The Triwizard Gauntlet V1.08 By DeverosSphere

The Triwizard Tournament is a magical contest held between the three largest wizarding schools of Europe: **Hogwarts School of Witchcraft and Wizardry**, **Durmstrang Institute**, and **Beauxbatons Academy of Magic**, each school being represented by one Champion.

By participating in this Gauntlet you are one of these 17 year old Champions whose name has been selected by the Goblet of Fire requiring you to participate or lose your magic.

You will have to compete in a minimum of three tasks designed to test your magical ability, intelligence, and courage.

The Tournament is notorious for being extremely dangerous with not only Champions losing their lives while competing, but also a number of spectators.

This Gauntlet will begin on the 31st of October as your name is produced from the Goblet of Fire and end with the final task at the end of June.

Dying in this gauntlet is considered a **Gauntlet Failure** not a **Chain Fail**.

A **Gauntlet Failure** will result in you getting the option to either drop this gauntlet to move onto another Jump or rewinding time to the 31st of October.

If you choose to rewind time you will erase the timeline you failed in and will have any memories about the tasks themself, including what they entail removed from your mind. You will remember any social time or training you did in preparation during your failed attempt.

For the duration of this tournament all of your out of Gauntlet Perks and Items will be disabled.

You start this Gauntlet with only your **Bodymods** and **0 CP**.

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Time and Date:

Time for the Tournament - Free
You can select what year this tournament you're participating in is set in, including the tournaments set in 1994, 1792, 1594, 1494 and the first tournament in 1294.

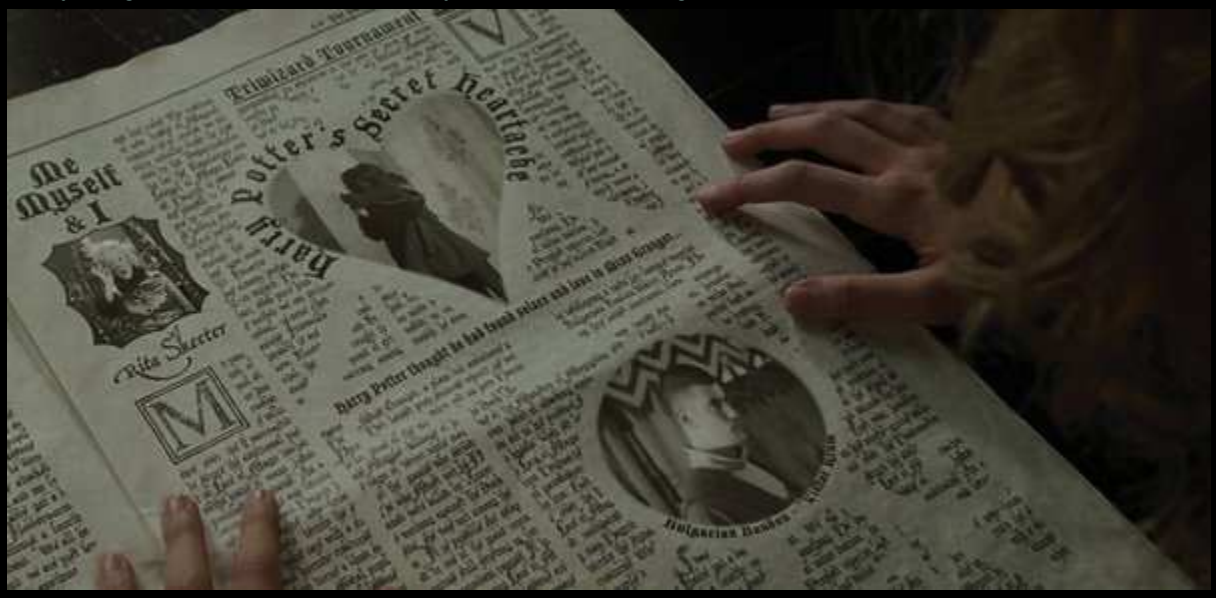
Drawbacks:

Book 4 -100/500 CP
By purchasing this drawback you can set this Gauntlet to take place as a supplement during another Wizarding World of Harry Potter Jump with the Gauntlet restrictions only occurring during the tasks. By paying a total of **-500 CP** you may use this Gauntlet as a supplement in any future Wizarding World of Harry Potter Jump's.

Prequel -200 CP (Requires "Book 4")
By purchasing this drawback you will gain all of the perks and items purchased in this document at the start of the Wizarding World of Harry Potter Jump that this is a supplement for.

Under Aged +50 CP
No student under the age of 17 may enter their name but it seems that the Age Line around the Goblet has failed to take you into account and allowed you to be entered into the Triwizard Tournament. This drawback can be taken a maximum of 6 times for a total of **+300 CP** with each time reducing your age from 17 by 1 year to a be at the youngest 11 Years old.
You do not need to take this drawback if you wish to be younger than 17.

Bad Publicity +50 CP
You will have to do an interview for each event in the Tournament with the reporter doing everything in their power to make you look bad or dig up some drama to sell papers.



Cheater +50 CP
Regardless of how you have been entered into the Goblet of fire everyone will believe you have cheated your way into the Tournament.

Last Pick +100 CP
Whenever there's a random element to the task such as participation order or the variant of a species that you will face, you will always have the most difficult of the options.

Goblet of What? +100/300 CP
You have no knowledge of the canon Triwizard Tournament.
For a total of **+300 CP** you have no knowledge of the Wizarding world of Harry Potter.

Chevalier +100 CP
You now not only have to survive the tournament but must also make sure that all other Champions survive should any of them die or lose their magic it will count as a gauntlet failure. For every two schools participating in the tournament you will gain **+100 CP** to a maximum of **+400 CP**.

Champion or Bust +300 CP
You now must not only complete the tournament but also win it or it will count as a Gauntlet Fail.

High Score +300 CP (Requires “Champion or Bust”)
You now must not only win the tournament but also have the highest score in each task. If anyone has a higher score than you it will count as a gauntlet failure. For every task in the tournament you will gain **+100 CP** to a maximum of **+800 CP**.

Dark Lord +300 CP
It seems that an era-appropriate Dark Lord has set their sights on you and will attempt to kidnap you at some unknown point during the Tournament. They will only attempt to kidnap you once during the tournament so if you survive and escape that event you will not be targeted again for the duration of the gauntlet.

Squib +500 CP
For the duration of this Gauntlet you will not be able to use the **Magic** perk or any perk that has it as a root requirement. The knowledge perks and innate perks will still function as intended as will any item you have purchased.

