



Magazine

Issue 34. October 2019

J.K. ROWLING
Harry Potter
AND THE
GOBLET OF FIRE

**HOW SHOULD
A QUIDDITCH
VIDEOGAME
BE?**

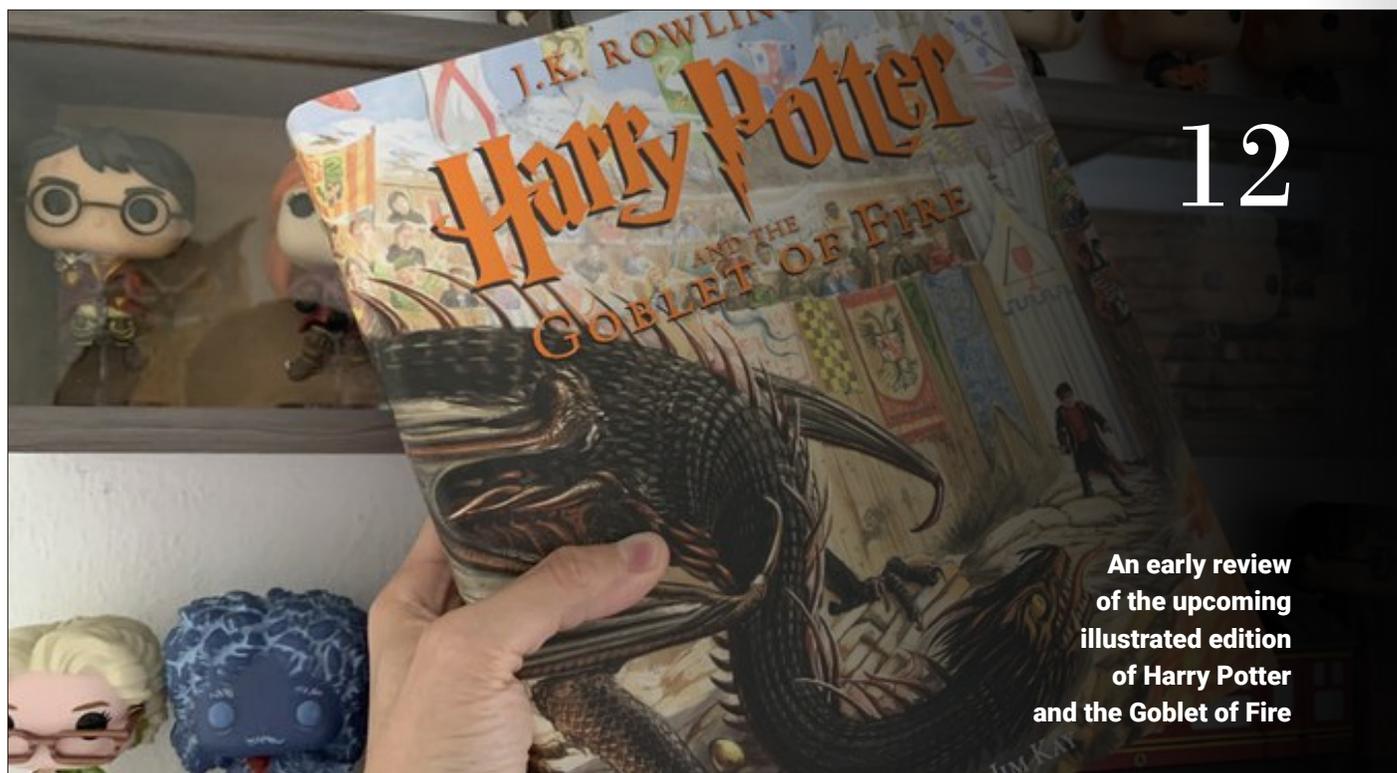
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ILLUSTRATED GOBLET OF FIRE

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THE ROWLING LIBRARY MAGAZINE

OCTOBER 2019

ISSUE #34

YEAR 3

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The illustrated edition of Harry Potter and the Goblet of Fire is out next week.

Welcome to the October issue of The Rowling Library Magazine!

In this month, you can enjoy an early review of Harry Potter and the Goblet of Fire: Illustrated Edition. It is out next week, but Fernando Álvarez got his copy earlier than anyone and share with us an interesting review!

We also include two articles: how a Quidditch videogame should be developed? and a history of Harry's Halloweens through the books. Also, a fan theory about Time-Turners (Did Dumbledore invent them?) by Amber Goldsmith.

By the way - this is our latest issue of Year 3. In November we will start our Year 4 and we can't wait to show you the changes we are preparing... they are truly marvellous.

See you in a month!

HOW SHOULD A FULL QUIDDITCH VIDEOGAME BE?

NEW CONSOLES AND DEVICES WOULD ALLOW
TO EXPERIENCE THE MAGICAL SPORT IN A
DIFFERENT WAY. HOW SHOULD IT LOOK LIKE?

BY SIMON H.



We have all dreamed, at one point in our lives, of playing an awesome quidditch match with our friends, our family or even or enemies to show them who is the best Potterhead. Since it would take us a long time to figure out how to make ourselves a flying Nimbus 2000 or even a Nimbus 2001 if you're a good friend of Lucius Malfoy, we have to find another way of playing our favorite wizarding sport. Therefore, is it impossible to play quidditch in the Twenty-First Century? Well, yes but actually no. There is a way to make that happen. These days, one of the best ways to recreate things that we don't know how to make or that don't really exist is by using video games. So, how should a full-on AAA quidditch video game, that could recreate the one and only feeling of seeking the golden snitch, look like, in 2019?

To start off, let's take a look at some of the other quidditch video games that are out there on the market. As you can see, there aren't a lot of them. The first quidditch games, if we can actually call them games, are

the short quidditch levels in the Harry Potter games that were made by EA back in 2001. The levels were so short that they can't even be some sort of model for our game. On the other hand, EA came up with another masterpiece that can actually be useful to us. That game is Harry Potter: Quidditch World Cup. EA's title was released in October of 2003 on PS2, Xbox, GameCube, Game Boy Advance and PC. Back then, a lot of young or even not so young players really loved it, so we can definitely use some of the elements and gameplay features that this game uses.

Next up, let's see what mechanics are being used in modern games and how we could use them in ours. One of the titles that could share a resemblance with our project is Rocket League. In Rocket League, you can use different cars to make points with a giant ball by sending it into a big net. In our game, the broom is the car, the quaffle is the giant ball and the three rings are the big net. Do you see it now? This game that was created



by Psyonix in 2015 shares a lot with our hypothetical masterpiece, and we could use it as an inspiration. In contrast, there is a certain thing that shouldn't be in our game and that currently is in today's most played sports games. This thing is the amount of characters you can play during one single match in games like FIFA, NHL and NBA 2K. In these titles, you can switch to every character in your team during a match and that's something that shall not be in our game. In fact, the player should have to choose one character for the entire match, like in Rocket League. By playing only one character per match, the players will get to know different positions really well and that will enable the creation of great teams, just like in the Wizarding World. Look, Fred and George are beaters when the game starts and they still are when Harry catches the snitch!

