

Small Wizarding World Universe

1 INTRODUCTION

That document sets out a version of the Harry Potter universe which is in many ways the opposite of my “Canon Plus” universe. The “Canon Plus” world is designed to be canonical in tone but with certain inconsistencies ironed out, and other areas expanded where canon was silent. It depicts a wizarding world that is entirely independent as a society from the Muggle world, and sets out the basis for how that could work rationally, within the constraints of sticking (mostly) to canon.

This “Small Wizarding World” universe, on the other hand, is more heavily AU in nature. It depicts a version of the wizarding world which is more integrated with the Muggle world as a sub-culture rather than a fully independent society. A key part of that is a much smaller population of wizards than the “Canon Plus” world.

The opening sections on the nature of wizards will be largely familiar to those who have read the “Canon Plus” document, but it will then significantly diverge.

2 WIZARDS

2.1 WIZARDS’ MAGIC

1. Magic is a binary attribute: you either have it or you do not.
2. The possession of magic is tied to the soul, not the body. A disembodied wizard will still be a magical being.

2.2 MAGICAL POWER

3. Wizards differ in magical ability. The distribution of magical talent is on a bell curve.
4. The average wizard is competent and capable of a wide range of powerful and useful magic. This magic is of a level that the average wizard does not want for normal material goods, which they are able to create for themselves using Transfiguration.
5. Wizards like Voldemort, Dumbledore, and Grindelwald are at the extreme upper end of the bell curve and are known as “Peerless”.
6. The difference between wizards in magical ability is a difference of quality, not quantity. One wizard does not have “more” magic than another. Wizards cannot run out of magic, nor does using magic exhaust them.
7. A wizard’s power, talents, and magical disposition is 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.

8. The single greatest factor influencing a wizard's magical power and ability is their understanding of magic, which is a combination of:
 - a. Their magical intuition, which is an innate talent. This relates to how the wizard in question views the world, and to what extent the way they naturally conceptualise the world lines up with the concepts of magical theory;
 - b. Knowledge of magic, which is learnt as a matter of formal theory acquisition from teachers or books;
 - c. Familiarity with magic, which is acquired as a matter of lived experience.
9. Strength of will is also an important characteristic relevant to the use of magic, and in particular in how forcefully (i.e. powerfully) a wizard's magic may be expressed. Willpower comes in three forms:
 - a. Determination, the type of willpower involved in 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 and to non-verbal magic.
 - c. Discipline, the power of self-knowledge and self-mastery. It is the type of willpower relevant to (for example) Occlumency.
10. Wizards may have strengths and weaknesses in particular areas of magic based on natural aptitude and/or experience (e.g. a particularly good teacher).
11. Wizards at the top end of the bell curve will be generally strong in all areas of magic, as they have a deep and intuitive understanding of the fundamental nature of magic which underpins all areas of magic.

3 MAGICAL DEMOGRAPHICS

3.1 WIZARDING BIOLOGY

12. The possession of magic alters human physiology. This manifests in a number of different ways:
 - a. Increased resilience to physical harm;
 - b. Superior recovery from injury;
 - c. Resistance to non-magical poisons;
 - d. Resistance to non-magical diseases;
 - e. Slower ageing; and
 - f. Faster reflexes.

13. As regards ageing, wizards age at the same rate as Muggles to around age 30, whereupon their rate of ageing slows to around half that of Muggles. On this basis:
 - a. A wizard at age 30 looks 30-years-old,
 - b. A wizard at age 50 will look 40-years-old,
 - c. A wizard at age 70 will look 50-years-old,
 - d. A wizard at 110 will look 70-years-old,
 - e. A wizard at 150 will look 90-years-old, and
 - f. A wizard at 170 will look 100-years-old.
14. The formula to calculate a wizard's appearance relative to their actual age is: $(\text{Age} - 30)/2 + 30$. This only applies after age 30.
15. In addition to naturally slower ageing, wizards have access to healing magic which extends their old age proportionally longer than for Muggles. Therefore the Muggle-equivalent life expectancy for wizards is 90-years-old (i.e. 150 years).
16. Despite slower ageing, witches have the same fertility window as Muggle women.
17. In addition to their biological differences, wizards also have a kind of "magical immune system" which constantly seeks to undo enchantments and return the wizard to their "correct" form. This means:
 - a. Magic which alters a wizard's form away from their proper form will wear off over time, including spells which are desired (e.g. spells to increase beauty).
 - b. Magic which seeks to return a wizard to their proper form (e.g. healing magic) will not be resisted by a wizard's innate magic.
 - c. However, dark magic is capable of resisting this process.

