a wizard's magical power and ability is their understanding of magic, which is in turn dictated by:
 - a. Their magical intuition (their innate talent);
 - b. Knowledge of magic; and
 - c. Familiarity with magic.
2. Strength of will is also an important characteristic relevant to the use of magic. Willpower comes in three forms:
 - a. Determination, the type of willpower involving wanting (or refusing) something. It is the type of willpower relevant to overcoming or resisting the willpower of other wizards.
 - b. Focus, the ability to concentrate hard on a specific thing. It is the type of willpower relevant to certain spells (such as the Summoning Charm) and to non-verbal magic.
 - c. Discipline, the power of self-mastery. It is the type of willpower relevant to occlumency.
3. Wizards may have strengths (and weaknesses) in particular areas of magic for which they have (or lack) a natural aptitude based on their character. However, some wizards (and especially the most powerful wizards) have a deep and intuitive understanding of magic in general which underpins a high level of ability in all areas of magic. The strongest of wizards are generalists, not specialists.

2.3 WIZARDING PHYSIOLOGY

4. Wizards are physiologically different to Muggles. This physiology manifests in a number of ways:
 - a. Increased resilience to physical harm;
 - b. Superior recovery from physical harm;
 - c. Resistance to non-magical poisons;
 - d. Partial resistance to non-magical diseases;
 - e. Slower ageing; and
 - f. Faster reflexes.
5. Wizards age at the same rate as Muggles to around age 30, whereupon their rate of ageing slows to around half that of Muggles. A wizard at 50 will look 40, a wizard at 80 will look 55, a wizard at 120 will look 75, a wizard at 150 will look 90, a wizard at 170 will look 100.
6. Higher wizarding life expectancy is a combination of:
 - a. Slower natural ageing; and

- b. Superior magical health care resulting in an extended old age.
- 7. Despite slower ageing, witches have the same fertility window as Muggle women.
- 8. A wizard's innate magic has a protective nature which constantly seeks to undo enchantments and return the wizard to their "correct" form. This means:
 - a. Charms and Transfigurations on magical beings wear off over time, including those which are desired (e.g. spells to increase beauty); but
 - b. Healing magic which seeks to restore the subject to their correct form is not resisted by a wizard's innate magic.

3 MAGICAL DEMOGRAPHICS

3.1 WIZARDING DEMOGRAPHICS

- 9. There are approximately 24,000 wizards living in Britain.
- 10. Approximately 160 magical people are born in Britain each year, of whom approximately half go on to attend Hogwarts.
- 11. Mean wizarding life expectancy is 150 years. However, there can be significant variation. It is not unusual for wizards to die as young as 120 or as old as 180.
- 12. Wizards typically retire around age 110.
- 13. Average wizarding birth rates are around 2.0 per witch and have been that way for many centuries, with wizards having gone through the demographic transition centuries before Muggles. In combination with the slow but steady introduction of Muggleborns, this produces a very stable population over time.

3.2 BLOOD STATUS

- 14. Approximately 4 Muggleborns are born each year, equating to 2.5% of the wizarding population (or 600 Muggleborns total). Muggleborns almost always attend Hogwarts so represent approximately 5% of the Hogwarts population.
- 15. Pure-bloods are generally considered to be those with all magical grandparents.
- 16. The vast majority of wizards are pure-blood. When a Muggleborn marries into a wizarding family, their children will be half-bloods and their grandchildren pure-bloods. Accordingly, the "stain" of Muggle blood is removed within 2 generations, meaning that there is a tendency towards families becoming pure-blooded over time.
- 17. Some individuals/families may deviate from the common "magical grandparents" definition of pure-blood and demand a more stringent test, however.
- 18. Even among those who do accept the magical grandparents definition, a certain prestige is attached to old and well-recognised wizarding names; not all pure-bloods are equal in status.