It's time to talk about the actual video game. First of all, let's talk game modes. Three game modes should be in this piece of art: solo, local multiplayer, and online multiplayer! In the solo mode, the player would be able to create his character and

he or she would follow a storyline that would bring him or her from amateur to pro. They could create their team, play tons of matches and compete in tournaments as they progress in their quidditch career. Next on our list is the local multiplayer mode, a mode that is slowly disappearing today but that definitely has its place in this game, just like it had its place in Harry Potter: Quidditch World Cup. This mode would be perfect to play with or against friends and family in full-on matches, 2 vs 2 matches or even 1 vs 1 duels, where the first player to reach a set amount of points wins! Lastly, the most important mode is here: the online mode!

This mode would include two ways of playing the game. The first one is quickplay. In quickplay, the players could play a short game without worrying about their stats or anything else. They're basically playing for fun! On the other hand, we have the ranked mode. This mode is the main course of this game. Galleons, fame, professional players, world cups, you got it! In this part of the game, the players could start off as an amateur player who practices in his or her



backyard and end up playing for your national team. The ranks would be the following: amateur, second-year student, fifth-year student, captain, and pro. Each rank would grant you a new and exclusive broomstick and would unlock items in the store. To rank up, players would only need to play! When a certain amount of points is reached, the player should rank up, therefore getting access to more content.

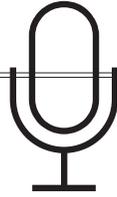
Let's cover that ranking system in more details. When a player ranks up, he gets more content, but what content are we talking about? Well, we're talking maps, teams, appearances, and broomsticks. Firstly, as the player ranks up, he or she should gain more maps. These maps should not only change the look of the quidditch pitch, but they'd have their own features. For example, the Hogwarts map would feature high towers that players could use to their own advantage. Secondly, different teams should be presented to you as you go up a rank. You want to play for Slytherin? You just have to be a second-year student! That won't be too complicated! You want to play for your national team? Well, that might take more time but you'll get there! Thirdly, players will gain access to tons of robes, helmets, gloves, etc... The player would get these as he or she ranks up and he or she could

buy other appearances in the store. (These would be purely cosmetic and would not impair gameplay in any shape or form.) In the same vein, players would get new broomsticks as they play the game. This time, these objects would actually have an effect on gameplay as each broom would have different stats. The player would have to make the right choice to ensure his or her victory!

Now, let's talk about the decision of not including cosmetics that could boost the player who would buy them. This choice is pretty easy to explain. Although a bunch of today's most played games use boosting cosmetics and items, quidditch is a skill-based game and we would want that from a full-fledged quidditch video game. If a real quidditch player decided to use a purple robe instead of a red one, he'd still be the same player. Well, the same principle would apply to this game. The only thing that decides whether or not a quidditch player is good, is his or her talent, and that talent would be gained by playing again and again! However, there is only one thing that can affect a player's chances of winning and it's his or her broom! For instance, a Firebolt will always be faster than a Cleansweep, and that's why the only item that can influence gameplay is the player's broomstick.

To summarize, our utopic quidditch game would be based on Harry Potter: Quidditch World Cup and Rocket League's spirit. It would also feature three game modes. The first one being solo where you could play as a character that goes from amateur to professional player. The second one being local multiplayer where you could challenge your friends to a standard game of quidditch or even a duel. Lastly, the online mode would feature two sub-modes: quickplay, where you could play a fast-paced game with opponents who come from across the world, and the ranked mode, in which you could rank up from amateur to professional and could earn tons of prizes on the way (Robes, helmets, gloves, broomsticks and more...). In all of these modes, the player would be able to play only one character per match. This would lead to players knowing their positions very well and to precise team-building.

As of now, such a game doesn't exist. However, if you're interested in playing a quidditch-like game while we all wait for our ideal quidditch experience to come out, a game called: Broomstick League will come to steam in early 2020.



A QUOTE BY JO

***"WHO ON EARTH WOULD WANT SNAPE IN LOVE WITH THEM,
THAT IS A VERY HORRIBLE IDEA."***



LYDON,
CHRISTOPHER. J.K.
ROWLING INTERVIEW
TRANSCRIPT, THE
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HARRY'S HALLOWEEN

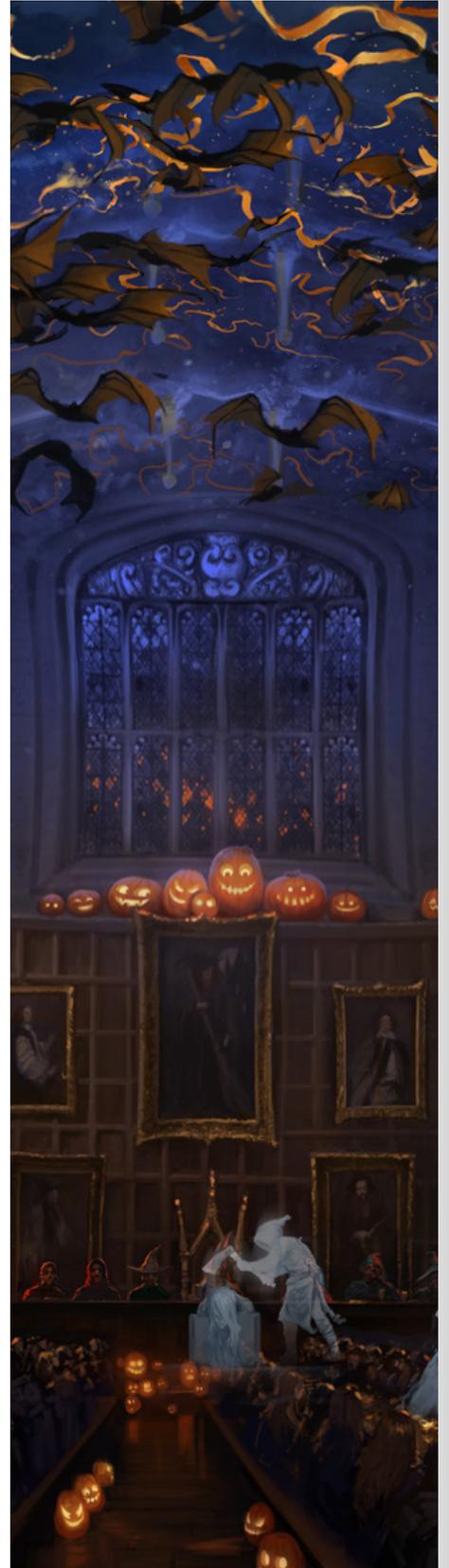
A HISTORY ABOUT HARRY'S HALLOWEENS IN THE SEVEN BOOKS

BY DEMI SCHWARTZ

Throughout the seven books of the Harry Potter series, a handful of similarities are seen between the Muggle and Magical worlds. One of these is Halloween. Rowling's Wizarding World is sprinkled with many things that come to mind when Muggles think of Halloween, from witches and wizards on broomsticks to the ghosts that roam the halls of Hogwarts School of Witchcraft and Wizardry. The students even have a ghost to teach them History of Magic, Professor Binns. All it takes is a trip to Hogsmeade to visit the Shrieking Shack on a hill, which is believed to be haunted by those in the village. Truth is, this belief began when Remus Lupin escaped to the Shrieking Shack every month at the full moon to transform into a werewolf when he was a student at Hogwarts. Both haunted places and werewolves have deep roots in Halloween, and let's not forget about some other creatures associated with the holiday. Goblins have their place in the Wizarding World. You

