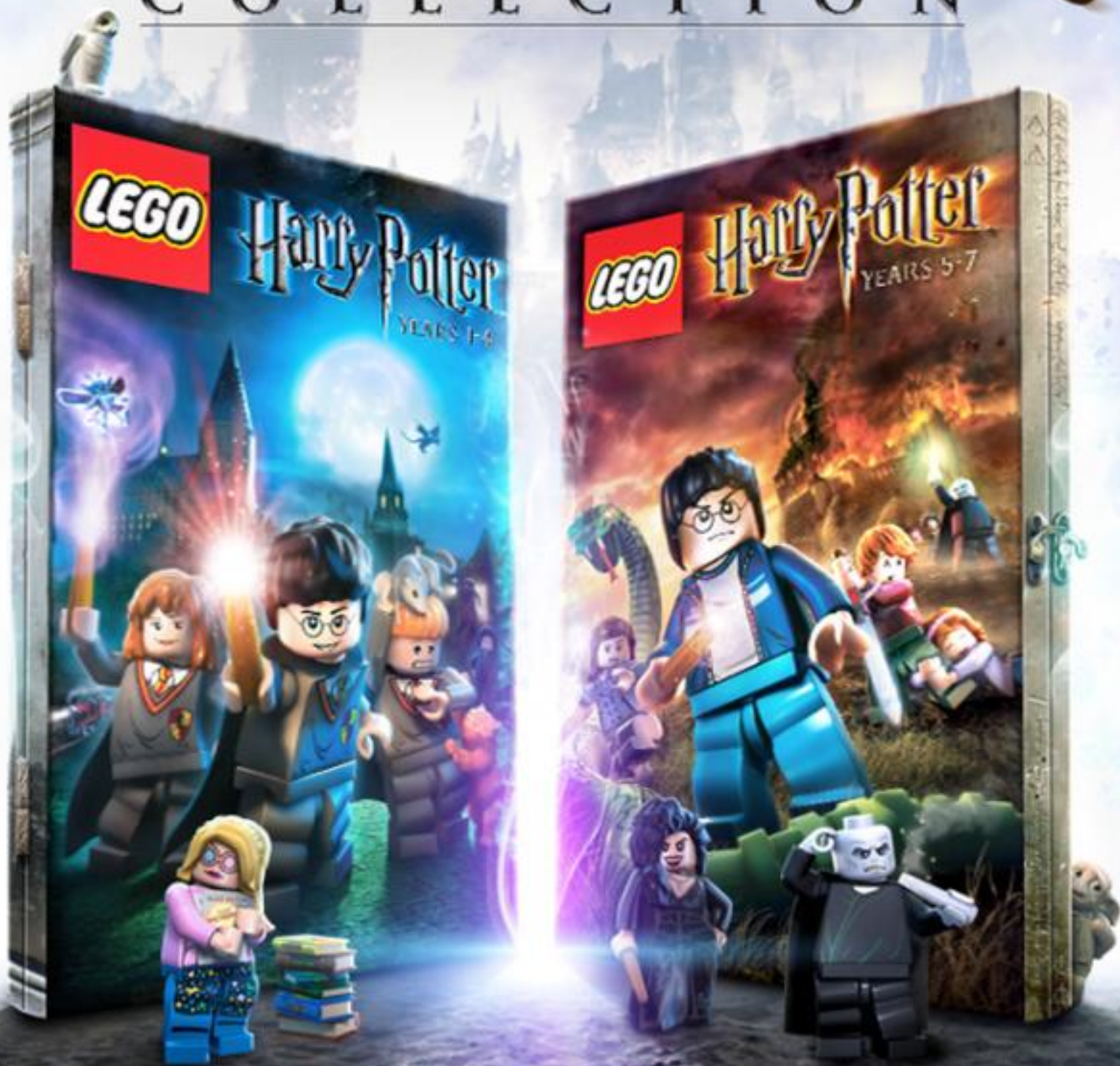




Harry Potter

COLLECTION



LEGO Harry Potter Games

LEGO Harry Potter: Years 1–4 & LEGO Harry Potter: Years 5–7

A Jumpchain CYOA by WoL_Anon

Ver. 1.0

Yer a LEGO, Jumper.

Welcome to the Wizarding World. Or rather, welcome to *a* Wizarding World – one more light-hearted and humorous than you might be expecting. Even so, the usual threats are still present. The eponymous Harry Potter will have to contend with Dementors, the Basilisk, Death Eaters, and ultimately Voldemort himself. Will you lend him your aid? Destroy him? Or, do you have adventures all your own to undertake?

You arrive in this world on July 24th, 1991, a week before Harry Potter’s eleventh birthday. You will be staying here for the next ten years.

You have 1000 choice points (cp) to spend.

-Age and Gender-

You may choose any age you would like for free, as long as it makes sense and does not provide you with any additional advantages you have not purchased. Note that a first year Hogwarts student is 11 to 12 years old.

Your gender remains the same, but you can pay 50cp to change it if you wish.

-Form and Species-

On arriving in this world, you will gain the form of a LEGO minifigure. Despite being plastic, this form is strangely capable of all of the usual bodily functions and requirements you might expect from a more “realistic” form, including breathing, eating, drinking, and having children; try not to think about this too hard. Bleeding is possibly an exception to this. For the purposes of this jump, a LEGO minifigure is considered to be approximately the size of a “realistic” human.

As a special bonus, from the start of the jump, all non-LEGO forms you possess can be freely switched into and out of a LEGO version that suits this setting, and you retain this ability after the jump ends, even for new forms you gain.

But of course, not all minifigures are the same. Species matters here, just as it does in a more traditional Harry Potter setting. You must choose one of the species options in this section. Post-jump, any species you choose here will be considered an alt-form, which you can switch to and from at will. Additionally, you will become able to switch it between its LEGO form and a more realistic form.

While in a LEGO form, you can choose to temporarily apply a LEGO aesthetic to any clothes or personal equipment you have on you. Your powers, and any equipment you are applying this aesthetic to will operate with LEGO effects. See the Notes section for more information.