The Doomspell Tournament +500 CP
It seems that you are no longer participating in the Tri-Wizard tournament but instead the Doomspell Tournament, a series of events that if the wrong chain of events take place would cause the beginning of Ragnarok and the end of the world. If your Doomspell Tournament causes the apocalypse it will count as a gauntlet failure even if you win the tournament.
For a total of **+1000 CP** if Ragnarok is caused by your actions during the tournament it will count as a chain failure.

School of Origin:

Each School grants its Champion extra assistance and discounts on specific Perks and Items.

Participating Schools - Free (Mandatory)
By default "***Hogwarts***", "***Durmstrang***" and "***Beauxbatons***" will be participating in this contest with each school having its own Champion.

Extra School +50 CP
For an extra **+50 CP** each totaling a maximum of **+250 CP** you can include any other canon schools of magic from this list:
"***Castelobruxo***", "***Ilvermorny***", "***Koldovstoretz***", "***Mahoutokoro***" or "***Uagadou***".

Beauxbatons - Free
The Beauxbatons Academy of Magic is a wizarding school located in Southern France which takes students from France, Spain, Portugal, the Netherlands, Luxembourg, and Belgium. The school is well known for its Fine Arts, Dueling and Magical Fencing Courses.

Castelobruxo - Free (Requires "Extra School: *Castelobruxo*")
Castelobruxo is a wizarding school located in the Amazon rainforest of Brazil, it takes students from all over South America and is known for its Magi-Zoology and Herbology Courses.

Durmstrang - Free
The Durmstrang Institute is a wizarding school located in the northernmost reaches of Scandinavia, it takes students mainly from Northern and Eastern Europe but frequently accepts international students. The school is well known for its extensive courses on the various aspects of the Dark Arts and its intense courses in Martial Magic.

Hogwarts - Free
Hogwarts School of Witchcraft and Wizardry is located in the Scottish Highlands, it takes students from Scotland, England, Ireland, Northern Ireland and Wales.
The school is well known for its Charms and Potions classes as well as being one of the few schools that has a ministry approved course on Apparition.

Ilvermorny - Free (Requires "Extra School: *Ilvermorny*")
Ilvermorny School of Witchcraft and Wizardry is located at Mount Greylock, United States of America, it takes students from all over North America. The school is well known for integrating the magical techniques of multiple cultures into its education system allowing for utilising multiple styles of magic.

Koldovstoretz - Free (Requires "Extra School: *Koldovstoretz*")
The Koldovstoretz Palace of Witchcraft is a wizarding school located in a hidden section of Lake Ladoga in Russia which almost exclusively takes students from Russia. The school is well known for its spell crafting courses and the one that uses trees instead of brooms for quidditch.

Mahoutokoro - Free (Requires "Extra School: *Mahoutokoro*")
Mahoutokoro School of Magic is located in Minami Iwo Jima, a Japanese volcanic island with the smallest student body of the great wizarding schools taking students primarily from Japan but also accepting some students from Eastern Asia.
The school is well known for having their own professional quidditch team and for accepting students from age 7 though they are not allowed to live at the school until age 11.

Uagadou - Free (Requires "Extra Schools: *Uagadou*")
Uagadou is the largest wizarding school in the world, it is located in the Mountains of the Moon within Uganda also known as the Rwenzori Mountains, it takes students from All over Africa.
The school is well known for its classes in Astronomy, Alchemy, Self Transfiguration and Wandless Magic.

Extra Champion +200 CP
It seems that you are not the Champion of your school and instead a spare, you may select any of the participating school's to be a student of for **Education Perks**, but you will not get a discount on your **Origin Perks** or beneficial treatment from your school.

Weighing of the Wands:
A traditional part of the Tournament, designed to ensure that all Champions' wands are in perfect functioning condition for the perilous Tasks ahead.

Weighing of the Wands - Perks:
Though it should be obvious a wizard requires actual magic to use a wand otherwise it’s just a stick.

Magic - Free
With this perk you are now a Witch or Wizard and so long as you have a corresponding wand you can channel your magic to cast spells. Magic tends to appear in children but its stability and level of power tends to grow as they go through puberty. The spells you can cast have a wide variety of uses but are reliant on your skill and intention. As a wizard or witch, you have some advantages over the non-magical people known as Muggles. You age slower than Muggles and can live for over a century without much difficulty. You are immune to most non-magical diseases but are normally susceptible to magical ailments that are harmless to Muggles like Dragon Pox and Spattergroit, however you will be resistant to these magical diseases.

Magical Prodigy -200 CP (Requires “Magic”)
Your raw magical power far exceeds your peers as your magic capabilities are at the level that would be expected for someone a decade older than you with that capability only increasing as you age.

Magical Powerhouse -350 CP (Requires “Magical Prodigy”)
You have the raw capabilities to match the true powerhouses of magic, such as Voldemort, Grindelwald and Dumbledore. This does not give you the precision, skill, knowledge or experience to truly be at their level, instead it gives you the capacity to power any spell you are likely to find in the wizarding world and the capacity to empower any spell you are able to cast.

Ancient Magic -200 CP (Requires “Magical Prodigy”)
You are able to use magic which is beyond the scope of normal wizards. Though this magic is almost forgotten by most modern witches and wizards it can be used to create raw and unfiltered magical effects which are far greater than the witch or wizard would otherwise be able to produce. This magic was prominently used by a student of Hogwarts who prevented a Goblin Rebellion in the late 1800’s some say that this magic is part of Hogwarts Legacy.

Weighing of the Wands - Item:

For the weighing you will need to present the wand you will be using in this Tournament **you may only choose 1 Weighing of the Wands - Item**.

Import Wand - Free

Despite this being a gauntlet you can use this option to import any wand you already own, including the elder wand if you already gained it in another jump.

Pre-Owned Wand - Free

This wand once belonged to someone else and it is still loyal to them. This means that any spell you cast with it will be slightly weaker than it should be and you will find it slightly harder to wield. Roll **1D6** to determine the **Wand Core**, **1D40** to determine the **Wand Wood**, **1D6 +9** to determine the **Wand Length** and **1D20** to determine the **Wand Flexibility**. If you roll 38-40 for **Wand Wood** or roll 20 on **Wand Flexibility** you must reroll.

Custom Wand -50 CP

You can create a new custom wand that is perfectly set for you by selecting a Wand Core, Wand Wood, Wand Length and Wand Flexibility.

Custom Wand - Wand Core:

For more information on each core please see the notes section.

1:Dragon Heartstring	***2:Horned Serpent Horn***	***3:Phoenix Tail Feather***
4:Thestral Tail Hair	***5:Thunderbird Tail Feather***	***6:Unicorn Tail Hair***

Custom Wand - Wand Wood:
For more information on each wood please see the notes section.