can catch them in the heart of Diagon Alley at Gringotts. When Muggles are out Trick or Treating, they can hear owls hooting from treetops, and for the wizards, owls are among the most valuable magical creatures. Aside from delivering mail, looking at Harry's relationship with Hedwig shows that owls can also be great companions.

For Harry Potter, Halloween is a much more significant holiday than just a fun time to eat lots of candy and go to the amazing Halloween feast. In fact, it was on one Halloween night that started it all for Harry. So, if you're ready to explore Harry's Halloween journey, grab your bag of Honeydukes sweets. It's been said that all the Time-Turners were destroyed when Harry and his friends fought the Death Eaters in the Department of Mysteries, but one is still out there somewhere because it's time to travel back in time to the night it all started, October 31, 1981.





The night is wet and windy. Children are all around in Godric's Hollow, getting in the Halloween spirit. On a night where everyone is dressed up in costumes, Lord Voldemort makes his appearance. At first glance, he doesn't seem out of place, even when he comes upon two children dressed as pumpkins. One of them even compliments Voldemort's costume, having no way of knowing they are face to face with the most powerful dark wizard. Instead of raising his wand on the children, Voldemort lets them go. He has something much more important on his mind. He's here to kill baby Harry. Because Peter Pettigrew betrayed the Potters after they trusted him as their Secret Keeper, the Fidelius Charm is no longer placed over the Potter's house. Voldemort stands at the gate, looking in at the Potters through their open window. The gate creaks in the still night when Voldemort pushes it open. Mercilessly, he enters the house and immediately kills a wandless James Potter. Moving up to the second

floor, Voldemort finds Lily in front of Harry's crib, trying to protect her son, but one flash of green light takes her life. Voldemort looks at Harry and raises his wand to do what he came to Godric's Hollow for, acting on the lines of the prophecy he knows, but instead of killing Harry, Voldemort's own curse backfires. Harry survives with a scar on his forehead, but this isn't his only horrible Halloween. It's believed that Voldemort cursed the Defense Against the Dark Arts job at Hogwarts after Dumbledore turned him away, but that doesn't seem to be the only thing he cursed. Who knows? Maybe, Ludo Bagman even bet a Galleon or two that Voldemort cursed Halloween as well because Harry's first four Halloweens at Hogwarts probably didn't make his list of favorite days.

Harry's first Halloween at Hogwarts in 1991 starts off pretty great. Who wouldn't want to wake up to the smell of pumpkin in the castle? To make the day even better, the first years are finally getting the chance

to make feathers fly in Charms class. Tiny Professor Flitwick stands on his usual pile of books and reminds the students about the swish and flick movement they've been practicing. The class becomes eventful very quickly. Seamus even sets his feather on fire. A great moment follows when Hermione and Ron start to argue, something that happens often. It's no surprise to anyone when Hermione says, "Wingardium Leviosa," and her feather rises into the air. Ron complains to Harry about Hermione, and she gets extremely upset because she overhears. Still, Harry and Ron are in a good mood because the Halloween feast turns out to be a real sight to see. With Hagrid's carved pumpkins, floating candles, and thousands of live bats flying around the Great Hall, the students dig into the food that appears on their plates. All is fun and festive until the night takes a turn for the worse. Professor Quirrell rushes in and faints after telling Dumbledore that a troll is in the dungeons.



Making it their first dangerous adventure as the Golden Trio, Harry and Ron go to find Hermione and accidentally lock the troll in the bathroom with her where she'd been crying all day. The tension builds when Harry jumps on the trolls back, his wand going up the troll's nose. Ron, finally getting the incantation right, yells, "Wingardium Leviosa," and the troll gets knocked out by its own club. To Harry and Ron's complete surprise, Hermione lies to Professor McGonagall about taking on the troll because she'd read about them in books. Despite this Halloween disaster, something incredible comes out of it. Harry, Ron, and Hermione become friends, but they have no way of knowing that they're about to face much darker things together in the future.

It rains pretty much all October during Harry's second year at Hogwarts. The dismal weather reflects the wet and windy night when his parents died, so it looks like Harry is in for another rough Halloween. Nearly Headless Nick invites Harry to his 500th Deathday Party. Interestingly enough, Nearly Headless Nick died on October 31, 1492. Hermione is fascinated to go, but Ron definitely isn't as thrilled. The trio make their way into the dungeons, moving further away from the Halloween feast with every step, and follow black candles with blue flickering flames to the party. Ghosts are everywhere and some of them dance to the musical saws. Ron spots food on a table covered with black velvet. Feeling hungry, the trio makes their way over. They quickly turn away when they see rotting fish and moldy cheese, along with other food they'd never put their hands on. As if missing out on the fabulous feast up in the Great Hall isn't bad enough, Harry hears the hissing of the Basilisk when he and the others leave the party. Harry runs up the marble staircase, and the trio finds themselves on the second floor where they see Mrs. Norris hanging by her tail. Even spookier, there is a message on the wall written in blood, saying the Chamber of Secrets has been opened. This haunting Halloween kicks off the rest of Harry's year, leading to his fight against Tom Riddle and the Basilisk in the Chamber of Secrets.

Harry's Halloween the following year is gloomy from the start. Because his Hogsmeade form isn't signed, he can't go on the trip with Ron and Hermione. Ron tries to cheer him up by telling him that he still gets to go to the

feast later that night. When the others are in Hogsmeade, Harry doesn't spend his day completely alone. He stops for some tea with Professor Lupin in his office. Though he doesn't know it at the time, spending the day with a werewolf is perfect for Halloween. Proving to be the best friends ever, Ron and Hermione bring Harry lots of sweets back from Honeydukes. The night seems to end on a high note when the Hogwarts ghosts wrap up the feast with some entertainment, but the mood shifts when Harry goes back to Gryffindor Tower to find the painting of the Fat Lady slashed. Leave it to Peeves to fill everyone in on the fact that Sirius Black tried to get in. As Halloween nights usually are, this one ends in terror as the students gather in the Great Hall. Still, the last eventful Halloween Harry experiences at Hogwarts in his fourth year is eeriest of all.