[Free/100cp/200cp] Wizardkind

Wizardkind are humans, born with the potential to perform magic. Men are known as wizards, while women are known as witches.

For Free, you're a witch or wizard with no unusual heritage. You are free to determine how "pure" your blood is, to the extent that even really matters.

For 100cp, you're a witch or wizard with Veela ancestry; as a result you possess an innate beauty and charm that is innately alluring to those that prefer your gender.

For 200cp, you're a witch or wizard with Giant ancestry; as a result you are larger than usual, affording enhanced strength.

Alternatively, for 200cp, you are a Werewolf. At will, you can switch between your human and werewolf forms. Your werewolf form boasts enhanced strength, and allow you to easily dig through certain terrain. Unfortunately, exposure to a full moon may force you into your werewolf form, and into a berserk state.

Regardless, you're only starting out with magic and have much to learn. You may make use of the *Spells & Potions* section if you'd like to get a head start in your development.

[Free] Goblin

A race of small magical humanoid beings. Though goblins apparently have their own brand of wandless magic, you know none of this. It is possible you may learn this in the future.

Griphook is a goblin.

[Free] House-Elf

Another race of small magical humanoid beings. House-elves are typically found in the service of witches and wizards, and they are compelled to follow their master's order, only freed when their master presents them with clothing. On purchasing this species, you may designate a witch or wizard as your master, with all that entails. Or, you may choose to begin without a master, either because you'd like time to make such an important decision, or because you simply prefer your freedom.

House-elves can perform their own form of wandless magic. You can levitate objects; this can be used in combination with the *LEGO Builder* perk to easily assemble LEGO objects. In worlds like this one, it can even be used to interact with some LEGO objects in various ways, ranging from mildly humorous to immediately useful. If you possess the *Stud Magnet* perk, this will often result in some amount of studs appearing. House-elves can also apparate.

Dobby is a house-elf.

[400cp] Ghost

The bad news is that you've died. The good news is that you still persist in this world as a spirit.

This provides a number of benefits. First, you are effectively invincible, protected against mundane attacks. Magic from this setting may harm or bother you, but does not seem to be able to cause lasting damage to you. It is possible that means not present in this setting are able to bypass this invincibility.

You're also able to fly, as well as become selectively intangible – meaning that you can pass through objects when you wish, but also still pick up and throw them if you wish to bother someone. Being a ghost, you do not age, and do not need to eat, drink, or breathe to survive. Unfortunately, even if you are the ghost of a wizard, you cannot access the same magic as wizardkind in this form.

If your ghost body is completely destroyed, somehow, it will count as death for the purposes of chain failure.

-Background-

You must choose one of two Origins in this section. Each one qualifies you for different discounts. You may design a background in this world, based on your Origin and what you purchase here, provided it makes sense and does not provide you with advantages not granted by purchases you have made. Alternatively, you may choose to take your Origin as a Drop-In, with no memories or history in this world.

Those with the *Wizardkind* species and an appropriate age have a place waiting for them at Hogwarts if they wish, even if choosing to Drop-In.

Hero

You're the kind of person to do the right thing; perhaps not at all times, as pranks and mischief can be a special kind of fun for some, but certainly when it matters. The kind of person that resists the temptations of the Dark Arts, and values love and friendship more than power for its own sake. Perhaps you'll find yourself joining up with the Order of the Phoenix or Dumbledore's Army when the time comes?

Villain

There is no good or evil, only power, and those too weak to seek it. You're the kind of person to agree with this sentiment, to think of magic as a tool to get what you want, and to force others to comply. The kind of person to make use of the Dark Arts, not turn your nose up at them just because of what others think. Perhaps you'd fit in with Voldemort's Death Eaters? Or, maybe you have ambitions of your own?

-Location-

You may freely choose to begin at any of the following locations.

London

The capital city of England. There are many aspects of it hidden from the Muggle population. At King's Cross Station, a hidden platform – Platform 9 ¾ – is where students board a train to go to Hogwarts. Hidden behind a pub called the Leaky Cauldron is Diagon Alley, a shopping alley frequented by wizardkind. Here one can find Ollivanders, Gringotts Bank, and more.

Hogwarts School of Witchcraft and Wizardry

A giant castle, located in the Scottish Highlands. Here, young witches and wizards are taught the ins and outs of spells and potions. The castle itself is ancient and full of secrets, one such secret being the Room of Requirement – a room that appears only when needed and reconfigures itself to be suited to those needs.

The Burrow

The Weasley family home, found in the English countryside. It looks kind of cluttered and ramshackle, but has a kind of charm to it.

Hogsmeade

A wizarding village located near Hogwarts. Third year students and above are allowed to make weekend trips to the village, so long as they have the permission of their parent or guardian.

Privet Drive

A suburban street in Little Whinging. House number 11 belongs to the Dursleys, who care for Harry Potter – in a loose sense of the word.

The Cave

A coastal cave, which Voldemort used to hide Salazar Slytherin's Locket – though unknown to him it has long since been stolen. Guarded by Inferi.

Godric's Hollow

A small village, which notably served as the home of the Potters when Harry was still a baby. If things go as expected, Harry and Hermione will visit during their search for the Horcruxes.

-Perks-

Discounted perks are 50% off, with discounted 100cp perks being free.

Hero Perks

[100cp, Free for Heroes] Platformer 9 ¼

If you're planning on traversing this world, and involving yourself in major events, there's a good chance you'll be put in situations where you need to jump from platform to platform to avoid serious danger.

Fortunately, thanks to this perk, you've become quite good at gauging distances, and correctly estimating how far you can leap, and you're also just a bit better at jumping in general.

[100cp, Free for Heroes] Ghost Studs

Hogwarts is a big place, and it is easy to get turned around. Fortunately, you have just the thing to help you find your way.

Now, if you are aware of the location of your current objective, and the location would be considered public knowledge (such as where classes are located in a school), you can cause a trail of ghostly LEGO studs to appear to lead you towards it. Large ghostly arrows may also appear to point at doors or pathways that aren't readily apparent. You can also use this ability when someone is deliberately leading you somewhere, in which case the ghost studs trails from behind that person.