19. Where a Muggleborn marries into an old family with a prestigious name, their blood status may be overlooked in light of the general prestige that family possesses. Polite society may consider it a scandal but it would not result in that family being shut out of the elite.

3.3 OTHER MAGICAL SPECIES

20. The populations of other magical beings in Britain are as follows:
- a. Goblins: 15,000;
 - b. Centaurs: 5,000, of which approximately half are in the Forbidden Forest;
 - c. Merpeople: 8,000, with their largest settlement being the sunken medieval city of Dunwich, off the Suffolk coast;
 - d. House-elves: 700;
 - e. Werewolves: 300; and
 - f. Vampires: 100.
21. Accordingly, the total size of the British magical community under the jurisdiction of the Ministry of Magic is approximately 53,000.

3.4 HUMAN GEOGRAPHY

22. Approximately 2,400 wizards (10% of the population) live in Hogsmeade, which is the only wizard-only settlement in Britain.
23. Of the remaining magical population:
- a. Approximately 40% live in small clusters of wizarding families resident in and around Muggle villages with a notably high concentration of wizards such as Godric's Hollow.
 - b. Approximately 20% live in extremely rural areas, effectively in isolation.
 - c. Approximately 20% live in London, primarily in proximity to Diagon Alley.
 - d. Approximately 10% live in other predominantly Muggle communities.
24. Wizarding homes are enchanted as a matter of course. The enchantments vary but an almost universal enchantment is one against uninvited guests, which prevents apparition by strangers directly into homes (including by House-Elves).

4 MAGICAL EDUCATION

4.1 HOGWARTS

25. Hogwarts has approximately 480 students.

26. Approximately 80 students join Hogwarts each year, who are sorted into the houses in approximately even distribution.
27. Approximately half of Hogwarts students leave the school after achieving their OWLs and do not go on to take NEWTs. Sixth and Seventh years are therefore approximately 40 students in size each.
28. There are multiple dorms per year per house.
29. There are multiple teachers per subject. The teachers we see in canon are the Heads of Department, known as the Master of that subject and granted the title Professor.
30. The curse on the Defence position is on the Head of Department.
31. Hogwarts is a private institution funded by fees, but a number of bursaries are in place, and the Ministry of Magic funds Muggleborns.

4.2 NON-HOGWARTS EDUCATION

32. Wizards who do not attend Hogwarts receive education from the following sources:
 - a. Private tutors;
 - b. Home schooling by parents or relatives;
 - c. Home schooling clusters where a number of families come together to teach their children as a group; and
 - d. Apprenticeships.

5 THE ECONOMY

5.1 WORKING POPULATION

33. The population of wizarding Britain breaks down as follows:
 - a. Approximately 2,880 age 18 or under;
 - b. Approximately 6,400 retired; and
 - c. Approximately 14,720 of working age.
34. Of working age wizards, at any given time approximately 30% are unemployed (homemakers, the idle rich, those between jobs, the long-term sick, and the destitute). The number of wizards in work at any given time is therefore approximately 10,304.
35. The Ministry of Magic employs approximately 1,600 personnel (this does not include St. Mungo's, Hogwarts, or the Wizengamot).
36. Approximately 8,704 wizards are employed within the private sector.

37. The average annual wage of a British wizard is G 800.

5.2 CURRENCY

38. Wizarding currency consists of 1 Galleon = 17 Sickles = 29 Knuts.
39. Galleons are made of gold ($\frac{1}{4}$ ounce). Sickles are made of silver (4.5 ounces). Knuts are made of bronze (8 ounces).
40. The exchange rates of wizarding currency and Muggle currency are set by the Ministry of Magic. As of 1991, the rates are:
- a. G1 = £24.65;
 - b. S1 = 1.45;
 - c. K1 = £0.05.
41. The above exchange rates are unprofitable and Gringotts is forced to offer them by the Ministry of Magic. Gringotts only has an obligation to exchange currency at these rates in respect of a limited volume, in order to facilitate the entry of Muggleborns into wizarding society.
42. There is no large volume exchange of wizarding and Muggle currency.
43. Wizarding currency is enchanted against being melted down and it is illegal to allow wizarding currency to pass into Muggle hands except in certain permitted circumstances.