1:Acacia	***2:Alder***	***3:Apple***	***4:Ash***	***5:Aspen***
6:Beech	***7:Blackthorn***	***8:Black Walnut***	***9:Cedar***	***10:Cherry***
11:Chestnut	***12:Cypress***	***13:Dogwood***	***14:Ebony***	***15:Elder***
16:Elm	***17:English oak***	***18:Hawthorn***	***19:Hazel***	***20:Holly***
21:Hornbeam	***22:Larch***	***23:Laurel***	***24:Maple***	***25:Pear***
26:Pine	***27:Poplar***	***28:Red oak***	***29:Redwood***	***30:Rowan***
31:Silver lime	***32:Spruce***	***33:Sycamore***	***34:Vine***	***35:Walnut***
36:Willow	***37:Yew***			

Custom Wand - Wand Length:
For more information about wand length please see the notes section.
Most wands will be in the range of between **9** and **14 inches**.
While there are wands under **8 inches** and over **15 inches** these are exceptionally rare.

Custom Wand - Wand Flexibility:
For more information about wand flexibility please see the notes section.
Wand flexibility or rigidity denotes the degree of adaptability and willingness to change possessed by the wand-and-owner pair.
The below lists all terms for flexibility from the most flexible “1” to the most rigid. “19”.

1:*Very Flexible*	***2:****Quite Bendy*	***3:****Quite Flexible*	***4:****Fairly Bendy*
5:*Pliant*	***6:****Supple*	***7:****Swishy*	***8:****Reasonably Supple*
9:*Slightly Springy*	***10:****Surprisingly Swishy*		***11:****Whippy*
12:*Brittle*	***13:****Solid*	***14:****Hard*	***15:****Slightly Yielding*
16:*Stiff*	***17:****Rigid*	***18:****Unbending*	***19:****Unyielding*

Tasks:

For this selection you will be able to customise the tasks for each round of the tournament each task must consist of an **Objective**, a **Task Location** and a **Challenge** with each section allowing you to gain more **CP** the more difficult or dangerous you make them.
Be aware that each task will be viewed by an audience via a wide view scrying spell and that you will not remember what customisations you made.

Canon Tasks +1000 CP (Optional)
By selecting this option you can not use the task customisation options and must take all of the canonical task from **Harry Potter and the Goblet of Fire** this also prevents you from using the **Extra Task** option and rounds up the **CP** amount to **+1000 CP**.
-First Task:
Objective - Clue - Free
Mortality - 5% - Free
Task Location - Location Modifier - Free [Rocky Arena] - Colosseum - Free
Challenge - Fantastic Beasts - Beast Grade - XXXXX +150 CP [Dragon]
-Second Task:
Objective - Hostage +50 CP
Complication - Important Hostage +50 CP
Mortality - 5% - Free
Task Location - Location Modifier - Free [The Black Lake] - Wildlife Area +50 CP
Challenge - Fantastic Beasts - Beast Grade - XXXX +100 CP [Mermaid]
-Final Task:
Objective - Race - Free
Complication - Trophy - Free
Mortality - 25% +100 CP
Task Location - Location Modifier - Free [Hedge Maze] - Maze +100 CP
Challenge - Fantastic Beasts - Beast Grade - XXXXX +150 CP
Challenge Modification - Committee Selection +50 CP - Varied Selections +150 CP

First Task - Free (Mandatory)
The First Task of the Tournament will be the introduction showing off the Champion's courage.

Second Task - Free (Mandatory)
The Second Task of the Tournament will show off the Champion's intelligence.

Final Task - Free (Mandatory)
The Final Task of the Tournament which decides who will be the winner of the Tournament.

Extra Task -100 CP
This Option can be taken to give you an extra task to add before the final.
This can be taken a maximum of 5 times for a total of 8 tasks.

Tasks - Objective:

This section dictates what each Champion will be getting points for doing, **you may only choose 1 Objective**.

Race - Free
All Champions will enter into the location at the same time the Champions will be scored in order of reaching the finish line and how capable they showed themselves to be during the race.

Clue - Free
You must retrieve a clue that is vital to the next task.

Escape +50 CP
The Champions will each be placed within a secure location and must escape to a designation the faster the Champion the more points they gain.

Hostage +50 CP
You must retrieve your hostage which will be an item or animal that is in potential danger.

Last One Standing +100 CP
The Champions will all be released into the **Task Location** at the same time and must all face the challenge simultaneously. The Champions are allowed to create teams, work together or simply go into a battle royal however the last conscious Champion will gain additional points.

Head to Head Contest +100 CP
The Champions will all face one another in a contest where only one of them will be the victor, all others will be scored based on their performance.

Warding Roulette +100 CP
The Champion's will all be given a box for each of the other Champions which each contain a medal. Each Champion will then be required to ward all of their boxes to prevent anyone from gaining the medal in an identical fashion within a predetermined time limit. The warded boxes will then be given to each champion who will gain points for each medal retrieved within the time limit. The more complex the wards created the harder it will be for the other champions to break.

Champion's Challenge +100 CP
Each Champion must create a puzzle, task or challenge that each of the other Champions will be forced to face. This challenge will consist of only components that the Champion has created themself and will be magically duplicated for each champion to face. The more tasks completed within the time limit the more points the Champion gains.

Scavenger Hunt +100 CP
Each Champion will be required to find a number of items and combine them together in order to open the exit and complete the challenge.

Tasks - Complication:

This section contains modification to your objective, **you may only choose 1 Complication**.

Trophy - Free (Mandatory/Exclusively for "Final Task")
Every Champion will enter into the Final Location with benefits relating to the amount of points they scored up to this point, whoever gets to the trophy first will win the Tournament.

Important Hostage +50 CP (Requires "Hostage")
You must retrieve a person who you know and care about that will be in potential danger.

Magical Plants +100 CP
The task will now include a number of dangerous magical plants which will be camouflaged within the environment.

CvC +100 CP (Requires "Head to Head Contest")
Only one Champion can win this task and all others must be eliminated in a task appropriate fashion. Champions who did not win will gain points in proportion to how they performed.

Capture the Token +100 CP (Requires "Head to Head Contest")
Each Champions will receive a flag, medal, bandana or other token of their school and must defend their token whilst attempting to collect the other champions tokens.

Wand +150 CP (Requires "Hostage")
You must retrieve your Wand which will be your hostage.

Inner Battle +200 CP
The **Objective** will be slightly different for each Champion as mental illusions will be projected during the task. What these illusions are will be distinct for each champion but could be projections of personal desires or express past mistakes.

