



# Special Committee Study Guide



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## **HARRY POTTER SPECIAL COMMITTEE**

### **“The Wizarding Council of Reconstruction”**

#### **Rebuilding Wizarding Britain After the Second Wizarding War**

##### **1. COMMITTEE OVERVIEW**

**Type** :Special Committee (Non-Crisis, Policy-Oriented)

**Delegates** :20

**Structure** :

- 9 Debate Sessions (80 minutes each)
- 1 Final Resolution Session (80 minutes)

**Agenda** :Comprehensive reconstruction of Wizarding Britain following the Second Wizarding War, focusing on governance, justice, social reform, magical creature rights, and international reintegration.

##### **2. LETTER FROM ADVISER**

Dear Delegates,

The Wizarding World stands at the most fragile and defining moment in its modern history.

The Second Wizarding War has ended with the defeat of Lord Voldemort, yet victory has not resolved the structural weaknesses that allowed his ideology to rise in the first place. The Ministry of Magic is politically weakened, public trust is fractured, and deep ideological divisions remain unresolved across wizarding society.

Unlike crisis committees, this Special Committee is not designed around emergency updates or rapid escalation. Instead, it functions as a constitutional reconstruction assembly. Delegates are expected to engage in long-term political thinking, coalition-building, institutional design, and legislative negotiation.

Each delegate represents a key political, institutional, or ideological actor in post-war Wizarding Britain.

Your task is not to react to chaos.

Your task is to design stability.

Güney TEKİDAN

### **3. LETTER FROM THE SECRETARY GENERAL**

Dear Participants,

It is with great enthusiasm, pride, and excitement that I cordially invite you to the 2026 United Nations Conference, MAFENMUN'26. I would like to share my excitement and pride at serving as your Secretary-General for MAFENMUN'26. This conference, through simulated diplomacy, international cooperation, and approaches to addressing global issues, not only prepares delegates for the challenges they will face in the future but also serves as an inspiring event that fosters an objective perspective on events, problem-solving skills, and analytical thinking.

This perspective will enable you to develop different approaches to global issues. Regardless of your country or background, our goal is to ensure you have unforgettable experiences and create wonderful memories within your field.

As a team, we will be by your side in every way and in every area where you need us throughout these three days.

MAFENMUN'26 will be a space where friendships are formed, characterized by moderation and mutual support, and fostering a broad perspective. On behalf of the entire team, I welcome you all once again and wish you a joyful event. Watching your passionate arguments throughout the conference will be an unforgettable moment for us.

Best regards,

Secretary-General Özge ÖZÇELİK.

## **4. INTRODUCTION: A FRACTURED WORLD AFTER WAR**

The Wizarding World in 1998 does not exist as a unified political entity in a stable sense. It is a society emerging from the collapse of a regime, the exposure of institutional corruption, and the violent end of a long ideological conflict that spans generations.

The defeat of Lord Voldemort did not resolve the underlying contradictions of wizarding civilization. Instead, it exposed them.

Wizarding Britain now faces a fundamental question:

**Was the war an exception in history—or the inevitable result of a broken system?**

To answer this, delegates must understand not only the Second Wizarding War, but the centuries of political development, social hierarchy, and institutional fragility that made it possible.

### **4.1. THE ORIGINS OF WIZARDING SEPARATION**

#### **4.1.1 The Pre-Statute Era: Coexistence and Chaos**

Before the International Statute of Wizarding Secrecy, magical communities lived among non-magical populations with varying degrees of visibility. There was no unified global system of governance; instead, magical societies existed in fragmented regional communities.

This era was characterized by three major conditions:

##### **a. Constant Exposure**

Magical individuals were often known within their local regions, sometimes feared, sometimes protected, but rarely fully hidden.

##### **b. Lack of Legal Protection**

There were no standardized magical legal systems. Responses to magical activity varied widely between regions.

##### **c. Escalating Conflict**

As Muggle political systems became more centralized, witch hunts and anti-magic sentiment increased in scale and organization.

Although many so-called “witch hunts” were driven by non-magical misunderstanding, historical records also indicate that some magical incidents were accidental exposures of magic that led to political panic.