5.3 PRIVATE SECTOR

44. Basic goods such as raw commodities and easily-transfigured household items (chairs, cutlery, etc.) are extremely cheap in the wizarding world and form a very small part of the economy.
45. The wizarding economy is primarily focused on the sale of:
- a. Magical goods and magical services; and
 - b. Non-magical goods which cannot be created with magic (e.g. food).
46. A small number of wizarding farms provide the food supply for wizarding society; magic enhances yields substantially and allows growing of exotic crops which would not normally grow in Britain.
47. Land is generally cheap to obtain, unless it contains magical flora or fauna, or is located in a magical community with high demand (e.g. Hogsmeade, Diagon Alley). However, magical construction is more expensive as it is a skilled magical service. A proper magical home will vastly outvalue the land it sits upon.
48. Many middle class wizards work as small business owners providing a specialist service and only work part time, especially if they already own a home. Their essential needs are cheaply met so the money they earn is almost all disposable income to be spent on luxuries.

6 THE MINISTRY

6.1 THE MINISTER FOR MAGIC

49. The Ministry of Magic is led by the Minister for Magic, who is the source of all executive power. Some of those powers are inherent to the position, others flow from Acts passed by the Wizengamot which confer additional powers on the Minister for Magic.
50. The Minister for Magic appoints Heads of Department who exercise the Minister's executive power on his behalf.
51. The Heads of Department appointed by the Minister must be approved by the Wizengamot before they may take their position. There is often horse trading between political factions over this process.
52. The Minister for Magic is appointed by the Wizengamot and can be sacked by the Wizengamot.

6.2 THE WIZENGAMOT

53. The Wizengamot is both the legislature of magical Britain and its highest court. The powers of the Wizengamot are not defined anywhere and its authority stems from time immemorial.
54. The Wizengamot is neither elected nor hereditary. It is a body which selects its own members by invitation.
55. By custom, the Wizengamot invites new members who have notable achievements to their name, either in terms of magical skill or service to society.
56. By custom, the Wizengamot only invites elderly witches and wizards to become members. In rare cases of extreme merit, middle-aged wizards may be invited to join, but never young men and women.
57. The chair of the Wizengamot is its Chief Warlock, who is appointed by majority vote.
58. The Wizengamot generally delegates its judicial powers to Ministry panels such as the Council of Magical Law. Trials before the Wizengamot are rare and reserved for the most serious crimes.

6.3 LAW ENFORCEMENT

59. Aurors are elite dark wizard hunters specialising in tracking, stealth, and combat, they do not perform regular policing duties. Everyday policing is performed by other parts of the Department of Magical Law Enforcement.
60. Most years the Aurors do not find any new recruits; they take on maybe one recruit every 3 years. There is therefore no Auror academy, and probably no more than 20 Aurors at a maximum.

61. Wizarding law enforcement does not distinguish between creation of the law and enforcement of it; there is no division between civil servant and police. Civil servants enforce the same laws they create.