The ghost studs fail to account for obstacles or puzzles that may impede the obvious path; you'll have to get around those on your own. Only you are able to see these visual aids. Finally, you can toggle the effects of this perk on and off as you like.

[200cp, Discounted for Heroes] Quidditch Player

You have a natural aptitude for flying on broomsticks that is rarely seen. The kind of raw talent that could see you playing for your House as a first year. Put in the effort, and you may one day make a national team!

[200cp] Ingredient Scrounger

As useful as potions can be, they are worthless if you don't have the ingredients to make them in the first place. This perk will help you with that.

From now on, whenever you mean to make a certain potion, simple ingredients needed for that potion will appear nearby. You must know how to make the potion, or what ingredients are needed, for this perk to apply.

Ingredients provided by this perk may not always be immediately obvious to you, requiring you to look around and perhaps destroy or interact with objects in the nearby environment. Additionally, you'll never be able to gain unique, expensive, or special ingredients via this perk. For example, this

perk won't help you get the hair of a specific person for a Polyjuice Potion, but just some human hair in general would be fine.

[400cp, Discounted for Heroes] True Wizard

With all that goes on in Hogwarts, you might forget to keep up with your studies. Fortunately, you simply don't need to put in the same amount of effort, thanks to this perk.

Now, you'll find that learning new spells and magical techniques is significantly easier for you. Simple spells are picked up almost right away, and complicated spells that would ordinarily take months of routine practice during free time might be mastered in a single dedicated lesson.

It is important to note that this perk on its own does not provide any additional potential in any kind of magic; it simply works to help you make use of your existing potential faster.

[400cp, Discounted for Heroes] Underwater Level

Do you plan on spending an extended amount of time underwater? Maybe there's some kind of Task you need to complete? No worries!

Thanks to this perk, you have become an excellent swimmer, and can handle ice-cold water for extended periods of time without adverse effects. You can even breathe underwater – no need to worry about drowning whilst you retrieve the Sword of Godric Gryffindor.

Who needs Gillyweed anyway!

[600cp, Discounted for Heroes] Duelling Prodigy

When it comes to magical combat, you have an innate talent matched by few. This talent manifests in a variety of ways.

First, you have a strong intuitive sense for identifying the best spell you can cast at each moment. Direct attacks might not always be what you need – sometimes, you might be better off blocking, throwing back objects hurled at you, or using utility spells to reach or outwit an opponent that is difficult to face directly.

Second, you have impressive battlefield awareness, minimising the possibility of being blasted from behind. An observer might think you were actually watching the action from above, rather than through your own eyes.

Lastly, you are able to bring more power to bear when you are clashing in “beam struggles” between wands. You can expect to win such struggles in most cases, barring factors that would significantly sway the battle, like a massive gap in power.

With such talent, perhaps you'll have what it takes to overthrow a Dark Lord?

Villain Perks

[100cp, Free for Villains] Boo!

You naturally radiate an aura of a snobbish, upper class, individual. While this does make you seem more respectable, it also makes you more hateable. The latter is not all bad though; you'll find that this hateability makes your boos, jeers, and heckles more effective than they would otherwise be.

You can toggle this perk on and off as you like. Perhaps you want to turn over a new leaf? Or, maybe you just want to appear as though you have?

[100cp, Free for Villains] Object Thrower

Whilst directly casting spells at your foes is one way to harm them, it is not the only way.

From now on, when you engage in battle, you'll be able to better identify objects that you could pick up and throw at foes with Wingardium Leviosa, or similar spells and powers. You'll even find that such objects tend to be around during your battle more often than not, though you can toggle this effect on and off as you like.

Be careful when lobbing such objects, lest a similarly able opponent catching and opponent and sending it back your way.

[200cp, Discounted for Villains] Two-Faced

A few of Hogwarts' less well-meaning professors might be called two-faced; fortunately it applies less literally to you than to one of them.

Thanks to this perk, you have some impressive acting talent. Now you'll have an easier time staying above suspicion, or in the alternative drawing undue attention and praise upon yourself.

[200cp, Discounted for Villains] Dear Diary

You are skilled with sleight of hand, allowing you to pull off feats like slipping a diary into a young witch's cauldron without her or her family noticing, even as you engage in open conversation with them. Is there reason for you to do so?

[400cp, Discounted for Villains] Duelling Circle

Love. Friendship. These are the weapons of your enemies, those sickeningly sweet do-gooder types. So, why not disarm them?

You now know how to create duelling circles, creating a circular area around you indicated by a glowing line. Only one opponent may step into the circle to challenge you at a time, forcing a one-on-one confrontation. During these duels, outsiders are not able to interfere or provide aid; this goes for your side as well as your opponent's, so be careful not to bite off more than you can chew.

Once the duel has begun, your opponent can't leave until it is over under their own power, but you may still force them outside the circle. If either party is defeated, or if either party leaves the circle, the duel is ended, and the duelling circle will vanish.

You can only maintain one duelling circle at a time; you must allow the existing circle to dissipate before creating a new one. Whilst you cannot maintain a circle you are not inside, maintaining your duelling circle is effortless, requiring no energy or concentration.

[400cp, Discounted for Villains] Dark Flight

Through the magic of the Dark Arts, you have learned how to fly through the air under your own power, without the need for broomsticks or other tools.

You can move quite quickly through the air, a black cloud trailing behind you as you do so. Not only is this an effective means of travel, the obvious dark nature of it may work to instil fear into those who dare oppose you.

[600cp, Discounted for Villains] Dark Magic

The Dark Arts are not to be feared. They are a tool for the powerful to exploit. For *you* to exploit.

You are drawn to the Dark Arts, able to learn them much faster and understand them much better than would otherwise be the case. Among other things, you have what it takes to learn the secrets of Horcruxes and make your own, perhaps even as many as Lord Voldemort chose to.