It's time for the Triwizard Tournament to kick off at Hogwarts in 1994. Harry and the others are eager to find out who the Goblet of Fire will choose as the Triwizard champions. They wish the Halloween feast would end, and eventually, it does. Dumbledore places the Goblet of Fire for all to see, and each time the flames turn red, a piece of parchment comes out. Viktor Crum is selected for Durmstrang, Fleur Delacour for Beauxbatons, and Cedric Diggory for Hogwarts. It's then when Harry's name comes out as well. Bound to the contract of the tournament, he must compete. This Halloween night is the starting point of the dangers Harry soon faces, reaching the climax when he and Cedric grab the Triwizard Cup together, which takes them out of the maze. Harry witnesses Cedric's death and Voldemort's rebirth, sparking the new level of darkness that awaits him.

Harry's Halloweens aren't the best. Each of them marks a significant moment that lays a path for him to follow to the end, whether it's finding the Sorcerer's Stone, saving Ginny in the Chamber of Secrets, coming face to face with Sirius Black, or fighting Voldemort after he's reborn. Still, it's his first dark Halloween in 1981 that holds most significance for Harry's story. If you're out and about this Halloween, keep your eyes open. Harry defeats Voldemort once and for all at the Battle of Hogwarts, but who's to say something even darker isn't lurking in the Wizarding World?



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BY Fernando Álvarez

ILLUSTRATED GOBLET OF FIRE EARLY REVIEW

The illustrated edition of Harry Potter and the Goblet of Fire is finally hitting bookshelves this month. Two years after the release of Prisoner of Azkaban's own illustrated version, we are finally able to immerse ourselves into Jim Kay's interpretation of the events in the fourth instalment.

One of the lingering questions the fandom has had since the release of the first illustrated edition has been how big will the books get as the series progresses. With this book we finally know, and the answer is: not that big. At least not as big as you'd expect.

This new edition of Goblet of Fire is only 128 pages longer than Prisoner of Azkaban, despite the original books having a bigger page count difference. From looking at the book, one can notice that this has been achieved by using a slightly smaller font, and reducing the spacing throughout the



text.

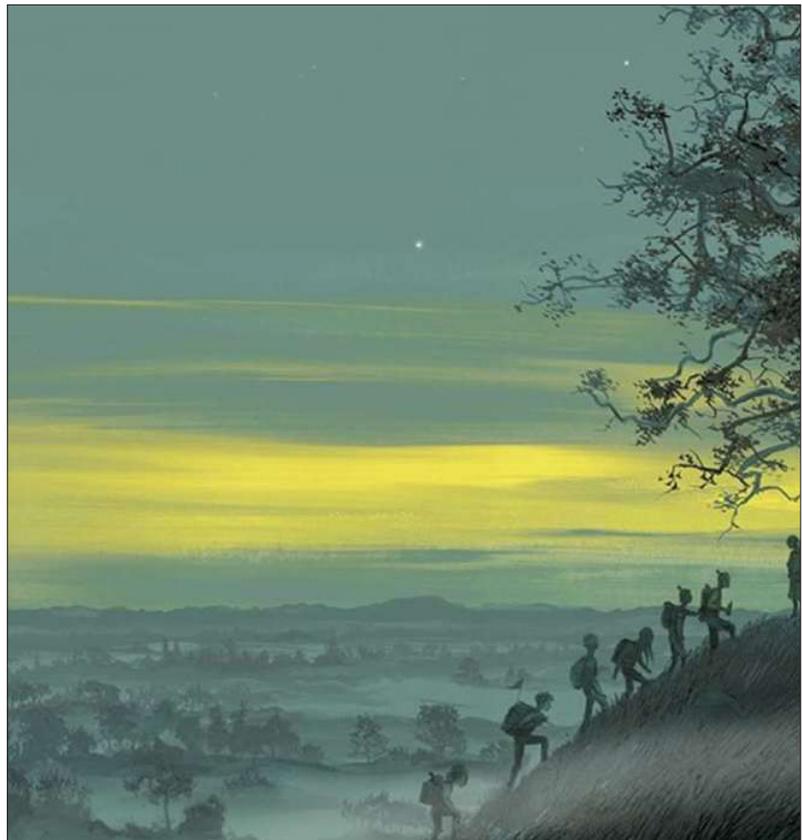
On the outside, the difference is even less noticeable. The paper used in this new book is much thinner than the one in previous instalments.

This makes the size of the book very similar to its predecessor – which is surely a good thing. I personally don't want the illustrated editions to get so big we can't even hold them.

When it comes to the actual artwork, Jim Kay delivers another stunning piece of work. I'm sure nobody will be surprised to hear that the illustrations are once again awe inspiring. The Quidditch World Cup, the Triwizard Tournament, and the return of You-Know-Who, come to life through the images on the page – as vividly as you ever experienced them before. And it is surprisingly colorful. Prisoner of Azkaban's darker tone was evident right from its cover. This fourth entry is not afraid to be dark where it needs to be, but it's also liberal in its use of the entire color palette – giving a very lively vibe to the events that transpire in the built-up to the ominous finale.

The length of this story does seem to have affected the ratio of images per chapter in this book, though. Bloomsbury or Scholastic haven't released an official number of how many pictures are included inside, but it does feel like some sections of the book are not as heavily illustrated as we have come to expect. The beginning and the ending of the book seem to be more heavily illustrated, but the middle chapters suffer a bit. There are three chapters in the book without any illustrations (other than the small black-and-white motifs above the chapter title), and there are a few that only have one image.

Among the many great illustrations, a few of my personal favorites include Kay's first portrait of Ginny, a great



black-and-white depiction of Harry and Cedric running through the maze, a beautiful two-page spread of Draco Malfoy in the woods, and a couple shots of the Hogwarts Express travelling through the Scottish Highlands.

The illustrated edition of Goblet of Fire is a worthy addition to the series. Despite the length of the book making it harder to turn this into a fully illustrated experience, no one who has started collecting this new version of the books will want to miss out on this one. Jim Kay continues to deliver, and I continue to be amazed.



HARRY POTTER AND THE GOBLET OF FIRE: ILLUSTRATED EDITION WILL BE RELEASED ON OCTOBER 8TH IN THE UNITED KINGDOM BY BLOOMSBURY AND IN THE UNITED STATES OF AMERICA BY SCHOLASTIC.