7 WIZARDS INTERNATIONALLY

62. There are approximately 350,000 wizards in the world.
63. Wizards are not distributed in proportion to the Muggle population. Muggle populations diverged from wizarding populations in ancient times; the explosion in Muggle population which accompanied the industrial revolution had little impact on wizarding population.
64. The international norm for wizarding education is the same as for much of magical Britain: home schooling, community schooling, or apprenticeships.
65. Formal magical schools like Hogwarts are rare and prestigious.
66. Internationally, there are 13 magical schools which are recognised as the great schools of magic:
- a. Brazil - Castelobruzo - Amazon Rainforest
 - b. China - Xifang Xuexiao ("School of the West") - Jade Mountain (Chinese/Tibetan Himalayas)
 - c. Egypt - Wadi Al Mujawis ("Valley of the Magi") - Theban Necropolis
 - d. France - Beauxbatons - Pyrennes
 - e. Great Britain - Hogwarts - Scottish Highlands
 - f. India - Suvaloka - Mount Meru (Indian Himalayas)
 - g. Japan - Mahoutokoro - Minami Iwo Jima
 - h. Persia - Alcaraz (Palace) - Badab-e Surt
 - i. Peru - El Dorado - Peruvian Altiplano
 - j. Russia - Koldovstoretz - Mount Elbrus
 - k. Norway - Durmstrang - Svalbard
 - l. Uganda - Uagadou - Mountains of the Moon
 - m. North America - Ilvermornay - Mount Greylock
67. These 13 countries also have the largest wizarding populations (driven partly by centuries of immigration).
68. The borders of wizarding nations did not historically align with Muggle nations. However, following the Statute of Secrecy in 1689, these differences in borders caused progressively more serious problems. In the early 1800s, the problems

reached breaking point, and, following a period of conflict, the Statute of Secrecy was reaffirmed and wizards took collective steps to re-organise their societies to mirror Muggle borders.

- 69. Borders and nations mean less to wizards than Muggles due to a high level of international integration through the ICW. The ICW is like a global magical EU, with authority over individual nations in certain areas. Under the ICW, wizards have broad rights to live and work wherever they want globally, and the magical world does not have anything like immigration controls or visas.
- 70. Each magical nation sends a representative to the ICW called a Mugwump. The representatives from the nations hosting the 13 great schools are known as Supreme Mugwumps and have additional privileges.

7.1 WIZARD-MUGGLE RELATIONS

- 71. The wizarding and Muggle worlds are completely separate; there is no institutional connection between wizarding and Muggle government.
- 72. Wizarding governments monitor the Muggle world and governments closely in order to catch potential breaches of the Statute of Secrecy before they occur. The highest levels of Muggle government, military, and media are penetrated by wizarding agents.
- 73. The approach to Muggles taken by magical Western Europe is considered dangerously liberal by most of the magical world; in many countries, Voldemort's ideology would be widely accepted (though not necessarily his methods).
- 74. As they do not have magic, Muggles cannot make potions, resist the Imperius, resist legilimency, or indeed perform any magic whatsoever.

8 MAGIC

8.1 MAGIC GENERALLY

- 75. Magic is supernatural in nature. It does not work within the same system as natural law; magical nature overrides non-magical nature.
- 76. Physical forces cannot overcome magical forces; magic is required to overcome or resist magic.
- 77. However, some apparently physical characteristics like distance, time, space, and volume also have a place in magic.
- 78. Other physical characteristics like mass, energy, and chemical composition are largely ignored by magic.

8.2 SPELLS

- 79. Spells are invented by wizards, not discovered.