The corruptive effects of dark magic, whether it comes from you or elsewhere, will not hold sway over you; while effects that would physically harm you still do, those that work to subvert your mind or spirit fail to find purchase. Feel free to use and abuse your dark magic as you please.

In this world, you'll also find that you can use your magic to interact with special Dark Magic LEGO objects, typically identified by their black and red colouration. In other LEGO worlds, this may also allow you to interact with similarly functioning LEGO objects.

General Perks

[Free] Broomstick Flying Basics

You can fly a broomstick, though not particularly well. More practice will be needed if you want to be playing Quidditch for your House.

[Free] LEGO Builder

When it comes to building with LEGO pieces, you are highly resourceful and imaginative. This does apply to the smaller LEGO pieces you might find on a more "realistic" Earth, but more importantly applies to the larger LEGO pieces you will find in worlds like this one.

When building with these pieces, you will be able to intuit the kinds of things you have the necessary piece to build, and can put them together in impressive time. Strangely, you also seem to have a fair

amount of “range” when building, allowing you to pull in objects a little bit away from you, and also place the objects together at spots normally beyond your reach.

[Free] Mumblespeak

You have gained the curious ability to communicate with mumbles, grunts, and similar noises just as effectively as you could by talking; in other words, you couldn't communicate something you couldn't put into words, and you couldn't communicate across language barriers. You will also be able to understand when others attempt to do the same to you, again just as effectively as they could by talking to you.

[Varies] Stud Magnet

From now on, when you destroy objects, they will frequently release small amounts of LEGO studs. While these aren't the true currency of this world, you will find that for you they act as a kind of universal currency that works for you in all worlds. This only applies to LEGO studs you specifically acquire via this perk.

Larger and more expensive objects generally reward more, or higher denomination, LEGO studs, but by default they are not enough to replace the object you just destroyed. An object repaired after it has provided LEGO studs will not provide them a second time.

By default, this perk costs 100cp. If you like, you can pay more cp on top of this in order to multiply the value of the studs you acquire as follows:

- 100cp = x2 multiplier
- 150cp = x4 multiplier
- 200cp = x6 multiplier
- 250cp = x8 multiplier
- 300cp = x10 multiplier

These multipliers can be combined if more than one is purchased. For example, if you purchase both the x2 and x4 multipliers, your stud value would be eight times normal value. With all multipliers, you would receive a whopping x3840 value multiplier - and you thought Harry had a full vault! Attempts to “game” this perk into multiplying the same base source of currency again and again will invariably fail.

You can toggle either aspect of this perk on and off as you like.

[100cp] LEGO Rebuilder

Occasionally, when you destroy objects, they will release a pile of comparatively smaller LEGO objects, which you can make use of with the *LEGO Builder* perk. This can occur even when destroying non-LEGO objects. In some cases you will need to destroy multiple nearby objects for sufficient LEGO objects to build with.

While you can't guarantee what you will be able to use these LEGO objects for, they often provide some kind of temporary or immediate advantage, usually in relation to traversal around the local

area, but sometimes will help you disorient or harm a foe you are fighting. Don't expect to take down opponents significantly more powerful than you with this perk alone.

[100cp] Fix-It

Study of Muggle devices has made you quite handy at repairing them on the fly. While you can't fix absolutely everything, you'd be surprised how much you can achieve with a simple spanner.

[200cp] Parseltongue

You are a Parselmouth, one with the rare ability to speak to snakes (and similar creatures, like the Basilisk). In this world, you'll also encounter certain doors and cupboards that are enchanted to respond to Parseltongue.

Parseltongue has a strong association with the Dark Arts due to its history of practitioners, but is itself not dark magic.

[300cp] Magic Portraits

You have the expertise and talent necessary to create magical portraits, like those present in this world. Beyond 'merely' being able to have characters talk and move between frames, the magical portraits in this particular version of the Wizarding World are actually able to interact with the real world in minor ways. For example, a wizard might be able to cast a basic spell out into the real world. Or, an item from the real world may be stored within a painting, and later thrown back out into the real world by a character.

-Spells & Potions-

You can only purchase from this section if you have taken the *Wizardkind* species. You receive no discounts in this section.

Not purchasing a spell or potion here does not mean you can never learn it, nor does this section represent the full breadth of magic you may learn as a witch or wizard. Purchasing a spell here provides immediate mastery without years of school, and better allows you to teach that spell to those capable of learning it. Purchasing a potion here does not provide the potion itself, but rather the knowledge to brew it. It allows you to quickly brew it with the simplified ingredient list mentioned, and allows you to find alternatives for these ingredients across settings. You'll never accidentally make a purchased potion with alternate ingredients, only when you mean to.

[Free] Basic Cast

You can fire basic blasts from your wand. On enemies, this can serve as a basic means of attack. On objects, it will sometimes result in the object taking damage, but often causes a minor (typically humorous or quirky) effect instead.

[Free] Wingardium Leviosa

The Levitation Charm. You can use to make objects levitate or hover, but it has even more utility in a world like this one. It can be used in combination with the *LEGO Builder* perk to easily assemble LEGO objects. In worlds like this one, it can even be used to interact with some LEGO objects in various ways, ranging from mildly humorous to immediately useful. If you possess the *Stud Magnet* perk, this will often result in some amount of studs appearing.

[Free] Duelling Basics

You've had some basic practice duelling other wizards, and can cast a shield spell to protect yourself.

[Free] Lumos

The Wand-Lighting Charm. Produces light from the tip of your wand, allowing it to be used as a torch of sorts. This light will drive nearby Devil's Snare away, which may help you navigate this world.

[50cp] Lumos Solem

Requires Lumos.

An enhanced version of Lumos. In addition to the above, you can now fire light out from your wand. Helpful if you need to deal with Devil's Snare that is out of reach.

[50cp] Immobulus

The Freezing Charm. Firing it at an object or person traps the target in a bubble for a short period of time. The spell is particularly effective on Cornish pixies; firing the spell at them again while they are trapped in the bubble will immediately destroy them.

[50cp] Riddikulus

The Boggart-Banishing Charm. When used on a boggart, their form is altered to be humorous, making dealing with them easy.