Azkaban Adjacent +300 CP (Requires "Escape")
The Champions will be placed into a magical prison at a similar level of security to Azkaban or Nurmengard and must escape if the champion takes longer than a week then they will get zero points.

Slay The Beast +50 CP/+??? CP (Requires "Beast Grade")
You must kill the selected **Fantastic Beast** through any means necessary other than using the unforgivable spells. The **CP** you gain from this **Objective** is **+50 CP** plus the amount of the selected **Beast Grade** meaning an **X** Beast would be **Free** and an **XXXXX** would be **+200 CP**.

Capture The Beast +100 CP/+??? CP (Requires "Beast Grade")
You must capture the selected **Fantastic Beast** and return it to one of the pre-selected locations. The **CP** you gain from this **Objective** is **+100 CP** plus the amount of the selected **Beast Grade** meaning an **X** Beast would be **+50 CP** and an **XXXXX** would be **+250 CP**.

Tasks - Mortality Risk:

This section determines what safety measures are in place and if the Champions were to perform the tasks without your interference what the chances are for each Champion to die in the task.
If taken with the **Chevalier - Drawback** the cost of each option is doubled.

1% -50 CP
Regardless of any interference it's vertically impossible for anyone to die in the task.

5% - Free
It is possible that someone will die if something goes wrong however it is highly unlikely.

10% +50 CP
It is possible that someone will die but not guaranteed.

25% +100 CP
If there are four or more Champions in the task then at least one of them will die.

50% +200 CP
Half the Champions will die in this task.

75% +350 CP
Most of the Champions will die in this task without aid.

99% +500 CP
There is a small chance that a Champion will survive however it is unlikely.

Tasks - Task Location:

This section allows you to designate the area that the task will take place.
The **Location Modifier** is mandatory for each location but other than that **you may only choose 1 Task Location**.

Location Modifier - Free (Mandatory)
The task location will be appropriate to the **Tasks - Challenge**. The descriptors section can include but are not limited to: Rocky Plain, Quidditch Pitch, Underground Caves, Ice-over Lake, The Forbidden Forest, Magical Darkness, An Empty Muggle Town and The School Grounds.

Colosseum - Free
This enclosed arena provides seating for all spectators.

Obstacle Course +50 CP
This open arena consists of multiple challenges that block the Champion's progress.

Wildlife Area +50 CP
This arena is a natural area that the challenge would normally exist within. By taking this option you may find yourself coming into conflict with the native creatures who also live in that arena however they are not a part of the challenge.

Maze +100 CP
This arena is a puzzle with twists and turns, where the Champions will need to find a path from the entrance to the objective without hitting dead ends.

Expedition +100 CP
The task will be at a dangerous offschool location and Champions must prepare their own gear.

Tasks - Challenge:

This section allows you to customise what you will be facing within the task, **you may only choose 1 Challenge**.

Fantastic Beasts - Free
You can select any creature listed in “Fantastic Beasts and Where to Find Them” using the **Beast Grade** section for the Champion to face.

Non-Being +150 CP
The Champions will be facing non-beings, a type of magical spirit that includes Boggarts, Dementors and Poltergeists which were created from human emotions. They exhibit features and abilities similar to ghosts, despite them never having been alive.

Conceptual Manifestation +200 CP
These magical tests are built for the Champions to face a physical representation of an aspect of themselves.The Conceptual Manifestations can vary wildly from a manifestation of desire becoming what the Champion would see in the Mirror of Erised or of fear manifesting what a Boggart would transform into for them. Once these manifestations have been defeated either physically, spiritually or emotionally they will cease to exist.

Tasks - Challenge Modification:

This section allows you to alter your interactions with your challenge.

Additional Challenges -50 CP
With each purchase of this option you may purchase an additional **Challenge** to add to your task, you can not add the same **Challenge** to the task twice but you can add multiple **Fantastic Beasts** of the same grade so long as you do not select the same beast twice.

Multiple Challenges +50 CP
This option can be taken multiple times with each purchase doubling the number of that version of the **Challenge** you face. This option can be taken until it exceeds double the price of the **Challenge** or **Beast Grade** up to a maximum of 8 times with a **Conceptual Manifestation** totalling **+400 CP** where you will be facing 256 of your selected **Conceptual Manifestation**.

Committee Selection +50 CP (Requires “Fantastic Beasts”)
Instead of you selecting what Fantastic Beasts you will face you will only select their grade.

Varied Selections +150 CP (Requires “Fantastic Beasts”)
Instead of only facing one type of Fantastic Beast you will instead be facing a wide variety of them. You will only have to face 1 Beast of your selected grade but will also face multiple beasts of lower grades.

Mirror Match +200 CP (Requires “Conceptual Manifestation”)
Your **Conceptual Manifestation** will have all of your In-Gauntlet Perks and Knowledge.

Tasks - Beast Grade:

This is the grading list of the danger level of each magical beast within “Fantastic Beasts and Where to Find Them”. For the list of what creatures are in each grade please see the list in the notes section.

X -50 CP
The beasts in the grade are often described as boring with them normally being harmless.

XX - Free
These beasts are considered harmless by themselves and are sometimes domesticated but can cause small wounds and injuries to carless witches and wizards.

XXX +50 CP
These beasts of this grade can be dangerous but any competent witch or wizard should be able to cope with facing one of these creatures by themself.

XXXX +100 CP
These beasts are considered dangerous and require a skilled witch or wizard with specialist knowledge to safely handle.

XXXXX +150 CP
These beasts are known wizard killers and are considered impossible to train or domesticate.

The Yule Ball:

About a third of the way through the contest you will be expected to participate in the Yule Ball, for this event you will need a date.

Yule Ball - Perks:

Though these perks are intended specifically for the Yule ball you may find them useful elsewhere.

Reinforced Breathing -50 CP

You have knowledge and awareness of the best breathing pattern to enhance your body with each breath slightly enhancing your physical strength and durability, allowing you to reach superhuman levels of physical fitness after six years by only breathing.

Charming -100 CP

You have a way with your words and actions that seems to effortlessly draw others in with your banter and good sense of humour. Regardless of what you do, you can frame it in order to make yourself look and sound good while influencing others towards you.

Martial Dancer -100 CP

You gain not only the practical knowledge of how to perform all forms of dance that will be expected at the Yule Ball but also an incredible sense of balance, reflex and timing that makes you a perfect partner for dancing. Your improved dexterity and hand-eye coordination allow you to perfectly adjust for any changes in posture and positioning that your date may make, allowing you to skillfully implement any movements that you have memorised.

Fit and Healthy -200 CP

Your body is in its optimal state allowing you to function with the minimum amount of sustenance or sleep without your capacities degrading. Your body is also able to passively magically heal itself at a level that even a debilitating injury such as losing a limb or breaking numerous bones will be perfectly healed within the course of a week.