3.2 POPULATION NUMBERS

18. Approximately 50 wizards are born in Britain each year. It follows that there are around 7,500 wizards in Britain.
19. Of these 7,500 wizards:
 - a. Approximately 900 are children (age 0-18), of whom:
 - i. Approximately 200 are preschool age (age 0-3);
 - ii. Approximately 350 are primary school age (age 4-11);
 - iii. Approximately 350 are secondary school age (age 12-18);
 - b. Approximately 1,500 are young adults (age 19-49);

- c. Approximately 3,000 are middle aged (age 50-110); and
 - d. Approximately 1,950 are elderly (age 111+).
20. The average wizarding family size consists of two parents and two children. It follows that at any given time, there are approximately 450 families with school age children in wizarding Britain.
 21. Around 2 Muggleborns are born a year. They therefore constitute around 4% of the wizarding population (300 wizards).

3.3 HUMAN GEOGRAPHY

22. **Urbanised wizards:** Approximately 45% of wizards (3,375 wizards) live fully embedded within the Muggle world, in Muggle urban environments. From the outside, their homes appear completely Muggle, and they pass for Muggles within their neighbourhoods. They have Muggle social circles as well as wizarding ones.
23. **Village wizards:** A further 20% of wizards (1,500 wizards) live partially embedded in Muggle semi-rural environments (i.e. villages). These wizards tend to group together as a sub-population of Muggle semi-rural communities such as Godric's Hollow and Ottery St. Catchpole. They socialise predominately with other wizards but will have Muggle acquaintances.
24. **Rural wizards:** A further 20% of wizards (1,500 wizards) live in remote, entirely rural areas. Their level of integration into the Muggle world varies but any interaction with Muggles is largely a matter of choice, as their geographic isolation means they do not encounter Muggles on a day to day basis. As a rule, this category includes the poorest and richest wizards.
25. **Isolationists:** Approximately 15% of wizards (1,125 wizards) live in entirely wizarding communities, mostly Hogsmeade and Diagon Alley. They typically avoid Muggles and prefer wizarding company.

3.4 EDUCATION

26. As regards primary education, approximately 75% of wizarding primary age children (approximately 260 children) will attend Muggle primary schools. This includes almost all urbanised wizards and village wizards, and approximately half of rural wizards.
27. The remaining 25% of wizarding primary age children (i.e. around 88 children) will attend Hogsmeade Primary, which takes around 12-13 students per year.
28. As regards secondary education, almost all attend Hogwarts, with the average year consisting of around 40-45 students.
29. Attendance at Hogwarts is not compulsory, but the school is free to attend, being funded by the Ministry of Magic. Those who do not attend typically fall into either those who have integrated into the Muggle world so far that they choose to attend Muggle school, or those whose isolationism is so extreme they even reject other wizards.

4 POLITICS

4.1 WIZARD-MUGGLE RELATIONS

- 30. The wizarding world is a sub-culture of the Muggle world. It is not a completely separate, independent society.
- 31. Wizarding governments are branches of their respective Muggle governments, and are funded by general taxation which is paid by Muggles and wizards alike.
- 32. The heads of Muggle government are aware of the wizarding world and have authority over wizarding government.
- 33. When Muggle nations go to war, their wizarding communities are a part of this. Muggle borders and magical borders are completely aligned, as all wars which are fought are fought simultaneously on Muggle and wizarding fronts.
- 34. Muggle heads of government are complicit in wizarding secrecy.