[100cp] Aguamenti

The Water-Making Spell. Causes water to burst forth from the tip of your wand. While it can be used to douse fires, particularly large flames may be beyond it without clever thinking.

[100cp] Diffindo

The Severing Charm. This spell can be used to cut objects precisely. You'll find it capable of both destroying and carving into special red LEGO objects, found in this and similar LEGO worlds.

[100cp] Expecto Patronum

The Patronum Charm. Conjures a positive force of energy known as a Patronus. While in a traditional Harry Potter setting this merely drives away Dementors, here the spell is capable of destroying them outright.

As a special consideration, purchasing this spell allows you to determine the appearance of your Patronus' corporeal form; this does not impact the strength or utility of the spell.

[100cp] Expelliarmus

The Disarming Charm. A combat spell that can disarm enemies, making it useful in duels.

[100cp] Reducto

The Reductor Curse. A spell that blasts objects into pieces. You'll find it capable of destroying silver LEGO objects, found in this and similar LEGO worlds.

[100cp] Transfiguration

This spell transforms an opponent into a small animal, like a frog or a rat. Does not work on opponents larger than a human, and does not work on particularly powerful opponents either.

[200cp] Animagus

You have become an animagus, allowing you to switch between your human form and that of a mundane animal no more useful than a dog, chosen by you on purchase of this option.

[200cp] Apparition

The ability to magically teleport between places. Of all forms of magical transportation, apparition is the fastest and most convenient, but can be disastrous if botched. You are proficient enough that this is unlikely to be an issue unless you are interfered with, or especially unfocused.

[200cp] Focus

Legilimency is the magical technique of navigating of a person's mind to obtain information, a process Muggles might call mind-reading. You require a wand and active casting in order to perform this; reading surface thoughts is a relatively simple manner, whilst learning specific information is a more involved process that will see you wandering through a person's mind and memories. Legilimency can be resisted by those with talent or training.

[200cp, Free with the Dark Magic perk] Avada Kedavra

The Killing Curse. Immediately kills the person hit by the spell. Unlike a more traditional Harry Potter setting, where the spell kills without leaving injury on the body, here it often (but not always) causes a LEGO person to fall apart.

[50cp] Ageing Potion

Ingredients: Banana, Snake, Weed

The imbiber is aged up for a short time, typically growing out a white beard. While this may allow the imbiber to bypass certain protections, it is far from absolute; for instance, the protections applied to the Goblet of Fire cannot be tricked by this potion.

[50cp] Draught of Living Death

Ingredients: Plant, Snake, Stick

In complete contrast to its effect in a traditional Harry Potter setting, this potion simply alters the imbiber's appearance into that of a pseudo-skeleton for a short time. A purely cosmetic effect.

[50cp] Explosive Potion

Ingredients: Flower, Ice Cream, Spider

A short time after the potion has been brewed, the cauldron will explode! While this can be useful when clearing a path, it can be a problem if you were planning to use the cauldron for something else.

[50cp] Love Potion Antidote

Ingredients: Candy, Leaf, Watering Can

Cures the effects of a Love Potion.

[100cp] Invisibility Potion

Ingredients: Cherries, Meat, Spider

The imbiber is rendered invisible for a short time.

[100cp] Strength Potion

Ingredients: Fang, Flower, Spider

The imbiber is given enhanced strength for a short time, comparable to the likes of Hagrid.

[200cp] Polyjuice Potion

Ingredients: Apple, Cherries, Hair of the intended target – this last ingredient cannot be substituted; it is vital for determining the potion's effect.

The imbiber's appearance is altered to match that of the target for a time.

[400cp] Hogwarts Graduate Package

Looking to teach, or do you simply want to skip all those annoying lessons?

This package contains the following: Lumos Solem, Immobulus, Riddikulus, Aguamenti, Diffindo, Expecto Patronum, Expelliarmus, Reducto, Transfiguration, Apparition, Draught of Living Death, Explosive Potion, Invisibility Potion, Strength Potion, and Polyjuice Potion.

-Items-

You may choose 1 50cp or 100cp item, 1 200cp item, 1 400cp item, and 1 600cp item to be discounted. Discounted 50cp or 100cp items are free, and all other discounts are 50% off. You may purchase items multiple times, but any discount only applies to the first purchase. Free items are the exception to this; you may only get 1 of each.

All items received here will initially come in a LEGO form. Post-jump, you can freely toggle these items between their LEGO versions and a more "realistic" version. While items are in their LEGO form, they will operate with LEGO effects. See the Notes section for more information.

Should you already possess any similar items to the ones you purchase here, you may import these items, giving them any advantages the purchases they are imported into offer, unless the item in question states otherwise.

[Free/600cp, Exclusive to Wizardkind] Your Wand

The wand chooses the wizard as they say, and this wand has chosen you.

So long as they fall within the range of wands present in the Wizarding World, and do not provide significant advantages to you, you may choose the length, wood type, wand core, and overall design of your wands. Note that these choices may not be apparent whilst your wand is in LEGO form. If you like, your wand may be incorporated into an umbrella, perhaps to hide your possession of it. Your wand is particularly loyal to you.

For 600cp (this can be discounted), you receive your own Elder Wand. This may be in addition to your free wand, or replacing it. It may be *the* Elder Wand already present in the setting; obviously this can only be true once across multiple purchases.

The Elder Wand is an extremely powerful wand, giving its wielder significant advantages when casting spells or duelling others. It is also uniquely capable of destroying gold LEGO objects in this and similar LEGO worlds. Even in LEGO form, it retains its unique appearance for the most part.

Should your wand be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] LEGO Harry Potter Console Games Bundle

Do these LEGO games mean something to you? Do you want to play them whenever you like? This bundle contains:

- A 2011-era television.
- Either a PlayStation 3, Xbox 360, or Nintendo Wii with a pair of controllers for your chosen console.
- A copy of LEGO Harry Potter: Years 1-4 and LEGO Harry Potter: Years 5-7 for your chosen console. All downloadable content is included.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] LEGO Harry Potter PC Game Bundle

More of a PC gamer, Jumper? This bundle contains.