80. A spell is defined by the magical theory which describes it, which in turn defines the effect. It is an abstract, conceptual structure, a patchwork quilt of human-developed ideas, arranged in relationships with each other.
81. In ancient times, spells would have been performed as rituals, where every aspect of the spell's theory would be represented by a part of the ritual such as an object, physical action, or incantation. As magic has advanced, however, wizards have increasingly found ways to internalise the ritual and perform the magical act mentally, within their subconscious.
82. Over time, wizards have developed more advanced spells and magic; ancient magic is therefore generally primitive, weaker, and takes longer to cast.
83. As spells are theoretical structures, different spells may have pieces of theory in common; these form spell families of related spells. For example, the Levitation Charm and the Locomotion Charm will have a very similar theoretical description, with the Locomotion Charm essentially taking the fixed-place floating of the Levitation Charm and adding to it an additional property of directed movement.
84. Spell families are in turn related to each other through the body of theory which they share in common - a branch of magic.
85. Since the work of magical theory is incomplete, wizards do not yet have a complete magical theory which unifies all magic in a single structure, or even all of a branch of magic.
86. Wizards need to know and understand the theory of a spell to be able to cast it properly, but they do not need to actively think of the theory at the time of casting. It is sufficient that the theory is in their mind somewhere (and is understood).
87. A spell is not its incantation. Incantations are like a shortcut to a spell, a mental trigger which connects the wizard's consciousness to their subconscious understanding of the spell they are calling upon.
88. A single spell may have different incantations in different languages associated with it; although the incantations are different, if the conceptual structure is the same, then the effect will be the same, and therefore it is the same spell.
89. The effect of a given spell may be varied by a skilled caster by understanding how the theoretical structure could be changed to achieve a different effect. This alteration, if substantial, may be accompanied by a change in the incantation.
90. Non-verbal magic is a process by which the crutch of incantations is dispensed with. In its first stage, it involves mentally focusing on the incantation. However, at higher levels of ability, non-verbal magic allows the casting of magic to become more instinctive - the wizard no longer needs to mentally announce the incantation; rather, it is enough to think of the incantation.
91. At even higher levels, the wizard may only need to think of their desire to cast a given spell, and the spell will be cast, a direct line from intent to action. Most wizards will only achieve this in their lifetime with a single spell, one which they cast very often. A wizard like Dumbledore, however, achieves this level of casting across the full range of magic.

8.3 TRANSFIGURATION

92. Transfiguration is the magic of physical change, altering substance and form at a fundamental level. It is not a tactile illusion; it is a real change.
93. Transfiguration is limited to physical change by definition; it cannot create magical effects.
94. Transfigurations are permanent unless actively reversed with Untransfiguration.
95. Magic leaves traces; although a transfigured object is physically identical to a naturally occurring object, magically the objects are different.
96. Knowledge of Muggle chemistry, physics, or biology has no role in transfiguration. The magic of transfiguration is underpinned by understanding of the theory of transfiguration, including its own theory of substance and form.
97. Gamp's law states that anything may be transfigured into anything else, subject to exceptions.
98. The principal exceptions to Gamp's law are objects which cannot be created under any circumstances by transfiguration:
 - a. Food (i.e. ready-to-eat food; the exception does not cover things which might become food with additional processing such as animals);
 - b. Gold;
 - c. Silver;
 - d. Bronze; and
 - e. Precious gems.
99. The subsidiary exceptions to Gamp's law are objects which can only be created under certain circumstances, for example:
 - a. The Law of the Preservation of Style: you can transfigure clothes, but the end result cannot be more stylish than the clothes you started with.
 - b. The Non-Reversibility of Spoilage: you can transfigure food into other food, but you cannot transfigure rotten food into fresh food.
 - c. The Inviolability of Secrets: you cannot transfigure secrets you don't already know.
 - d. The Unavoidability of Art: Transfiguration can be used to create art, but only as a medium of artistic expression, and not as a substitute for artistic talent.
100. The largest transfiguration a wizard would be capable of performing is approximately dragon-sized.
101. In contrast to transfiguration, which achieves physical change only, alchemy is concerned with both physical and magical transformation.

8.4 CHARMS

- 102. Charms do not fundamentally alter an object's nature; they create a magical effect which overlays the object.
- 103. There is no difference between a charm and an enchantment; the word "enchantment" is simply used to refer to a piece of persisting magic.
- 104. Charms can be short lived or permanent, depending on the nature of the spell and the skill of the caster.
- 105. Even permanent Charms can be undone, however, if the skill/power of the undoer is greater than the skill of the caster.

8.5 POTIONS

- 106. The act of brewing a potion is a magical act analogous to a spell. Or to put it another way, a spell is a potion brewed in your mind.
- 107. The process of brewing is essentially a more primitive form of spell-casting, one where the casting process involves going through the full spell-theory, each aspect of which is represented in the casting by a physical object or movement.
- 108. Ultimately, both potions and spells are still rituals.
- 109. Muggles cannot do magic; therefore Muggles cannot make potions.