Yule Ball - Dancing Partner:

You will be able to keep your Yule Ball partner as a companion for **Free** should they choose to become your companion of their own free will. If they choose to become a companion they will gain **+400 CP** at the end of this Gauntlet to spend on perks or items in this document but do not gain extra **CP** from any drawbacks or events.

You Need An Adult +50 CP/Free

You will not be able to get a date to the Yule Ball with any student from any of the schools and will instead need the assistance of an adult. The First Purchase of this Companion is **+50 CP** but any further purchases will be **Free**.

School Chum - Free

You have managed to get a date to go to the ball with you, this can be any member of the school so long as they are not actively participating in the Tournament.

Foreign Friend -50 CP

It seems that the spirit of friendship that the Tournament was set up for has hit the mark. With this option you may select any member of any other participating school other than their Champion.

Fellow Champion -100 CP

It seems that another Champion is willing to put aside your rivalry for a fun night together.

Non-Canon Companion -100 CP

You can now select any character from any setting and have a Wizarding World of Harry Potter equivalent to that character who is a Witch or Wizard and a member of one of the selected schools.

Extra Date -50 CP

You seem to have the moves and somehow managed to convince two people to share you for the Yule Ball. By taking this option you may purchase 2 Dancing Partners.
Why stop at two you may take this option as many times as you wish with each allowing you to purchase another potential companion.

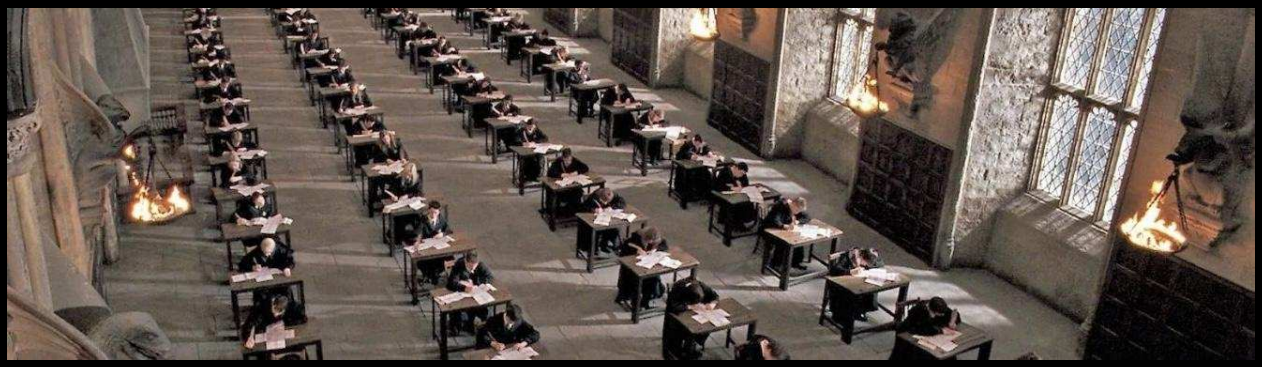
Friend from out of town -100/400 CP

For **-100 CP** you can import any single companion into this jump and they gain the **+400 CP** to spend in this Gauntlet when they are imported. For **-400 CP** you can import 8 companions who each gain **+400 CP** this option can be taken without the Extra Date option being purchased but they will not be able to go to the Yule Ball with you.

Education Perks:

These perks relate to the information you may have learned at your respective magic school and should the Rank gained from your school exceed the maximum Rank set by the drawback **Under Aged** you will still gain the Ranks specified but can not exceed them.
You also gain a **+50 CP** stipend to spend as you wish in this section.

Education Table: This table will show you which Educational Perks you get for **Free** in each school.	Beauxbatons	Castlelobrux	Durmstrang	Hogwarts	Ilvermorny	Koldovstoretz	Mahoutokoro	Uagadou
Magical Theory							4	
Muggle Mathematics	1	1	1	1	1	4	4	1
Astronomy	1	1	1	1	1	1	1	1
Charms	1	1	1	4	1	1	1	1
Dark Arts	1	1	6		1	1	1	1
Defence Against the Dark Arts	1	1	1	4	1	1	1	1
Healing Arts	5	1	1		1	1	1	1
Herbology	1	5	1	4	1	1	1	1
History of Magic	1	1	1		5	1	1	1
Potions	1	1	1	4	1	1	1	1
Transfiguration	1	1	1	4	1	1	1	5
Alchemy	3							3
Arithmancy						2	1	
Care of Magical Creatures		3						
Muggle Studies	1	1		2	1	1	1	1
Ancient Studies					3			
Flying						1	3	
Necromantic Studies			3					
Spell Creation						1		



Education Perks - Test Results Grade:

You only need to purchase from this section once and it will determine the grade you would get for taking the level of **Education Perk** that you purchased.

Troll +100 CP
You have managed to score a zero forcing us to conclude that you were either making a rebellious statement about the futility of formal education or that you have an inability to learn intermediate concepts.

Dreadful +50 CP
You have failed this examination, having shown an Inability to learn advanced concepts and have no working knowledge of basic concepts.

Poor - Free
We regret to inform you that you have narrowly failed your test. This may have been due to factors outside your control

Acceptable -50 CP
We are pleased to tell you that you have passed your test. Your knowledge of the workings of the wizarding world demonstrates real magical potential.

Exceeds Expectations -100 CP
A most creditable performance! We are impressed by the breadth of your magical knowledge and your level of insight into the wizarding world.

Outstanding -150 CP
Your exemplary powers of deduction and a formidable knowledge of the inner workings of the magical world reveal you to be a witch or wizard of genuine skill and learning.

Outrageously Outstanding -250 CP
You have not only passed this test but also surpassed the intentions of the exam, proving your level of knowledge and capability to be beyond the level of your purchased education perks.

Education Perks - Pre-School Subjects:

You may purchase a **maximum of 10 ranks** in each subject in order to gain that many years of academic knowledge.

Language Skills -1 CP
You have learned a mundane language that can include but are not limited to Bulgarian, French, Dutch, Japanese, Latin or Spanish.

Magical Language -2 CP
You have learned the language of a magical species that can include but is not limited to Giant, Gobbledegook, Mermish or Troll.

Magical Theory - Free/-5 CP
Magical Theory is a subject which allows younger students to learn the underlying theories and principles used in magic and spell casting.
The first 4 Ranks of this Perk is **Free** for **Mahoutokoro** students.

Mind Arts -15 CP
The mind arts are methods of organising and protecting your own mind through meditation. These can be used to read the thoughts of others but require a lot of training and practice.