- A high-end gaming PC, by the standards of 2011.
- A copy of LEGO Harry Potter: Years 1-4 and LEGO Harry Potter: Years 5-7 pre-installed on your PC. All downloadable content is included.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] LEGO Harry Potter Handheld Games Bundle

Maybe you prefer something you can play on the go? This bundle contains:

- Your choice of either a PlayStation Portable or Nintendo DS.
- Your choice of either a PlayStation Vita or Nintendo 3DS (which may be a 3DS XL or 2DS if you prefer.
- For each chosen device, a copy of each LEGO Harry Potter game released for that device.

Should any of this be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Cauldron

This cauldron is suitable for potion-making, and comes in your choice of pewter or gold – purely an aesthetic distinction.

Ingredients and know-how not included.

Should your cauldron be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[50cp] Deluminator

A device made by Dumbledore. It can absorb, store, and release light sources. In other words, it allows you to turn off lights, or move a light source from one place to another.

Should it be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Rune Book

A blue book, which contains information on runes present in the Wizarding World. Throughout this world, you may encounter certain rune covered cupboards; this book will help you decipher the sequence to open these.

Should your book be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[50cp] Shovel

A well-made, but otherwise ordinary, shovel. You'll be able to retrieve it from seemingly nowhere whenever you need it, no matter how improbable that might be.

[50cp, First Free with the Fix-It perk] Spanner

An ordinary spanner. You'll be able to retrieve it from seemingly nowhere whenever you need it, no matter how improbable that might be.

[100cp] Broomstick

A broomstick that has been enchanted to allow the rider to fly. Used in the game of Quidditch, but also to simply travel about the world.

You are free to choose the specific model of broomstick you possess, provided would it normally be present in the Wizarding World between the events of The Philosopher's Stone and The Deathly Hallows Part 2. Whatever your choice, note that most broomsticks happen to look alike in LEGO form.

Should your broomstick be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Crossbow

A well-made crossbow. It never runs out of ammo, allowing you to use it as often as you like. Just the sort of thing one might wish to take into the Forbidden Forest.

Should your crossbow be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Pet

Your choice of an owl, rat, cat, or toad.

Your pet is stored in a special subspace, and you can summon it from that space to your location at any time. Your pet can be returned to this space at any time, from any distance; however, it cannot take items or others in with it. While in the subspace, your pet is preserved in stasis; it doesn't mind being stored in this way.

Your pet is well-trained, obedient, and loyal to you. All of the options are small enough to access certain areas for you. A pet cat may also help if you need to dig up some dirt.

Should anything unfortunate happen to your pet, don't worry! They will be back tomorrow, good as new.

[100cp] Safe Key

This curious key is strangely compatible with a large variety of locks, though definitely not all. During your travels in this world, you are likely to find many opportunities to make use of it.

Should your key be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Spectrespecs Box

A box full of Spectrespecs. In this world, wearing these will allow you to see hidden LEGO objects. In others worlds, they will help you to see things that are invisible or otherwise magically hidden, though not in all cases.

Should any of the Spectrespecs be lost or destroyed, they will quickly be replaced in the box. If the box itself is lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[100cp] Strong Dog

Your own pet dog, of the same breed as, or similar breed to, Hagrid's pet dog Fang.

Your dog is well-trained, obedient, and loyal to you. It is a good digger, and has a surprisingly strong grip strength in its jaw; in this world, this will allow to pull certain handles on your behalf.

Should anything unfortunate happen to your dog, don't worry! They will be back tomorrow, good as new.

[100cp] Undetectable Extension Bag

This bag, of a common variety of your preference, has had an Undetectable Extension Charm applied to it. As a result, it is significantly larger on the inside, allowing you to store much inside. An item like this only increases in utility the more prepared you are.

Should your bag be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[200cp] Mandrake Handling Set

A potted young mandrake, which won't age, and is kept healthy without requiring your attention. When taken out of the pot, the mandrake will begin to cry. Fortunately, this is far safer than mandrakes from a traditional Harry Potter setting – its cry is capable of shattering glass, but will only temporarily irritate and debilitate listeners without risk of permanent harm or death.

Perhaps you are wondering how you can such a thing around with you? Not to worry! Also included in this item is a closet filled with a variety of earmuffs, which will adjust to perfectly fit the wearer. There are more traditional earmuffs, as well as novelty earmuffs present. Should any earmuffs be lost or destroyed they will immediately reappear in the closet.

Should the mandrake, its pot, or the closet be lost or destroyed, a replacement will appear at a location controlled by you after 24 hours.

[200cp] Weasleys' Wizard Wheezes Boxes

Throughout your travels, you will encounter these distinctive orange and purple boxes.

Usually, these boxes can only be opened by a Weasley; fortunately, the purchaser of this item will always be able to open them. The contents of the boxes vary. They might contain Sticky Trainers: shoes with suction cups attached to allow the wearer to walk on walls until they eventually wear out. They might contain quick-growing plant seeds, which will rapidly sprout and grow where planted, but shortly after die and wither away. Or, they might contain some fireworks. Intelligent use of these "joke items" will allow you to better traverse the environment, or clear a path through it.

Normally, Weasley Boxes would only start appearing from Harry's fifth year. Purchasing this option ensures extra ones will start appearing from the beginning of your stay, and more will continue to be found as you move past this jump. Curiously, no one other than you (and those you alert to them) will pay the boxes any mind.

Due to the nature of this item, you cannot import into it.

[400cp] Invisibility Cloak

When worn, this cloak renders its wearer invisible. The cloak itself is particularly durable, and the enchantment on it will not fade over time. If you like, it may be *the* Invisibility Cloak already present in the setting; obviously this can only be true once across multiple purchases.

Should your invisibility cloak be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[400cp] Sword of Gryffindor

A magical, goblin-made sword. The sword takes in that which makes it stronger; in fact, this one has already taken in Basilisk venom. As such, it is capable of destroying Horcruxes.