8.6 DARK MAGIC

- 110. Dark magic is magic which is by its nature malicious to some degree.
- 111. Dark magic comes in degrees of severity.
- 112. Dark magic actively resists reversal.
- 113. Dark magic does not (as a rule) corrupt the caster; it is the magic itself which is malicious.

8.7 ENCHANTED OBJECTS

- 114. There are two kinds of enchanted object:
 - a. Ordinary artifacts, which are simply objects with spells on them; and
 - b. Unique magical artifacts with special powers or properties.
- 115. Most magical objects are ordinary artifacts, such as flying brooms, enchanted quills, clothing, prank items, and so on. These objects are essentially magical technology and they improve over time as magic advances.
- 116. Unique magical artifacts are objects which are created by a confluence of special circumstances imbued with rare magical powers. They generally cannot be

re-created, even by their own makers, and their powers are capable of breaking the ordinary rules governing witchcraft and wizardry. Examples of these objects are the Philosopher's Stone and the Elder Wand. Even though ancient magic is more primitive than modern magic, ancient unique artifacts may possess powers that modern wizardry cannot replicate.

- 117. Over time, wizards may be able to study unique artifacts to reverse-engineer their effects.

8.8 MIND MAGIC

- 118. Occlumency is the magic of mental self-mastery. It consists of essentially being able to think of what you want to think about, and not what an external influence wants you to think about.
- 119. Occlumency is a skill; it is not conceptually difficult, but takes practice and/or mental focus.
- 120. A master Occlumens can resist legilimency, the Imperius, and Veritaserum.
- 121. Muggles cannot learn Occlumency.

8.9 MAGICAL CONTRACTS

- 122. It is possible to make binding magical vows which directly enforce themselves; these are binding magical contracts proper.
- 123. These magical vows can only be made in respect of the performance of actions; they cannot be made to warrant the truth of information. They are also incapable of being used for particularly complex actions; it is primitive, primal magic, not complex legalese. As a result, they can easily backfire or trap the vow-maker due to a lack of proper detail, exceptions etc.
- 124. It is also possible to enchant documents such that those enchantments take effect on the occurrence of certain conditions; these are often referred to as magical contracts, and are much more commonly employed in wizarding society than vows, but properly speaking they are simply elaborate spells.

8.10 DUELS

- 125. Duels are typically quick and won by the first person to land a spell on their opponent. Even if that spell does not immediately incapacitate, it will give the caster enough of an advantage to finish the duel shortly thereafter.

9 MAGICAL CREATURES

9.1 MAGICAL BEINGS GENERALLY

- 126. The magic of intelligent magical beings is different to the magic of wizards, and magical beings could not cast the same magic as wizards even if given wands.

- 127. However, wands are powerful magical implements and could be used by magical beings to enhance their own native powers.
- 128. Although other species have powers which can replicate many of the abilities of wizards, the power of Transfiguration is unique to wizards.
- 129. Magical beings, although intelligent and sentient beings with souls, are fundamentally different on a biological level to humans/wizards. They have different instincts, different brain physiology and chemistry, different hormones, and different social dynamics.
- 130. Each species (including humans) has certain innate characteristics, and these characteristics will be different between species. However, these characteristics express themselves to a different extent in different individuals, and some rare individuals may lack them entirely.

9.2 HOUSE-ELVES

- 131. House-elves are bound to a property, not to a person. Their master is whoever owns the property they are bound to.
- 132. House-elves can reproduce biologically, but their isolation from others of their own kind generally prevents it. The house-elf population therefore tends to consist of first-generation house-elves which have spontaneously appeared (like boggarts) in highly magical, grand wizarding dwellings.
- 133. House-elves have an innate desire to provide service to other beings without remuneration. This instinct is as much a part of a house-elf's instincts as is a human's instinct to eat when hungry.
- 134. Dobby's desire to be paid is viewed by other House-elves as a kind of mental disorder.
- 135. The magic of house-elves is largely the magic of Charms.