FAN THEORY

ALBUS DUMBLEDORE INVENTED THE TIME-TURNER

BY Amber Goldsmith
(*nom de plume: Obversa*)

Evidence / Reasoning:

• Even as a young man, Albus Dumbledore was “brilliant” - perhaps “the most brilliant student to ever attend Hogwarts”. Dumbledore was known for having created unique magical spells and devices. His Deluminator was considered to be unique, and was of his own invention. He also discovered the twelve uses of dragon’s blood, and worked on alchemy with Nicolas Flamel. Given this, it stands to reason that time - and, more specifically, perhaps through studying the Philosopher’s Stone and the Elixir of Life (“immortality”) with Nicolas Flamel - Dumbledore also studied time and time-travel. If he created the Deluminator, he could’ve easily possibly created the Time-Turner as well.

• Likewise, Dumbledore also seemed to be interested in the subject of time, something which he reflects upon (rather cryptically) to Hermione and Harry in Prisoner of Azkaban. He specifically says the following as well, implying that he knows how Time-Turners work: (which strongly implies he’s used one on at least one occasion before)

“Mysterious thing, Time. Powerful, and when meddled with, dangerous... you know the rules, Miss Granger. You

must not be seen. About three turns should do it.” (paraphrasing)

• The Time-Turner, or at least the one Hermione has, is marked with a very curious, cryptic poem - one that seems like something Dumbledore would say, or put, on the device - and also exactly mirrors the poetry / rhyming style “riddle” of the mermaid clue in Goblet of Fire, which was, presumably, come up with by Dumbledore. (After all, Dumbledore can speak Mermish.)

“I mark the hours, every one, / Nor have I yet outrun the Sun. / My use and value, unto you, / Are gauged by what you have to do.” (Prisoner of Azkaban)

“Come seek us where our voices sound, / We cannot sing above the ground, / And while you’re searching ponder this; / We’ve taken what you’ll sorely miss, / An hour long you’ll have to look, / And to recover what we took, / But past an hour, the prospect’s black, / Too late, it’s gone, it won’t come back.” (Goblet of Fire)

• On Pottermore, it was noted that one of the most massive breaches of ‘time itself’ was with the mishap of Eloise Mintumble, a Department of Mysteries employee, in 1899. By accident - and while presumably working on time-travel or Time-Turners - Mintum-

ble was accidentally sent to the year 1402 for 5 days. She subsequently “caused the un-births of no less than 25 people in the present”. (But how would anyone in the present know that she had changed time...unless someone time-travelled with her?)

• Case in point, 1899 - the same year Mintumble “disappeared” into time - was also (quite coincidentally) the same year that Dumbledore’s mother was killed by an “outburst” of his sister, Ariana; the year he met Grindelwald; and the year that Ariana was killed in the three-way duel between Dumbledore, Grindelwald, and Aberforth. From a story perspective - especially with what Dumbledore tells Harry about his younger self - it makes sense that, in his grief and desperation, Dumbledore, perhaps...sought a way to travel back in time, and change it, so that Arianna - and, perhaps, his parents - never died. After all, Dumbledore, by his own admission, noted that his weakness was “power” - and power over time could definitely play into that. Dumbledore states:

“So that, when my mother died, and I was left the responsibility of a damaged sister and a wayward brother, I returned to my village in anger and bitterness. Trapped and wasted, I

thought! And then, of course, [Grindelwald] came."

[...] "I had proven, as a very young man, that power was my weakness and temptation. I was safer at Hogwarts."

- It is stated that, in the 1910's, that Dumbledore became Professor of Transfiguration at Hogwarts. However, in 1899, he would've been still too-young to be a Hogwarts Professor, being only 17 or 18 years old. As we saw with the case of Tom Riddle in the 1940's, Riddle was deemed "too young" to become DADA professor at Hogwarts when he was 17-18. So...what did Dumbledore do, exactly, in between 1899 and the 1910's? (Other than, presumably, work with Nicolas Flamel on alchemy and other experiments...and maybe, perhaps, time-travel experiments?)

- Before 1899, there is no record in the Ministry of anyone - much less an employee - travelling back in time. Indeed, Mintumble's "mishap" (which caused "catastrophic" damage to the timeline) seems to be the very event which caused the Ministry to pass "hundreds of laws regulating and prohibiting time-travel" - to the extent where, as per Cursed Child, "owning or creating an un-authorized Time-Turner was punishable by being sent to Azkaban".

- As per Cursed Child, no one else, outside of the Ministry of Magic, was even able to replicate, or create, a Time-Turner of their own, until Theodore Nott in 2020 - over a century after Mintumble's incident in 1899. My thoughts on this, for the case of this theory, is because no one was as "brilliant" of a wizard as Albus Dumbledore - so, therefore, without Dumbledore, or Dumbledore's help (he was long dead by then), it took decades to re-create (or create) a new type of Time-Turner. (Possibly after Nott somehow got the blueprints / original plans / notes on how to make one.)

- Dumbledore was mentioned as making "many friends" during his days at Hogwarts, yet we actually only see

less than a handful of them that are still alive in Harry's time. One, Bathilda Bagshot, also was dead by - or dies in - Deathly Hallows, and Elphias Doge, Dumbledore's BFF before Grindelwald, doesn't appear for long. What happened to Dumbledore's other "many friends"? Could it be that Eloise Mintumble was one of Dumbledore's "friends" - and, being an Unspeakable with access to the Time Room, he persuaded her to "help him" experiment with time-travel - and with the creation of the Time-Turner?

- Given there is no known precedent of a Time-Turner being given, even "on loan", to a Hogwarts student - much less a 14-year-old one, like Hermione - it is quite likely that Albus Dumbledore, then the Supreme Mugwump of the International Confederation of Wizards, and the Chief Warlock of the Ministry of Magic's Wizengamot (part of the MOM's Department of Magical Law Enforcement, or DMLE), intervened to get the Time-Turner in Prisoner of Azkaban loaned on Hermione's behalf. (the question is...why?)

- Time-Turners, in general, are one of the most - if not the most - heavily regulated, and forbidden, magical items regulated by the Ministry of Magic. Only the Ministry of Magic is known to possess Time-Turners (after all, "unauthorized" possession of one is punishable with being "sent to Azkaban"), and during the Battle of the Department of Mysteries in Order of the Phoenix, they're all destroyed. So how would Hermione even be able to get one...unless it was with Albus Dumbledore's assistance and influence? And how would Dumbledore, who isn't even an Unspeakable, be able to influence an entirely different department (DOM) within the Ministry - when his domain is in the DMLE (Wizengamot being a part of that branch)?

- Last, but not least, J.K. Rowling revealed that Gellert Grindelwald is (was?) "a Seer" - meaning that, not only can he give Prophecies, but he also has an ability related to control

of time - or, more specifically, "seeing into the future with his Inner Eye". Albus Dumbledore also once told Harry Potter that "seeing into the future is incredibly difficult, because of the complexity of every single action and their consequences". However, there is one thing that can "secure the future" - and that's time-travel. If you can travel through time - and control "every single action and their consequences" - that sounds something exactly like something Dumbledore would research (at least, in his youth).