4.2 THE BRITISH MINISTER FOR MAGIC

- 35. The Minister for Magic is appointed and dismissed by the Prime Minister of the day, in the same manner as other Secretaries of State.
- 36. By convention, the Prime Minister appoints the Member of Parliament for Hogsmeade as the Minister for Magic.
- 37. The wizarding community therefore exerts a form of democratic self-government by way of the election for the Member of Parliament for Hogsmeade (which is held at the same time as any other general election).
- 38. In addition to living in Hogsmeade, graduation from Hogwarts is considered to register a person as entitled to vote in Hogsmeade elections. Otherwise, wizards must vote in whatever constituency they live in.
- 39. The Minister for Magic attends Cabinet, but is only perceived by the Prime Minister. Spells are cast to prevent the other members of Cabinet being aware of their presence.
- 40. Certain wizards may also be found sitting in the House of Lords as hereditary peers. It is not unknown for a wizarding Lord to be appointed as Minister for Magic, usually if there exists a political difference of opinion between the Prime Minister and the MP for Hogsmeade.

4.3 THE BRITISH WIZENGAMOT

- 41. The Wizengamot is a body with ancient pedigree, going back to the Anglo-Saxon era, in which it was a body of wizards who advised the King of England. When the Norman invasion occurred, the Norman Kings adopted the Wizengamot as a convenient means of exerting authority over wizards.

42. For many centuries, the Wizengamot governed magical Britain under the authority of the monarch. It was headed by the Chief Warlock, one of the Great Offices of State, directly appointed by the monarch as their representative in wizarding affairs. During this era, the Wizengamot was a substantially corrupt institution prone to nepotism and the passing down of power within families.
43. The Wizengamot's primacy as the body of wizarding government in England was broken during the English Civil War, when the monarch lost power to Parliament. This erosion of power would culminate in the creation of the Ministry of Magic in 1707, from which time the Wizengamot ceased to exert direct government over Britain.
44. Nonetheless, the Wizengamot continued to exist. It continues to perform an advisory role, now to the Minister for Magic rather than the monarch, and its judicial functions have survived the loss of its legislative and executive power.
45. By convention, if the Wizengamot passes a vote of no confidence in the Minister for Magic, the Prime Minister is informed and should dismiss the Minister and appoint a replacement.
46. The Wizengamot's membership is self-selected and it is generally accepted that wizards of renowned ability and accomplishments are invited to join. This typically means wizards in their middle age, and over time there has been a tendency for Ministry grandees to be waved into the body.
47. The Chief Warlock continues to be appointed by the monarch on the advice of the Prime Minister (in effect, by the Minister for Magic).

4.4 THE BRITISH MINISTRY

48. The Ministry of Magic is a branch of the Muggle government tasked specifically with governing magical affairs. It does not perform general government functions such as taxation, welfare, pensions, etc. as these are all covered by their respective branches of Muggle government.
49. The primary jobs of the Ministry of Magic are therefore:
 - a. Maintaining wizarding secrecy;
 - b. Protecting Muggles from unscrupulous wizards;
 - c. Policing criminal activity which Muggle law enforcement agencies are incapable of monitoring or acting upon.
50. Wizards work not only in the Ministry of Magic, but throughout the British government, where appropriate. In particular, they are to be found within the Treasury and Diplomatic Service.
51. The management and funding of St Mungo's Hospital falls under a wizarding committee of the Department of Health.
52. Wizarding laws are accordingly targeted specifically at magical issues. For example, there are no wizarding laws governing theft or murder, which are dealt with by the same laws as the Muggle world.

4.5 THE INTERNATIONAL CONFEDERATION OF WIZARDS

53. The ICW was originally founded as part of the process of wizarding secrecy. It exists as a venue by which wizarding branches of government can coordinate action to ensure secrecy is enforced.
54. Over time, as a matter of convenience, the ICW has accumulated greater powers. Whenever any need for some form of international magical cooperation arises, the ICW is the natural body to be used to exercise those powers.
55. However, it remains officially no more than a venue for diplomacy between sovereign governments, and possesses no sovereign power of its own. Wizarding Isolationists wish to change this and invest the ICW with ultimate wizarding sovereignty.

4.6 OTHER NATIONS

56. The balance of power between states is often a function of the balance of magical power working behind the scenes to promote national interests. Magical government is not fully decisive, but it is a significant factor.
57. The balance of magical power between states ebbs and flows, generally as a result of the rise and fall of individual powerful wizards, who exercise an outsized influence on the world. The possession of a Peerless may be considered analogous in national security terms to the possession of nuclear weapons. Unlike nuclear weapons, however, it is largely outside the control of governments where and when Peerless arise.
58. As of 1991, there are Peerless in the United States (one in New York and one in California), Britain (Dumbledore and Voldemort), France, and China. A Russian Peerless died in 1989. Grindelwald remains among this number but is imprisoned.