### **4.1.2 The Crisis of the 17th Century**

By the late 1600s, magical governments faced a structural crisis:

- Increased persecution risk
- Rising exposure incidents
- Fragmentation of magical authority
- Lack of international coordination

Wizarding leaders were divided between two solutions:

#### **Integrationist View**

Some believed magical societies should integrate more openly with Muggle governments and assert political coexistence.

#### **Isolationist View**

Others argued that survival required complete separation.

The isolationist position ultimately prevailed, resulting in the International Statute of Wizarding Secrecy in 1692.

### **4.1.3 The Statute of Secrecy (1692)**

The Statute fundamentally redefined magical civilization.

It mandated:

- Absolute concealment of magical society
- Creation of parallel institutions
- Strict regulation of magical exposure
- International coordination among wizarding governments

#### **Immediate Effects:**

The Statute successfully reduced external persecution. However, it also created long-term systemic consequences:

#### **Political Isolation**

Wizarding governments no longer had external accountability or comparison systems.

#### **Cultural Separation**

Magical society developed independently from technological and political developments in the non-magical world.

#### **Institutional Consolidation**

Power became concentrated in elite magical families and centralized ministries.

Over time, this created a closed political ecosystem vulnerable to internal ideological extremism.

## **4.2. THE FORMATION OF MODERN WIZARDING BRITAIN**

### **4.2.1 The Ministry of Magic as a Central Authority**

The British Ministry of Magic became the primary governing body responsible for enforcing secrecy and managing magical society.

Its structure included:

- Minister for Magic (executive authority)
- Wizengamot (legislative + judicial hybrid body)
- Departmental bureaucracies (law enforcement, creature regulation, etc.)

#### **Structural Weaknesses:**

Despite its authority, the Ministry developed systemic vulnerabilities:

- Excessive bureaucracy
- Limited transparency
- Political favoritism within Wizengamot
- Resistance to reform
- Weak crisis forecasting mechanisms

These weaknesses would later become critical during wartime.

### **4.2.2 The Emergence of Elite Families**

Over centuries, certain wizarding families gained disproportionate influence due to:

- Ancient magical lineage claims
- Economic control (banking, trade, artifact ownership)
- Political appointment cycles
- Social prestige structures

This led to the emergence of an informal aristocracy within wizarding Britain.

## **4.3. THE DEVELOPMENT OF SOCIAL IDEOLOGY**

### **4.3.1 Blood Status as a Political Construct**

Blood status ideology did not originate as law but as social classification.

It evolved gradually into a belief system asserting that:

- Magical lineage determines legitimacy
- Pure-blood families represent “true” wizarding heritage
- Muggle-born individuals are socially and culturally inferior

#### **Critical Historical Reality:**

There is no magical mechanism supporting blood-based superiority. Magical ability appears randomly across populations.

However, ideology persisted due to:

- Reinforcement by elite families
- Political consolidation interests
- Cultural isolation from Muggle society
- Fear of institutional change

### **4.3.2 Institutionalized Prejudice**

By the 19th and 20th centuries, blood status ideology influenced:

- Ministry hiring practices (informally)
- Wizengamot representation patterns
- Social networks within elite society
- Educational access disparities

Although never fully codified into law, discrimination operated through cultural normalization.

## **4.4. MAGICAL CREATURE POLITICS**

### **4.4.1 Goblins: Economic Power Without Political Power**

Goblins occupy a paradoxical position:

- Economically essential (Gringotts banking system)
- Politically marginalized
- Historically in conflict with wizard governments

**Key issues:**

- Ownership of crafted magical objects
- Wand restriction policies
- Treaty interpretation disputes
- Historical grievances over autonomy

Goblin-wizard relations remain unresolved and structurally unstable.

### **4.4.2 House-Elves: Institutionalized Servitude**

House-elves represent one of the most ethically complex structures in wizarding society.