Muggle Art -1 CP
Muggle Art is a subject in which you learn how multiple techniques are used to draw or paint. It is normally considered part of the Muggle Studies curriculum but is often taught to students before the beginning of Magic School.

Muggle Mathematics - Free/-5 CP
Mathematics is an area of knowledge that includes the topics of numbers, formulas and related structures, shapes and the spaces in which they are contained, and quantities and their changes. The first rank of this Perk is **Free** for all schools, the first 4 Ranks of this Perk is **Free** for **Koldovstoretz** and **Mahoutokoro** students.

Muggle Music -1 CP
Muggle Music is a subject in which you learn how multiple techniques are used to sing or play instruments. It is normally considered part of the Muggle Studies curriculum but is often taught to students before the beginning of Magic School.

Education Perks - Core Subjects:

You may purchase a **maximum of 7 ranks** in each subject in order to gain the academic knowledge that would be required to pass that many end of year exams to the **Test Result Grade** you purchased above.
For each rank of **Under Aged** you have taken, the maximum number of ranks of **Core Subjects** you can take is reduced by 1.

Astronomy - Free/-5 CP
Astronomy is a subject and core class and taught at most magic schools and some muggle ones. Astronomy is the branch of magic and science that studies stars and the movement of planets. The first rank of this Perk is **Free** for all schools.

Charms - Free/-5 CP
Charms is a subject of magic that allows you to alter how something behaves without altering its shape. The first rank of this Perk is **Free** for all schools and the first 4 Ranks of this Perk is **Free** for **Hogwarts** students.

Dark Arts - Free/-5 CP
Dark Arts is a subject where students are taught curses, hexes and jinxes as well as numerous other forms of Dark Magic are taught in this class.
The first rank of this Perk is **Free** for all schools except **Hogwarts** and the first 6 Ranks of this Perk is **Free** for **Durmstrang** students.

Defence Against the Dark Arts - Free/-5 CP
DADA is a subject in which students study and learn how to defend themselves against all aspects of the Dark Arts, including dark creatures, curses, hexes and jinxes.
The first rank of this Perk is **Free** for all schools and the first 4 Ranks of this Perk is **Free** for **Hogwarts** students.

Healing Arts - Free/-5 CP
Healing Arts is a subject where students are taught medical aid, biology and a bunch of spells used for detecting and healing mundane or supernatural illnesses and injuries.
The first rank of this Perk is **Free** for all schools except **Hogwarts** and the first 5 Ranks of this Perk is **Free** for **Beauxbatons** students.

Herbology - Free/-5 CP
Herbology, the study of magical and mundane plants and fungi. In this class students learn how to properly care for and utilise different plants, as well as learn about their magical properties and what they are used for. Many plants provided ingredients for potions and medicine, while others had magical effects of their own right. The first rank of this Perk is **Free** for all schools and the first 5 Ranks of this Perk is **Free** for **Castelobruxo** students.

History of Magic - Free/-5 CP
History of Magic is a subject and core class taught at Hogwarts School of Witchcraft and Wizardry. This class studies the historical use of magic and the important events that took place for a number of magical communities.
The first rank of this Perk is **Free** for all schools except students of **Hogwarts** and the first 5 Ranks of this Perk is **Free** for **Ilvermorny** students.

Potions - Free/-5 CP
Potions is a class, students learn the correct way to combine ingredients to brew potions that have magical effects on the consumer.
The first rank of this Perk is **Free** for all schools and the first 4 Ranks of this Perk is **Free** for **Hogwarts** students.

Transfiguration - Free/-5 CP
Transfiguration is a subject that teaches the art of changing the form and appearance of an object or a person. The first rank of this Perk is **Free** for all schools, the first 4 Ranks of this Perk is **Free** for **Hogwarts** students and the first 5 Ranks of this Perk is **Free** for **Uagadou** students.

Education Perks - Elective Subjects:
You may purchase a **maximum of 5 ranks** in each subject in order to gain the academic knowledge that would be required to get the **Test Result Grade** for that end of year exams.
For each rank of **Under Aged** you have taken, the maximum number of ranks of **Elective Subjects** you can take is reduced by 1.

Alchemy - Free/-15 CP
Alchemy is an elective subject that tackles the ancient magical science of Alchemy focused on the study of nature's four basic elements, as well as the creation of reagents that affect permanent transmutation of substances such as base metals into gold.
The first 3 Ranks of this Perk is **Free** for **Beauxbatons** and **Uagadou** students.

Arithmancy - Free/-15 CP (Requires 3 Ranks "Muggle Mathematics")
Arithmancy is a subject focusing on the study of numbers and their use in magic, often requiring the composition of complicated number charts to explain number patterns that are essential for spell casting but would seem random to muggles.
The first Rank of this Perk is **Free** for **Mahoutokoro** students and the first 2 Ranks of this Perk are **Free** for **Koldovstoretz** students.

Care of Magical Creatures - Free/-15 CP
Care of Magical Creatures, also known as Creature Care, is a subject where students learn about a wide range of magical creatures, including flobberworms, hippogriffs, unicorns and even thestrals. Students are taught about feeding, maintaining, breeding, and proper treatment of these creatures and many more.
The first 3 Ranks of this Perk is **Free** for **Castelobruxo** students.

Divination -15 CP
Divination is a subject that teaches methods of divining the future, or gathering insights into future events, through various rituals and tools. Unfortunately those who do not have the "gift" will find this class has few uses to them with only a third of the techniques and methods being usable by Witches and Wizards without the natural "gift" for the subject.

Muggle Studies - Free/-5 CP
Muggle Studies is an elective subject and part of the non-magical studies curriculum which involves the study of the history and daily lives of Muggles, and how they were able to live without magic using electricity, technology and science.
The first rank of this Perk is **Free** for all schools except students of **Durmstrang** and the first 2 Ranks of this Perk is **Free** for **Hogwarts** students.

Study of Ancient Runes -15 CP
The Study of Ancient Runes is a mostly theoretical subject that studies ancient runic scripts of magic and how they are used to embed magical effects into objects.

Education Perks - Extra-curricular:
You may purchase a **maximum of 3 ranks** in each subject in order to gain the academic knowledge that would be required to reach the **Test Result Grade** for that end of year exam.

Ancient Studies Free/-15 CP (Requires 4 Ranks "History of Magic")
Ancient Studies is a class that focuses on ancient magic that were practised by ancient cultures such as the Romans, Egyptians and Mesopotamians.
The first 3 Ranks of this Perk is **Free** for **Ilvermorny** students.