5 HISTORY

5.1 WIZARDING SECRECY

59. In ancient times, wizards had flaunted their powers and lived as gods in societies such as ancient Egypt and Greece. However, direct wizarding rule led to significant and bloody conflict between wizards.
60. Over time, more peaceful relations developed where wizards would voluntarily take a back seat as advisors to Muggle Kings, as court wizards, rather than installing themselves as rulers. These societies tended to be more successful as they did not self-destruct in magical conflagrations, and so the convention proliferated.
61. In this way, wizards developed a habit of keeping magic out of sight. They did not live in secrecy, but they no longer openly flaunted their powers.
62. This convention was increasingly tested in the frenzied competition of the early colonial era, with a series of highly destructive wars being fought with magic alongside Muggle arms. It was an era in which dark wizards thrived, having been given vast scope to exercise their powers, and

the world experienced a series of powerful dark wizards who each used the cover of widespread magical warfare to almost achieve godhood.

63. A consensus slowly developed that the use of magic to promote national interests needed to be curtailed in the common interests of both wizards (scared of the widespread use of dark magic) and Muggles (fearful of magic in general). Governments engaged in protracted negotiations, which resulted in the International Statute of Wizarding Secrecy of 1692. This made into law that which had historically been a convention: wizards would not use their magic openly, nor place themselves in positions of rulership. While magic could and would continue to be used in pursuit of national interests, its scale was restricted as it could not be used in any way that would be visible to Muggles.

5.2 GRINDELWALD

64. Grindelwald was a powerful Austrian dark wizard who challenged wizarding secrecy. He wished for an era where wizards ruled over Muggles once more and championed this idea with a vision of a glorious future in which wizards and Muggles achieved great and wondrous things via the combination of magic and technology.
65. Grindelwald's activities began in the 1920s.
66. Grindelwald achieved dominance over Central European governments in the 1930s and directed World War 2 as a way to conquer his opposition.

5.3 BLOOD STATUS

67. Historically, "blood status" was not a familiar concept to most wizards. While Salazar Slytherin objected to Muggleborns and advocated for complete separation from the Muggle world, until the 1920s this was a historical curiosity for scholars, not a part of everyday life.
68. Wizarding Isolationism developed as an ideology in the 1920s. It advocated complete wizarding isolation, not merely living in secrecy but in complete separation from the Muggle world.
69. Wizarding Isolationism has a strong internationalist element, promoting a single global wizarding government in the form of the International Confederation of Wizards. Part of the ideology is that wizards should be loyal to their kind over their nation.
70. As the popularity of Wizarding Isolationism increased through the 1930s, the concept of "blood status" developed along with it. Blood status grew out of the idea that wizards should marry and have children with other wizards, not Muggles. Originally, blood status was expressed as an aspirational idea, setting out how wizards should live in the future in order to produce a "pure" wizarding society.
71. However, around the 1950s, as the ideology developed and grew in popularity, many turned to look back at their family histories and applied the standard retrospectively, labelling themselves as pure-bloods and others as half-bloods. There is no neat or rigorous definition of where the dividing line exists between these two categories, and purity is seen more as a matter of degree than a binary attribute. A given family may consider itself pure and look down on others as half-bloods, while themselves being considered half-blood by those of even greater purity.

72. The existence of Muggleborns poses a practical problem for Wizarding Isolationism. So long as magical people will spontaneously appear in Muggle societies, wizards cannot fully separate themselves from the Muggle world. Different strands of thought promote different viewpoints, but they invariably involve some form of exclusion, discrimination, or extremism.
73. Wizarding Isolationism is most often seen as an overreaction to Grindelwald's desire to unite the wizarding and Muggle worlds under wizarding rule. Instead it promotes complete wizarding separation. However, many of the justifications of isolationism bear a striking similarity to Grindelwald's vision of a golden age of humanity, it is simply that isolationists view this as best achieved via magic alone, without Muggle involvement.
74. Some critics see the increasing popularity of Wizarding Isolationism as a reaction to the decline of empire, as powerful European wizards with living memory of the height of empire seek out an alternative vehicle to express influence and power.
75. However, Wizarding Isolationism is also quite popular among wizarding communities in nations which were historically the victims of empire. In this context, it is often seen as a means to turn the page and start anew, to assert a new aspirational identity which does not carry the baggage of the past.