If Albus Dumbledore invented the Time-Turner, then why didn't he use it to change time, save Harry's parents, stop Tom Riddle, etc...?

The answer is quite clear here: Dumbledore learned a very hard lesson about time-travel with what happened to Eloise Mintumble - and why "time, when meddled with, can be [very] dangerous".

That is, given with what happened to Mintumble, using a Time-Turner to travel back more than five hours may actually risk destroying (or damaging) the fabric of space-time itself - something which even Dumbledore himself knew "ought not to be meddled with".

Destroying the very universe by using "long-distance" time-travel is simply something Dumbledore wasn't willing to risk - especially when, as Mintumble's case proved, one could not return back to the future (safely) [during his lifetime] without quite possibly dying.

According to Professor Croaker's law [presumably named after the Unspeakable named Saul Croaker in the books, or his father / grandfather], the longest period that can be travelled back in time without serious chance of harm to the traveller or time itself is around five hours.

Most specifically, Madam Eloise Mintumble (d. 1899) was an Unspeakable in the Department of Mysteries



who died during the course of an experiment to travel back in time for more than a few hours.

Madam Mintumble was trapped [presumably during initial experiments with Ministry Time-Turners], for a period of five days, in the year 1402. When she was finally retrieved to the present, her body had aged five centuries, and, irreparably damaged, she died in St Mungo's Hospital for Magical Maladies and Injuries.

Her excursion to the past provoked a great disturbance to the life paths of all those she met, changing the present so dramatically that no fewer than twenty-five of their descendants vanished in the present, having been "un-born".

Moreover, there were a few more alarming signs that time itself had been disturbed: Tuesday following her reappearance lasted two and a half full days, whereas Thursday shot by in the space of four hours.

Likewise, there are still serious, dangerous variables and risks involved with time-travel past the five-hour "window", or even how travelling within that "window" affects the time-traveller:

- It is unknown what the effect of excessive Time-Turner use might produce. The user might still age while within an hour produced by the Time-Turner, and if so, then for wizards or witches such as Hermione, constant use might age them faster,

adding days, weeks, or even months onto their internal chronological clock. It is also unknown how this applies to later on in life.

- The consequences of meddling with time could be as severe as creating an alternate timeline, such as one in which Lord Voldemort was never defeated and still ruled. The person who had used the Time-Turner, however, if still existing, would still have memory of the events of the uncorrupted timeline, but would have to learn second-hand the nature of the changes which had been made. (HP Wiki)