9.3 GOBLINS

- 136. Goblins are the most humanlike and numerous of the intelligent magical beings.
- 137. However, their innate sense of empathy is different to that of (non-sociopathic) humans. As a result, their instinctive behaviour would be judged as cold and even cruel in human terms. They enjoy the suffering of other creatures in a way that humans do not.
- 138. Gringotts is a bank, not a nation. Other than during rebellions, Goblins have no political leadership and fall under the jurisdiction of the Ministry of Magic.
- 139. Although it has some powerful and unique applications, goblin magic is more primitive than the magic of wizards, largely because goblins have been prevented from obtaining wands (which would allow them to develop more advanced forms of magic, as wizards have).

9.4 VEELA

140. The magic of Veela consists of the following three aspects:
- a. Superhuman physical beauty;
 - b. The ability to enchant men with their voice or movements, and in particular singing and dancing (this power is blocked by stopping the ears). This enchantment does not incite lust, but rather extreme stupidity and the desire to impress; and
 - c. The ability to transform into avian forms which can throw fire.
141. Veela do not project a passive seductive “aura”, nor can they adjust the level of attraction others feel towards them.
142. If a Veela reproduces with a human, its offspring will be half-veela.
143. There are no male Veela.
144. Full Veela come into existence spontaneously, like boggarts. They are nature spirits.

10 QUIDDITCH

145. The capture of the snitch brings an end to a Quidditch game, but it gives the catching team no points. The position of seeker is therefore an important strategic position as it can enable you to end a game on your terms, but it is not a position that can single-handedly win a game.

11 CHARACTERS

146. Harry Potter is not short, but he is skinny.
147. Hermione Granger is very intelligent, hard-working, and has a good memory, but she does not have a strong magical intuition and lacks creativity. Magically speaking, she is closer to Percy Weasley than to Severus Snape.
148. Dumbledore was 111 in 1991. His equivalent Muggle age is 70 years old, but he will be in superior health to a Muggle 70-year-old due to magical healthcare.
149. As of 1991, bank balances are as follows:
- a. Harry Potter: G62,000;
 - b. Sirius Black: G340,000;
 - c. Lucius Malfoy: G4,000,000; and
 - d. Arthur Weasley: G80
150. Voldemort is not insane; horcruxes affect the soul, not the mind.

- 151. If Voldemort and Dumbledore were to fight ten fair duels, Voldemort would win around 7 of them.
- 152. Fleur Delacour is a quarter veela. She cannot turn into a bird.

12 MAGICAL HISTORY

12.1 THE FIRST WAR

- 153. Although referred to as a war, the first war was more of an elongated coup attempt. There were no pitched battles. Almost all deaths were targeted murders, not battlefield combat.
- 154. Fights, on the rare occasions they occurred, would generally include fewer than ten participants.
- 155. Although Voldemort and the Death Eaters killed many people, most of their victims were Muggles. All of Voldemort's terrorist activities were targeted at Muggles; he did not randomly attack Diagon Alley or Hogsmeade.
- 156. Dumbledore did not duel Voldemort during the first war; Voldemort actively avoided facing Dumbledore, who was the "only one he ever feared".
- 157. No Death Eaters were caught by the Ministry until Voldemort's fall; the Death Eaters were a secretive organisation and no one knew who they were.
- 158. The total number of Death Eaters was approximately 20. The Death Eaters were Voldemort's inner circle. Around them they had allies of werewolves, giants, and other dark creatures, as well as wizarding sympathisers.
- 159. Voldemort's appearance was the same during the first war as after his resurrection.
- 160. Voldemort is the first and only person to use the title "Dark Lord", which he created for himself as an act of self-aggrandisement.