**Key features:**

- Magical binding to families or institutions
- Strong magical abilities despite subordination
- Cultural normalization of servitude

**Debate structure:**

- Voluntary loyalty vs systemic conditioning
- Legal rights vs magical binding traditions
- Freedom vs cultural identity preservation

House-elf society cannot be understood purely through legal frameworks; it is also cultural and magical in nature.

### **4.4.3 Centaurs: Sovereignty and Withdrawal**

Centaur maintain a deliberate separation from wizard society.

Their philosophy emphasizes:

- Independence from human political systems
- Non-interference in wizard governance
- Territorial autonomy

This creates a unique diplomatic challenge: coexistence without integration.

## **4.5. THE RISE OF VOLDEMORT**

### **4.5.1 Tom Riddle's Transformation**

Tom Riddle's early life represents the intersection of talent and ideological fragmentation.

At Hogwarts:

- Academic excellence in all magical disciplines
- Leadership qualities recognized early
- Increasing interest in magical immortality
- Obsession with control and legacy

His transformation into Voldemort was gradual, shaped by:

- Personal identity instability
- Exposure to pure-blood ideology
- Desire for immortality through Horcruxes
- Rejection of social vulnerability

### **4.5.2 Ideological Construction of the Death Eaters**

The Death Eaters were not a uniform group but a coalition of:

- Ideological extremists
- Political opportunists
- Fear-driven supporters
- Socially ambitious elites

Core ideology included:

- Magical hierarchy based on blood status
- Centralized authoritarian governance
- Elimination of dissent
- Expansion of magical dominance

## **4.6. THE WIZARDING WARS**

### **4.6.1 The First Wizarding War (1970–1981)**

The First Wizarding War was characterized by:

- Covert assassinations
- Political infiltration
- Psychological warfare
- Ministry instability

The Order of the Phoenix operated as an unofficial resistance network.

The war ended in 1981 following Voldemort's attack on the Potter family, resulting in his apparent destruction.

### **4.6.2 The Interwar Illusion (1981–1995)**

After Voldemort's fall, Wizarding Britain entered a period of perceived stability.

However, this stability was fragile.

Under Ministry leadership:

- Threats were minimized
- Institutional reforms were delayed
- Public discourse was controlled
- Warning signals were dismissed

This created systemic unpreparedness for Voldemort's return.

### **4.6.3 The Second Wizarding War (1995–1998)**

Voldemort's return marked the collapse of institutional stability.

Key phases:

#### **Phase 1: Denial (1995–1996)**

- Ministry refusal to acknowledge return
- Political conflict with dissenters
- Media manipulation and misinformation

#### **Phase 2: Expansion (1996–1997)**

- Death Eater infiltration of institutions
- Targeted persecution campaigns
- Breakdown of legal protections

### **Phase 3: Collapse (1997)**

- Ministry effectively controlled by Death Eaters
- Pius Thicknesse regime installation
- Systemic repression of opposition groups

#### **4.6.4 The Battle of Hogwarts (1998)**

The final battle represented the convergence of all factions:

- Students and educators
- Resistance fighters
- Ministry remnants
- Magical creatures

It ended with Voldemort's destruction and the collapse of his regime.

However, victory came at the cost of institutional breakdown and political vacuum.

### **4.7. POST-WAR STRUCTURAL REALITY**

Wizarding Britain in 1998 is defined by four simultaneous crises:

#### **1. Political Vacuum**

No fully legitimate governing authority.

#### **2. Social Fragmentation**

Deep ideological and cultural divisions.

#### **3. Legal Ambiguity**

Unresolved war crimes and accountability systems.

#### **4. Institutional Weakness**

Security, education, and governance systems destabilized.

## **5. FINAL ANALYSIS**

The Second Wizarding War was not an isolated historical event.

It was the culmination of:

- Centuries of institutional isolation
- Structural inequality
- Ideological radicalization
- Governance weaknesses
- Social fragmentation

The Wizarding World is not merely recovering from war.

It is attempting to redefine its civilization.