Should your sword be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

[600cp] Pub Hub

You've gained ownership of this property, which is a pub in the style of the Leaky Cauldron. At the start of each jump, you may choose for the property to be attached to your Warehouse or another property you own, or to be placed somewhere appropriate, close to your starting location. It will automatically be hooked in to any public utilities, though you may opt out of this if you like. Post-chain, you may move your pub either to your Warehouse or to another property once every ten years.

Your pub offers room, and sells food and drink – yes, including Butterbeer! You can make use of these services yourself, and are entitled to the profits the pub makes. In addition, a noticeboard found in the pub will allow you to take on simulated versions of missions you have been on before, even from past jumps. These simulations can be “freely played” by yourself or with a small group. Normally, you would not be able to take anything out of these simulations; however, if you possess *Stud Magnet* or a similar perk, you will still be able to gain currency via the perk's effects during them.

Your property comes with a handful of wizard followers to run it on your behalf. They are loyal to you; should any perish, replacements will appear at the start of the next jump (post-chain, after ten years). Additionally, LEGO versions of individuals you have met across your chain may appear from time to time. They may get into fights with each other should their personalities or goals conflict, but this will never cause great damage to the property, or present any special risk to you or to the world at large. You'll never get anything out of these visitors beyond pleasant conversation, and they will not persist outside the bounds of the property, vanishing completely when they leave. You can toggle the appearance of these special visitors on and off as you like.

Inactive companions may even stay here, so long as they remain on the property.

Should the pub be destroyed, a replacement will appear in the same location after 24 hours. If it was placed out in the world, and that location is no longer viable, it will instead become attached to your Warehouse.

[600cp] Time-Turner

This amazing device allows you, and those in direct contact with you, to travel backwards in time.

This Time-Turner moves in increments of hours, up to a maximum of five hours. You must first 'catch up' to the time you left from before it can be used again. Additionally, certain grandfather clocks will provide you with opportunities to travel back fixed periods of time, and then freely return to the present when you are finished.

Be extremely careful when using this device, especially not to be seen by the past 'you', or you risk disastrous consequences.

Should your Time-Turner be lost or destroyed, a replacement will appear in your Warehouse after 24 hours.

-Companions-

[50cp per.] Standard Companion Import

Already have some companions with you? For 50cp each, you may import these companions into this world, providing them an Origin, as well as 600cp to spend on perks, items, and their species. They may not purchase companions.

[50cp per.] Custom Character

Alternatively, for the cost of 50cp each, you may create new companions to follow you on your journey. They receive an Origin, and 600cp to spend on perks, items, and their species. They may not purchase companions. Their appearance, personality, and history are up to you, provided you do not grant them anything not reflected in their purchases. By default, they are absolutely loyal to you, but you may forgo this if you wish.

[50cp per.] Recruit

For 50cp each, you may take any named character appearing in LEGO Harry Potter: Years 1-4 or LEGO Harry Potter: Years 5-7, along on your journey as a companion. In order to successfully recruit them, they must agree to this. If for some reason you are turned down, worry not! Each purchase of this represents a 'slot', so you can ask around and find another character to journey with if you would like.

[50 cp per.] Free Play Character

Want to take down Lord Voldemort... with Lord Voldemort? Maybe you'd like a younger Harry Potter to team up with an older counterpart?

With each purchase of this option, you can get a copy of any playable character present in LEGO Harry Potter: Years 1-4 or LEGO Harry Potter: Years 5-7. You cannot select a custom character; use the Custom Character option if such a thing interests you. In cases where a character appears in multiple games, or exists as multiple characters within the same game, you must specify which game's version of that character you are acquiring. You can purchase multiple versions of the same character if you wish.

Characters acquired via this option have no history in this setting, springing forth into existence when you arrive. In addition to any powers and spells they may have, they have the *Broomstick Flying Basics*, *LEGO Builder* and *Mumblespeak* perks. They also have any personal equipment that playable character should have. Characters with pets as part of their abilities get their pets along with them, which are considered to be part of their personal equipment.

As a special consideration, versions of Ron Weasley that use Scabbers get to keep access to him despite that ability being lost over the course of LEGO Harry Potter: Years 1-4, but these Scabbers are treated as ordinary rats that follow Ron's directions, and cannot become Wormtail; purchase Wormtail as his own character if that's what you are looking for.

To ensure they fit neatly into whatever 'Free Play' plans you have for them, you are able to freely redesign the character's personality as you like on purchase. By default, they are absolutely loyal to you, but you may forgo this if you wish.

You can also use this option to import an existing companion; this grants them a new alt-form, as well as any powers or personal equipment that character has. You are not able to redesign the personality of any imported companions though. Any given companion can only be imported into a single purchase of this option, and this precludes them from being imported via the *Standard Companion Import* option.

-Drawbacks-

You may gain up to **600cp** in drawbacks, but may take as many drawbacks as you like.

[0cp] Jumper History

Have you been to the Wizarding World before? With this toggle, you can incorporate the events of some or all of those jumps into the background of this one, altered to fit within this world cohesively, as well as match the general tone of the Traveller's Tales LEGO games. This will not remove characters from the setting, nor will it massively change events to come, though it may change how others perceive you.

[0cp] Mumble Mode

Using this toggle, you can determine whether the residents of this world speak normally, or instead communicate using various mumbles, grunts, and other noises. If you are also taking the *Jumpchain Dimensions* toggle, you may even have this world's residents speak during the times the events of LEGO Dimensions, but otherwise mumble.

[0cp] Jumpchain Dimensions

Using this toggle, you can determine whether the events of LEGO Dimensions are a part of this world's timeline.

If you are including it, then sometime during your stay, in another dimension, the evil Lord Vortech will begin his plan to merge all dimensions into one under his rule, by collecting Foundational Elements from across the dimensions, including Kryptonite, the One Ring, MetalBeard's treasure, and more. He will pull heroes and villains from across the dimensions to him, resulting in the kidnapping of Robin, and setting Batman on a journey that will see him join up with Gandalf and Wyldstyle as they work to stop Vortech.