5.4 LORD VOLDEMORT

76. Lord Voldemort emerged in the 1960s as the most powerful and prominent proponent of Wizarding Isolationism. He travelled the world and drew many to his cause, expressing a radical form of the ideology.
77. He was simultaneously gathering his most devoted and powerful supporters into a group known as the Death Eaters, named such because part of Voldemort's vision for a golden age of wizardry is that once unleashed, magic shall be able to defeat death and wizards will become immortal.
78. Naturally, his ideas met with opposition. Some of his most strident opposition met with unpleasant ends, though none could ever pin the deaths on him.
79. In the 1970s, British authorities (in reality, members of the Order of the Phoenix) uncovered sufficient evidence for a warrant to be put out for Voldemort's arrest, and his movement went underground.
80. The next decade consisted of a shadow war as Voldemort and his movement sought to take control of the British Ministry of Magic. He then met his end in 1981 at the hands of Harry Potter, and with his disappearance, many of his followers were rounded up and the militant wing of his ideology broken up.
81. However, as of 1991 Wizarding Isolationism remains an ideology which commands a popular following, with around 30% of the British wizarding population backing some form of it.

6 ECONOMY

6.1 PRODUCTS

- 82. There is not really a wizarding economy in the sense of a separate economy from that of the Muggle one.
- 83. Some wizards participate in Muggle industry as producers. For example, there are some wizarding farms, which use magic to achieve high productivity, but these sell their produce into Muggle markets rather than supplying wizards (who use Transfiguration to create food).
- 84. Similarly, wealthy wizards will typically have widespread investments in the Muggle world.
- 85. To the extent there is a magical economy, it is in the creation of enchanted items and in the provision of magical services. These are mostly sold in shops in Diagon Alley and Hogsmeade.
- 86. As a rule, wizarding shops do not sell purely physical goods such as food, clothing, furniture, media, and so on. These are created with Transfiguration.
- 87. However, wizards do sell magical versions of these goods such as clothing with enchantments on it (as well as robes for ceremonial purposes), books of magical knowledge, etc.

6.2 WEALTH

- 88. Most wizards are at least reasonably well off. Their possession of magic means they do not need money to buy the physical necessities of life, meaning all their income can be focused on luxury goods.
- 89. Many wizards choose not to work at all, and instead pursue lives of leisure and hobbies, earning some income on the side by selling the products of their hobbies.
- 90. A small number of wizards, however, do live in poverty. This occurs when the wizard in question is unusually bad at magic, so must rely on money to purchase necessities, and has no inherited wealth to aid them in this regard.

6.3 CURRENCY

- 91. Wizards are familiar with and comfortable using Pounds.
- 92. However, where wizards transact between themselves, they will typically use Goblin currency, which (unlike Muggle currency) cannot be conjured or duplicated.

7 CULTURE

- 93. Wizards typically share Muggle culture. They listen to Muggle music and read Muggle books. They wear Muggle clothing except where robes are expected as a matter of tradition, such as at Hogwarts or in the Wizengamot.

94. As a result of their lives of leisure, and the ability of magic to enhance creative efforts, a high proportion of wizards are engaged in creative activity as authors, musicians, and artists and their work is often valued in the Muggle world as much as it is in the wizarding one. These wizards' output will only be restricted to the wizarding world if its general release would breach the Statute of Secrecy (e.g. spell books, Lockhart's books).
95. However, despite the generally high level of integration into the Muggle world, wizards typically shun electricity (for example, having magical record players to play vinyl records rather than electrical turntables or CD players) and have not widely adopted television.
96. Wizards also typically shun electric lighting, preferring (magically enhanced) lamps, candles, and fireplaces.
97. The Quidditch league is essentially an amateur league played by people who have day jobs.