## **6. COMMITTEE REALITY**

Every delegate in this committee represents not only a character, but a structural force within wizarding society:

- Government legitimacy (Kingsley, Scrimgeour, Thicknesse)
- Institutional reform (Hermione, Percy, Arthur)
- Ideological legacy (Malfoys, Yaxley, Bellatrix)
- Social resistance (Harry, Ron, Neville, McGonagall)
- Marginalized systems (Griphook, Kreacher, centaur perspectives)
- Cultural narrative power (Rita Skeeter, Luna Lovegood)

Your task is not to rewrite history.

It is to determine whether wizarding civilization can evolve beyond it.

## **7. DELEGATE LIST (20 Delegates)**

### **Government Leadership**

1. Kingsley Shacklebolt
2. Hermione Granger
3. Percy Weasley
4. Arthur Weasley
5. Rufus Scrimgeour

### **Resistance / Order of the Phoenix Core**

6. Harry Potter
7. Ron Weasley
8. Ginny Weasley
9. Neville Longbottom
10. Minerva McGonagall
11. Aberforth Dumbledore

### **Youth & Social Voices**

12. Luna Lovegood
13. Horace Slughorn

### **Pure-Blood & Former Regime Bloc**

14. Lucius Malfoy
15. Narcissa Malfoy
16. Draco Malfoy
17. Bellatrix Lestrange (Rumoured Survival)
18. Yaxley

### **Magical Beings**

19. Griphook (Goblin Representative)
20. Kreacher (House-Elf Representative)

## 8. SESSIONS

### SESSION 1 — “Collapse of Order”

**Objective:**

Define post-war reality and ideological divisions.

**Deep Focus:**

- Institutional collapse of Ministry legitimacy
- Mapping ideological blocs
- Identifying reconstruction priorities

**Key Debates:**

- Is Wizarding Britain still governable under current institutions?
- Should a new governing framework replace the Ministry?
- Who holds legitimate authority after Voldemort’s defeat?

**Output:**

Political roadmap + bloc formation.

### SESSION 2 — “Rebuilding the Ministry”

**Objective:**

Redesign Wizarding governance.

**Deep Focus:**

- Ministerial power limits
- Wizengamot restructuring
- Anti-corruption systems
- Electoral legitimacy

**Output:**

Draft Ministry reform constitution.

### SESSION 3 — “Justice After War”

**Objective:**

Define post-conflict legal system.

**Deep Focus:**

- Death Eater trials
- Individual vs collective guilt
- Rehabilitation systems
- Truth and reconciliation mechanisms

**Output:**

Post-war justice charter.

## **SESSION 4 — “Security vs Freedom”**

### **Objective:**

Prevent future authoritarian rise.

### **Deep Focus:**

- Auror system redesign
- Surveillance limitations
- Extremism prevention
- Civil liberties protection

### **Output:**

Security framework law.

## **SESSION 5 — “Education and Future Generations”**

### **Objective:**

Prevent ideological repetition.

### **Deep Focus:**

- Hogwarts reform
- Political education
- Ethical magic curriculum
- Student governance systems

### **Output:**

Educational reform treaty.

## **SESSION 6 — “Social Reconstruction”**

### **Objective:**

Eliminate systemic discrimination.

### **Deep Focus:**

- Blood status abolition or regulation
- Integration programs
- Social reconciliation
- Media influence (Rita Skeeter role)

### **Output:**

Equality and integration act.

## **SESSION 7 — “Magical Creature Rights”**

### **Objective:**

Define legal status of non-human beings.

### **Deep Focus:**

- Goblin sovereignty vs integration
- House-elf autonomy debate
- Centaur independence recognition
- Economic rights frameworks

### **Output:**

Magical beings charter.

## **SESSION 8 — “International Reintegration”**

### **Objective:**

Restore global wizarding relations.

### **Deep Focus:**

- ICW relations
- Foreign trust rebuilding
- Academic exchange systems
- Security alliances

### **Output:**

International cooperation treaty.

## **SESSION 9 — “Final Negotiations”**

### **Objective:**

Consolidate all policies.

### **Deep Focus:**

- Bloc compromise
- Draft merging
- Final clause negotiation

### **Output:**

Final resolution draft.

## **SESSION 10 — “Resolution Session”**

### **Structure:**

- Presentation
- Amendment debate
- Final speeches
- Voting

### **Outcome:**

Adoption of post-war Wizarding Constitution.