[+100cp] Mumble Mishap

Cannot be taken with Mumble Mode.

As a result of taking this drawback, all native residents of this world will speak in mumbles, and cannot be made to speak 'normally'. Additionally, the *Mumblespeak* perk, as well as similar effects from other perks, powers, or items you may possess fail to work for the duration of the jump.

[+100cp] Arachnophobia

You have a deep-seated fear of spiders, and as a result you'll find it difficult to act while you are in their presence.

With sufficient willpower, you'll be able to overcome this moment to moment, and with great time and effort you may be able to overcome it completely – though perks and powers that would normally assist in this process fail to do so.

[+100cp] Students In Peril

Throughout your travels, you will often encounter Hogwarts students trapped in some kind of perilous situation, or simply greatly inconvenienced. Should you have some means of rescuing them from their dilemma, you will feel compelled to do so, above all other priorities and in spite of contrary feelings you might ordinarily have.

Fortunately, this compulsion solely applies to the students this drawback leads you to encountering, not simply any student in peril.

[+200cp] Four Hearts For Health

As a result of taking this drawback, you will find that any time a solid hit is landed on you, it will always deal a quarter of your overall vitality as damage (but won't deal less if it was already doing more than that).

In other words, without recovering your health, you can only be hit a maximum of four times before death, regardless of your usual durability or vitality.

[+200cp] No Building

For the duration of the jump, you are unable to build LEGO objects, including indirectly through means such as *Wingardium Leviosa*.

You may still acquire the *LEGO Builder* perk, but do not benefit from it until the jump comes to an end.

[+200cp] D.A.D.A. Banned

Roughly halfway through your stay, a significant amount of what you have learned will be stripped from you. This applies not just to spells, but also to skills and general knowledge. Fortunately, your memories as a whole are not impacted by this drawback.

Re-learning what has been taken is possible, and what you have not re-learned will be given back to you when the jump comes to an end.

[+300cp] Limits of LEGO

Wanting to flex all of those fancy powers and items? Then this... isn't the drawback for you.

As a result of taking this drawback, you find that any powers or items you have beyond the capacity or means of an ordinary person will have additional limits placed on them, generally in respect of when and where you can draw upon them. The more powerful the item or ability is, the stronger the limits; for example, if you had a Time Turner, you'd only be able to use it at certain grandfather clocks, and only for specific durations.

[+300cp] Undesirable No. 1

Voldemort wants you dead, even before Harry Potter. Not only will you have to worry about Voldemort and his Death Eaters, but should the Ministry of Magic be subverted as would typically occur, they'll be on the lookout for you as well.

[+300cp] Muggle

By taking this drawback, you will be locking yourself into the form of a living muggle (non-magical human) for its duration. You will be unable to change your form by any means, including switching or blending alt-forms.

You'll also lose access to any magic you might otherwise have, be it from this jump or another. Naturally, this will greatly restrict your agency in this world.

-Ending-

You have reached the end of your stay here. All of your drawbacks are hereby revoked. Any background memories you have acquired no longer have any influence over your behaviour.

Choose one of the following three options:

Free Play Unlocked: You choose to remain in this world. Your chain ends here.

Continue Story: You choose to continue your chain. Proceed to the next jump.

Exit Level: You choose to return to your original world. Your chain ends here.

-Notes-

Thank you to everyone who assisted in making this jump.

On LEGO Effects:

When powers or items operate with “LEGO effects”, this means they act as they would if they were in a Traveller's Tales LEGO game. Not every effect will use LEGO particles or objects, though sometimes they will do so indirectly or as a knock-on effect. For example, while frost powers you possess might still appear “realistic”, they can still be used to turn normal water into LEGO ice objects.

Powers and items operating with LEGO effects are no less dangerous or powerful.

On exported and Free Play Character companions:

New companions gained via the Recruit or Free Play Character options gain the ability to switch between their LEGO form and a more realistic form, as described at the start of the Form & Species section. Personal equipment associated with these characters that is kept will likewise gain the ability to switch between LEGO and non-LEGO forms, as described at the start of the Items section.

Free Play Characters are intended to be generally at gameplay level, though you do have some wiggle room. For example, a wizard could apparate at any time, not just on specific points. However, a Time-Turner character will be more limited in how they can make use of the device.

On Wand Imports:

As a special consideration, and in addition to other item imports *Your Wand* may qualify for, you may import a Lightsaber from the LEGO Star Wars Game (The Complete Saga Series) jump into it.

So, what exactly happens here, anyway?

LEGO Harry Potter: Years 1-4 adapts the following: Harry Potter and the Philosopher's Stone, Harry Potter and the Chamber of Secrets, Harry Potter and the Prisoner of Azkaban, and Harry Potter and the Goblet of Fire.

LEGO Harry Potter: Years 5-7 adapts the following: Harry Potter and the Order of the Phoenix, Harry Potter and the Half-Blood Prince, Harry Potter and the Deathly Hallows – Part 1, and Harry Potter and the Deathly Hallows – Part 2.

Notably, these are adaptations of the film series, rather than the original books. However, some book-only elements are present in the games, though they aren't given particular attention.

These adaptations often insert kid-friendly LEGO-based humour, and to suit the gameplay trim and extend scenes. To suit the co-op capable games, scenes are sometimes changed to insert an additional playable character into them.

How does LEGO Dimensions play into this?

While the Wizarding World does not take part in the primary events, it does have a role in the overall events.

The events of *Fantastic Beasts and Where To Find Them* are explored via a Story Pack. New York in this time period is explorable as an Adventure World.

Also, key locations from the Harry Potter series are visitable via a second Adventure World. It is not clear exactly when this happens, as contradictory information is provided (Neville is in his seventh year, but Dumbledore is alive and well), but it is definitely in the latter half of the Harry Potter series. It is possible this is some form of time shenanigans, or it simply doesn't matter because this is a fun LEGO setting.

Various characters from the Wizarding World franchise also appear in other franchise's worlds during these events.

-Changelog-

0.1

Created the jump.

1.0

(i) Minor typo fixes.