Enchanting -15 CP (Requires 2 Ranks "Study of Ancient Runes")
This class is the practical application of creating magical items through embedding Runes and magical pathways onto tools and objects in order to replicate the effects of spells and magical phenomenons.

Field Studies -15 CP (Requires 2 Ranks "Care of Magical Creatures")
Field Studies class is dedicated to studying magical plants and creatures in their natural environments and visiting various magical nature preserves in order to study the life cycles and food chains of magical ecosystems.

Flying - Free/-5 CP
Flying, also known as Broom Flight Class, is a subject that teaches students how to fly.
The first Rank of this Perk is **Free** for **Koldovstoretz** students and the first 3 Ranks of this Perk is **Free** for **Mahoutokoro** students.

Ghoul Studies -15 CP
Ghoul Studies is a class that focuses on ghouls, ghosts, and poltergeists.

Necromantic Studies - Free/-15 CP (Requires 4 Ranks "Dark Arts")
Necromantic Studies teaches its students Necromancy and undead manipulation methods. This subject is considered one of the most taboo with the majority of its applications being considered illegal, despite this it is a required subject for most high level Curse Breakers, Aurors and Healers.
The first 3 Ranks of this Perk is **Free** for **Durmstrang** students.

Spell Creation - Free/-15 CP (Requires 2 Ranks "Arithmancy")
Spell Creation teaches the art of creating and customising spells primarily through the use of arithmancy to determine spell length, wand movements and spell intent.
The first Rank of this Perk is **Free** for **Koldovstoretz** students.

Spiritual Magic -15 CP (Requires 2 Ranks "Ghoul Studies")
This class focuses on Soul magic, one of the most dangerous forms of magic, teaching students how to detect, manipulate, summon and bind souls and spiritual creatures.

Ritual Study -15 CP (Requires 4 Ranks "Astronomy")
Ritual Study is a mostly theoretical class that focuses on utilising time, space and magical materials in order to create sacrificial, symbolic or sympathetic magic.

Xylomancy -15 CP (Requires 1 Rank "Divination")
Xylomancy is an often overlooked subject that teaches methods of divination that rely upon twigs. Though this subject is one of the most accurate forms of divination it requires that the user have the "gift" or it will be useless to them.

Innate Perks:

These perks are your natural abilities and capabilities.

The Gift -50 CP

You have the natural “Gift” for divination, often referred to as the Inner Eye with this you can utilise all divination methods and gain various insights with them.

Silent Spell -100 CP

You are now able to cast any spell you know non-verbally. Casting a spell this way will take longer than casting verbally though with practice you can improve your casting speed allowing you to reach your normal casting time and potentially exceed it.

Wandless Wizard -200 CP

You are now capable of casting any spell you know without a wand or any other spell focus, doing so will require a greater amount of focus and concentration but with time and practice you can reduce how difficult it is to perform with it eventually becoming effortless.

House Elf Magic -300 CP

The beloved magic aid house elves have their own form of magic allowing them to assist with the mundane tasks of daily life such as household chores and domestic activities.
You are now able to perform House Elf magic helping you magically clean and repair areas and objects instantly. With time and practice you may even be able to perform the house elf variation of apparition.

Sacrificial Protection -600 CP

This powerful protection defends you against harmful magical influences with this effect possibly removing the effects of potions and corruption while also protecting you from offensive spells as if you had a Protego charm active at all times.

Origin Perks:

Musical Magic -200 CP (Discounted “Beauxbatons”)

You have an innate connection to the flow of your magic allowing you to string together numerous feelings, ideas, and concepts into a string of magical effects composed within a spell song. Using this it is possible for you to sing a spell song using a magical language in order to greatly enhance it and when using a spell song on a creature with magical resistance you will be able to bypass its physical resistance to affect the mind.

SpellSword -400 CP (Discounted “Beauxbatons”)

You have the physical and magical combat abilities required to entwine any spell you cast within your body or any tool you are holding. From this you can prepare a spell within an object and then activate the spell at will or enhance your own capabilities through timed activation such as using Depulso from your shoes to accelerate your running speed.

Nature Magic -200 CP (Discounted “Castelobruxo”)
You have a powerful tie to nature allowing you to create a connection to any living thing in order to promote healing, growth and send them directions. Sending them directions does not mean you can speak to plants or animals but instead you can use a connection to transfer concepts and ideas between you both in order to convince plants or animals to do tasks for you. With time and training you could do much more with this connection such as casting a spell through the link so that the spell originates from the target plant or animal.

Blue Magic -400 CP (Discounted “Castelobruxo”)
You possess a magical power which allows you to make your magical energy mimic that of other magical creatures. This means that whenever you experience the magic or the magical abilities of magical creatures you can copy them and use them as if they were natural to you as they were to them. When you use these magic abilities you will initially do them the same way you experienced them but with time and experience you will be able to fine tune them towards how you want to use them.

Sacrificial Magic -200 CP (Discounted “Durmstrang”)
Sacrificial Magic is one of the oldest forms of magic but it is highly contested often being seen as a forbidden dark art due to how easy it is to misuse. By sacrificing something such as your blood or saliva you would be able to strengthen a magical effect such as a rune, ritual or spell. The more valuable the sacrifice being used is to the user and magic the greater the results will be with the users saliva giving less of a boost than their blood but the same amount as the blood of a stranger.

Fiend-Element Master -400 CP (Discounted “Durmstrang”)
You have mastered the elemental magics of fire, water, air, earth and lightning as well the darker utilisations. This knowledge not only allows you to magically create and control each element but also create their darker variants allowing you to control the shape and mentality for any elemental constructs. Using this you could make Fiendfyre or Cursed Ice into a peaceful stag shaped construct or an aggressive viper.

Apparition -200 CP (Discounted “Hogwarts”)
You have mastered Apparition, a form of wizarding teleportation that allows you to move with a snapping sound to any location you have ever visited with a number of passengers. Initially should you apparate with more than two other people you will all feel nauseous but with time and practice you can not only reduce this nausea to add more people but you can also remove the snapping sound for silent apparition.

Draconifors -400 CP (Discounted “Hogwarts”)
You have mastered the root power of the Draconifors Spell which allows you to transform anything including a person into a dragon, this mastery goes so far as to even allow you to cast a partial transfiguration to grant a target dragon features such as giving them wings or a dragon's head. However the transfigured dragon will be around the same size as the original target, limiting its power and fire projection. You can also telepathically communicate with your created dragons from any distance.

Occult Practices -200 CP (Discounted “Ilvermorny”)
Not all magic within the wizarding world is reliant on the European wand based culture and with this perk you gain an innate capacity for occult practices that, although slower than European magic, do not require a wand. This perk includes but is not limited to giving you a natural talent for and knowledge of how to use demonology, exorcism, ley line channelling, shamanism, taoism and voodooism.