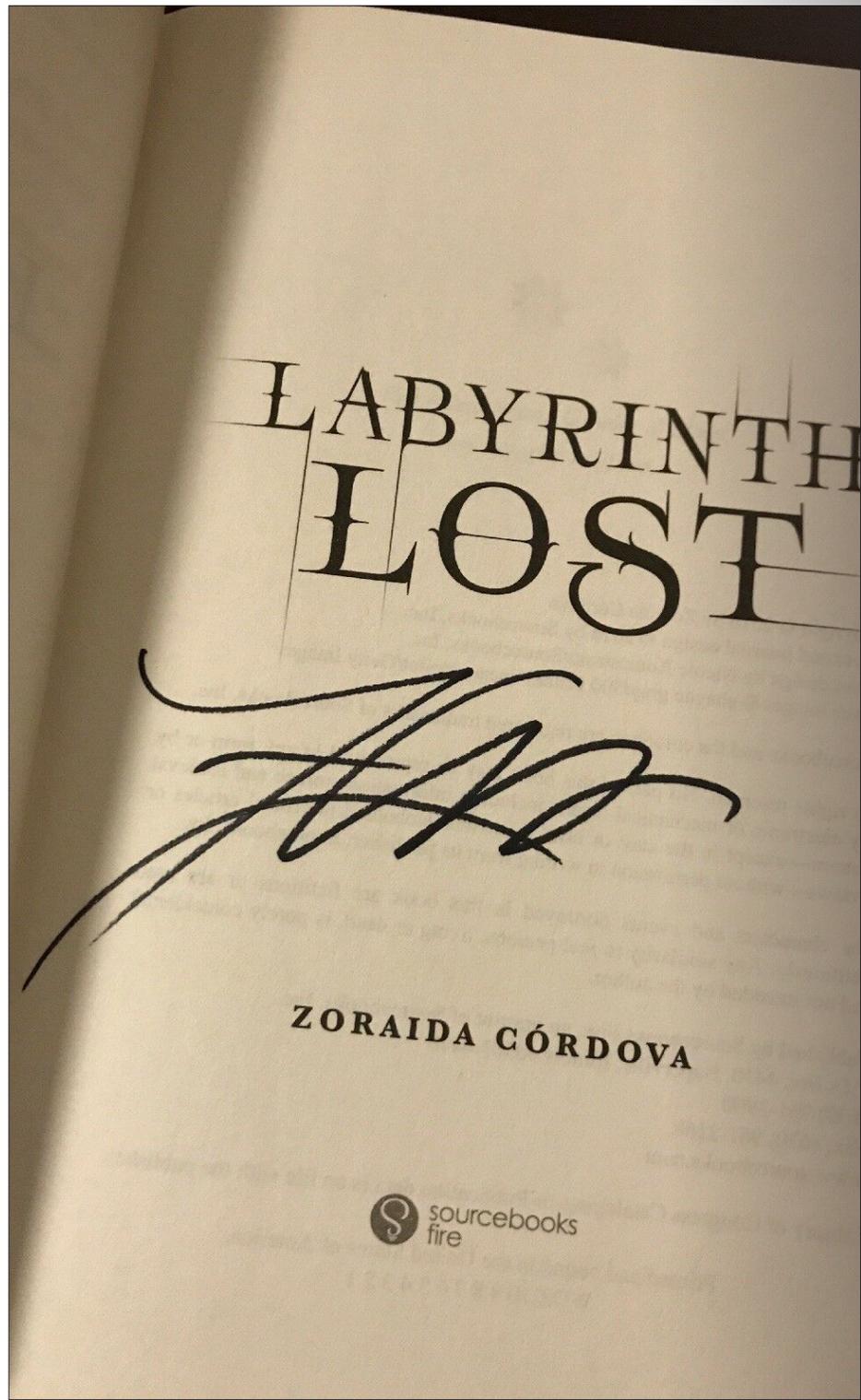
BOOK REVIEW

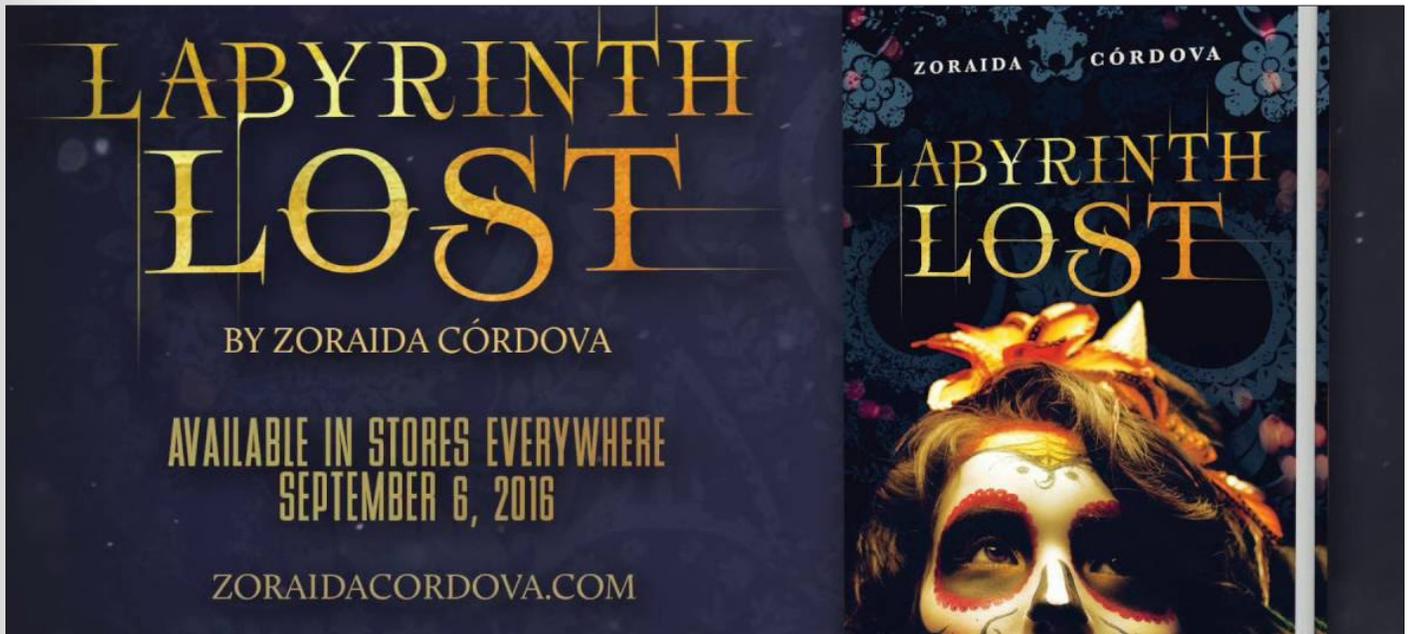
BY Ayelén Vegagil Espósito

LABYRINTH LOST

BY ZORAIDA CÓRDOVA

AS MEXICAN, I ALWAYS LOVE TO READ TALES WHERE SOME OF OUR TRADITIONS AND CULTURE ARE DEPICTED WITH A BIT OF FANTASY. TWO YEARS AGO, DISNEY'S PIXAR HELPED TO PUT MEXICAN CULTURE IN THE AGENDA, THROUGH THE DÍA DE MUERTOS TRADITION, THE DAY OF THE DEATH IS ONE OF THE MOST IMPORTANT TRADITIONS FROM MY BIRTH COUNTRY —AND ONE OF MY FAVORITES TOO. SO, WHEN I FOUND THIS BOOK, I WAS INSTANTLY ATTRACTED TO ITS PLOT. LET'S SEE WHAT MY INNER FANGIRL FOUND OUT THROUGH THE PAGES OF THIS EXCITING ADVENTURE.





I was chosen by the Deos. Even gods make mistakes.

Alex is a bruja, the most powerful witch in a generation... and she hates magic. At her Deathday celebration, Alex performs a spell to rid herself of her power. But it backfires. Her whole family vanishes into thin air, leaving her alone with Nova, a brujo she can't trust, but who may be Alex's only chance at saving her family.

Meet Alex, a bruja that lives in Brooklyn with her family of brujos. She is the middle child of the family Mortiz. These brujas have a lot of traditions that involve their Deos and their magical powers. It is said that on their Deathday, the brujas could ascend into the family's inner circle and share the power and magic among them. Alex is not convinced to be part of this experience, she doesn't want to take part in the ritual as a kid she had a bad experience with magic and a ritual that involved the death of her godmother. Alex now has been struggling trying to refrain to accept her magic and become the bruja that she is destined to be. On her Deathday, she tries to refuse her powers by casting a spell that backfires and results in the opening of the gate from the underworld, otherwise known as Los Lagos, home of the Devourer. A villain that wants nothing more than taking Alex powers to return to our world and dominate it. So the Devourer takes Alex's family to lure her into the dangers of Los Lagos.

I will not say anything more in order to not give spoilers. I will only add that I enjoyed the journey that Alex and her companions Nova and Rishi had to endure. The characters are quite interesting and intriguing, specially Nova. I would have liked to read more about his story. The character that I found a bit annoying was Rishi as I felt that this

character was a mix of a lot of awful sidekicks.

There's an LGBTQ+ romance, but I really think I was a bit forced. I understand the desire to break the cliché of the romance between the tall and brooding male character with the witty heroine, but instead it felt not right. Other characters have better chemistry that makes you ship them and want them to be together.

What I loved the most about this book was how Córdova took a lot of pre-Columbian traditions and created the mythology that revolves around the plot. All the creatures that live at Los Lagos had a resemblance with those gods and goddesses that were worshipped by indigenous peoples of Latin America. It was a respite to read this as normally when we talk about wizards and witches we tend to imagine an european sort of context. Córdova really knew how to mix the fantasy of wizardry canon and the traditions and culture from Latin America.

The story has a lot of powerful meanings, it leaves you wanting more. One of the best quotes that I read, that reflects on this, is:

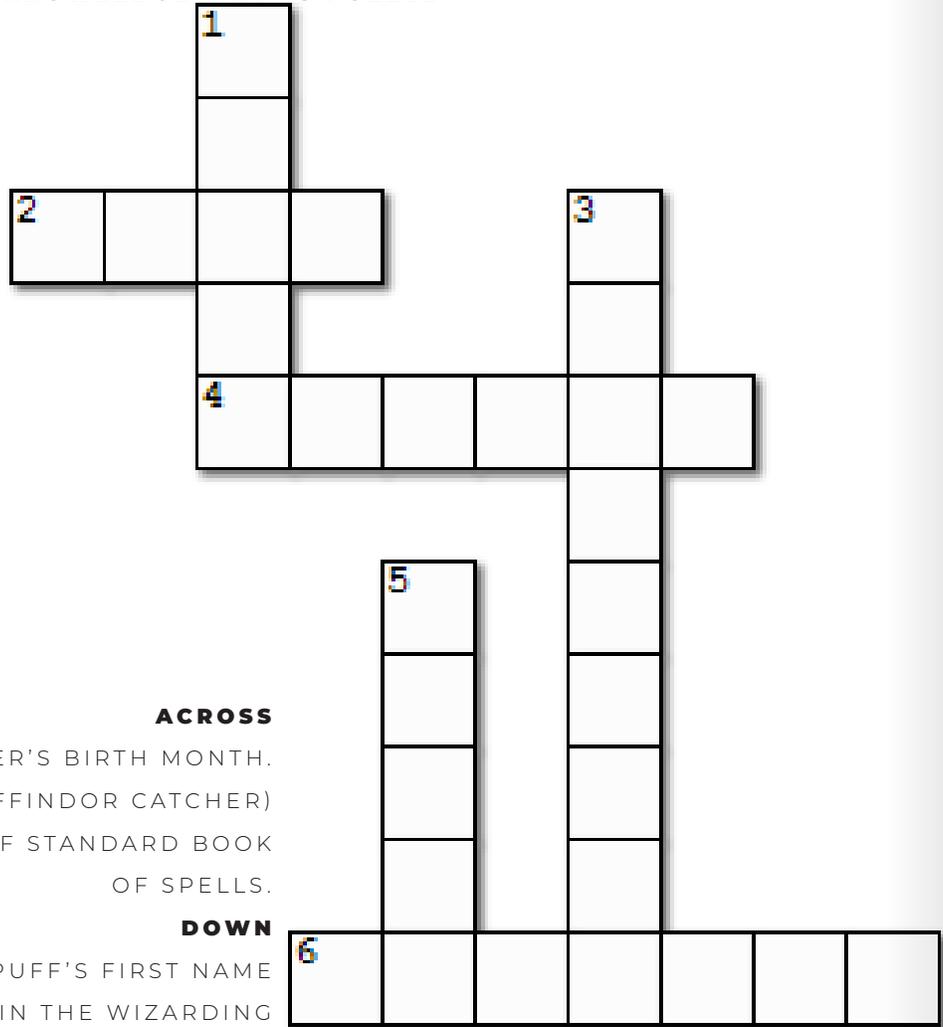
«Magic is an extension of us. Imagine the things that we could do. Create. Destroy. This Devourer, she doesn't fear her power. She fears someone who could be stronger than her.»

This is a book that I highly recommend to read, especially now that the season screams magic, mystery and adventure.

Without further ado... Mischief Managed!

WIZARDING WORLD CROSSWORD

TEST YOUR HARRY POTTER KNOWLEDGE IN THIS PUZZLE



ACROSS

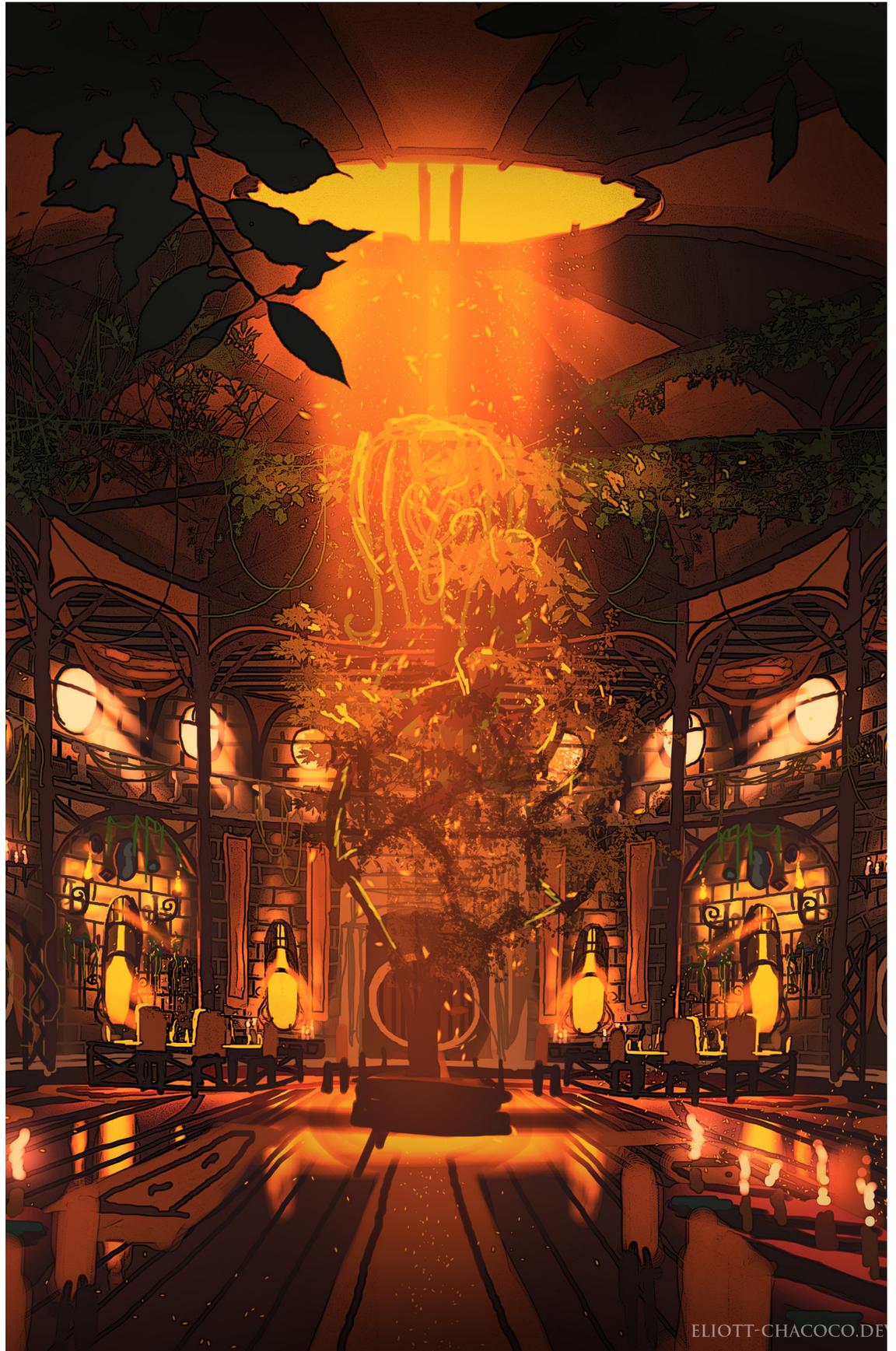
- 2. HARRY POTTER'S BIRTH MONTH.
- 4. SPINNET (GRYFFINDOR CATCHER)
- 6. MIRANDA. AUTHOR OF STANDARD BOOK OF SPELLS.

DOWN

- 1. HUFFLEPUFF'S FIRST NAME
- 3. MOST POPULAR SPORT IN THE WIZARDING WORLD
- 5. SUMMONING CHARM

FAN ART

HUFFLEPUFF COMMON ROOM
BY ELLIOTT CHACOCO



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ROWLING
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MAGAZINE**

ISSUE #34 - OCTOBER 2019