## **9. FINAL NOTE**

- This committee is not about the war. It is about what comes after systems collapse.
- Every delegate represents not just a character—but a political ideology in a fractured society.
- The goal is not victory in debate.
- The goal is reconstruction of a civilization.

## **10. CHAIRBOARD QUESTIONS FOR THE HARRY POTTER SPECIAL COMMITTEE**

### **The Wizarding Council of Reconstruction**

#### **1. Ministry Reform**

**"The Ministry of Magic failed to prevent both Wizarding Wars. Why should Wizarding Britain trust the same institution again instead of creating an entirely new governing system?"**

**Purpose:**

- Evaluate delegates' views on institutional reform.
- Distinguish between reformists and revolutionaries.
- Encourage constitutional debate.

#### **2. Justice vs. Reconciliation**

**"Should former Death Eaters be permanently barred from public office, or should rehabilitation and reintegration remain possible?"**

**Purpose:**

- Explore post-war justice.
- Reveal ideological divisions regarding punishment and forgiveness.
- Challenge delegates to balance accountability with national unity.

#### **3. Blood Status Discrimination**

**"If blood-status discrimination was never formally codified into law, how can the government effectively eliminate it from society?"**

**Purpose:**

- Examine structural discrimination.
- Encourage discussion of social, educational, and legal reforms.
- Move debate beyond symbolic solutions.

#### **4. Security and Civil Liberties**

**"How can the Ministry prevent future extremist movements without creating another authoritarian surveillance state?"**

**Purpose:**

- Debate the balance between security and freedom.
- Discuss Auror oversight, intelligence agencies, and civil liberties.
- Encourage practical policy proposals.

## **5. Hogwarts Reform**

**"To what extent did Hogwarts contribute to the ideological divisions that fueled the war, and what reforms should be implemented?"**

**Purpose:**

- Examine the role of education in shaping society.
- Encourage discussion on curriculum reform, student governance, and the House system.
- Connect long-term stability to educational policy.

## **6. Magical Creature Rights**

**"Should magical beings such as Goblins and House-Elves receive formal political representation within WIZARDING governance?"**

**Purpose:**

- Address representation and equality.
- Encourage participation from Griphook and Kreacher.
- Explore the future relationship between magical beings and wizarding institutions.

## **7. The Future of Pure-Blood Families**

**"Many influential pure-blood families survived the war. How should the new government balance accountability for past actions with the need for social stability?"**

**Purpose:**

- Challenge Pure-Blood delegates.
- Explore collective responsibility versus individual guilt.
- Encourage realistic post-conflict solutions.

## **8. International Reintegration**

**"Why should foreign wizarding governments trust Britain again after two major conflicts originated within its borders?"**

**Purpose:**

- Promote discussion on diplomacy and international legitimacy.
- Address Britain's damaged reputation.
- Encourage proposals for international cooperation.

## **9. The Legacy of Albus Dumbledore**

**"Did Albus Dumbledore strengthen democratic institutions, or did he unintentionally encourage society to rely on individual heroes rather than effective systems?"**

**Purpose:**

- Encourage critical historical analysis.
- Compare institutional strength versus personal leadership.
- Generate debate across ideological lines.

## **10. Preventing Another Voldemort**

**"What single reform is most essential to ensure that another Voldemort can never rise to power?"**

**Purpose:**

- Force delegates to prioritize reforms.
- Reveal each bloc's core political philosophy.
- Help shape the committee's final resolution.

## **Advanced Chairboard Challenge Question**

**"Imagine that tomorrow a young wizard emerges with the same intelligence, charisma, magical talent, and influence as Tom Riddle—but has committed no crime. What safeguards should exist to prevent another Voldemort while still protecting individual rights and freedoms?"**

**Purpose:**

- Connect governance, education, security, and civil liberties.
- Challenge delegates to think beyond reactive policymaking.
- Encourage comprehensive and sophisticated debate.

This final question is particularly effective during Sessions 7–9, when delegates have already developed their reform agendas and are preparing for final negotiations.