Walking Possession -400 CP (Discounted “Ilvermorny”)
You have the ability to project your mind from your body in order to spirit walk and force possession in order to control the bodies of creatures whose minds you are strong enough to suppress. When spirit walking your body will be in a comatose state and your spirit form is not vulnerable to physical harm but can be damaged by spiritual damage like the Dementor’s kiss. You can use this possession to control humans but you will find it more difficult to suppress their minds and control their bodies especially if they have any form of mind arts.

Enchanter’s Touch -200 CP (Discounted “Koldovstoretz”)
You are able to temporarily enchant anything you touch with any enchantments you already understand while you are in physical or magical contact with it and whenever you touch a magical object you will instinctively understand the enchantments that allow it to function. Through this you could turn an ordinary broom into a Firebolt while you use it or an ordinary water basin into a pensive; with time and practice you could learn how to make these enchantments last longer allowing you to eventually create true magical items merely by touching their raw materials.

Intent Magic -400 CP (Discounted “Koldovstoretz”)
You have an innate connection to your magic allowing you to actively wield your magic using only your will and imagination to shape it. Through this you can cast almost any type of spell by creating it on the fly with each spell following your desire and intentions such as casting an intent-based spell to make an object float that is distinct from the wingardium leviosa spell.

Analysis Magic -200 CP (Discounted “Mahoutokoro”)
You are now able to passively sense and decipher magic, from this you can feel when you are in a magical area, when a spell is cast and the general effect the magic would have. With enough practice you would be able to modify spells cast by others and modify magic in the local area such as wards.

Merged Magic -400 CP (Discounted “Mahoutokoro”)
You are now able to combine multiple spells into a single casting allowing the resulting spell to be stronger than the sum of their parts. Using this you could combine similar spells to magnify their effect or cast spells with different benefits such as a stunning spell with a shield breaker in order to cast a spell with both effects which could break through a protego and then stun the target. Initially you could only use this perk to combine two spells, however with training and practice you could combine any number of spells even if they come from different forms of magic from alternate worlds.

Multi-Spell -200 CP (Discounted “Uagadou”)
You are able to cast multiple spells at once, this can be done in multiple ways if you only have one wand and are not able to cast wandlessly you would be able to cast the same spell multiple times within a single casting but will find it more difficult to aim the spell. If you had two wands you would be able to cast a spell on each with the same level of difficulty as if you were only casting one spell. If you are able to cast wandlessly there is no true limit on the number of spells you could cast simultaneously however you would need to increase your level of concentration for each additional spell you cast.

Animagus -400 CP (Discounted “Uagadou”)
You have now gained not only 1 but 3 animagus forms and can seamlessly shift between human and animal forms.
Your first animagus form is an animal that is innate to you and would be your natural animagus form. Your second animagus form is a non-magical animal of your choice but once chosen can not be changed. Your third animagus form is a magical being of your choice, such as a dragon, phoenix or unicorn with you gaining all the powers they would normally have but once chosen can not be changed.

Personal Items:

School Robes - Free
You gain a selection of robes and outfits appropriate for your school including any special enchanted clothing such as the Mahoutokoro Enchanted robes. These outfits will always be comfortable and be the perfect size for you.

Textbooks - Free
You gain the standard books expected for each subject you have purchased.

Tri-Wizard Rule Book - Free
This magical tome contains all the rules relevant to the Triwizard Tournament. It details both the letter and spirit of the rules in the language and wording that you can best understand. The book is also able to automatically flip to and highlight any section relevant to you when you need to find a rule or are planning something that will in some way break the rules. **Post-Gauntlet** if you join a competitive event this book gains new chapters containing the rules for that competition.

Quill -1 CP
A Quill is a writing instrument made from a feather whose tip has been cut into a pointed shape. It was the standard writing instrument in the wizarding world, as opposed to pens and pencils in the Muggle world. Each purchase gives you 1 Quill.

Chocolate Frog -5 CP/-150 CP
Chocolate Frogs are a popular wizarding sweet made from chocolate in the form of a frog. Each Chocolate Frog Box comes with a collectible card of a famous witch or wizard. Each purchase gives you 1 Chocolate Frog Box in either dark chocolate, milk chocolate, white chocolate or the rare Christmas mint flavoured with each variety having a different set of cards inside.
For **-150 CP** you can have a daily subscription with you receiving a single Chocolate Frog Box of a random flavour including the Orange flavoured Chocolate Frog which was discontinued due to the Chocolate Frog's unfortunate resemblance to the Golden Poison Frog.

Grimoire Infinitus -100 CP
This silver-plated tome has an infinite number of pages suitable for recording spells. Regardless of how many pages the book has, it is always three inches thick, eight inches wide, twelve inches long, and weighs three pounds.

Broom -100 CP
You will get any common broom at a similar level of capabilities as a cleansweep six.

Cloak of Invisibility -200 CP
This cloak of invisibility is woven from the hair of a Demiguise. It'll offer perfect invisibility for anything underneath it for a period of six years before slowly becoming visible over the course of the seventh year.

Goblin Dagger -200 CP
This goblin made weapon is able to absorb anything that can make the metal stronger into the blade. The metal of the blade is initially as tough as tungsten while being lightweight.

Phoenix Tears -300 CP
This phial of Pheonix tears when full contains enough liquid to heal between 5 and 10 people. The phial will slowly refill about 2% of its maximum volume over the course of an hour.

A Master's Journal -300 CP
When purchased you may select a magical skill or subject which this journal pertains to. The Journal contains all the knowledge needed to train the selected subject from an adept student of the subject into a master of it. The Journal contains numerous personal notes of the author that include personal opinions, private insights, shortcuts and improvements that they have found.

Felix Felicis -500 CP
This phial of liquid luck contains 13 hours of the potion. Once empty the phial will start refilling gaining 1% of its maximum volume over the course of an hour. If the user drinks the potion then they will find that they will find themself feeling giddy, reckless, and dangerously overconfident however every action they take will benefit them and result in some form of success.

Time Turner -500 CP
This time turner is unregistered and will allow you to travel back in time up to 24 hours per day. Any attempts to directly alter your previous action will cause a bootstrap paradox. This device is best used in order to change the context of anything rather than truly change things.

Champion Reward:
Each time you complete one of the tasks you will gain an in-universe reward/trophy that relates to the task, such as a golden egg, a mermaid spear or an acromantula fang.
If you win the Triwizard Tournament you gain **1000 Galleons** and **Eternal Glory**.

1000 Galleons
At the start of each jump and once per year after that you will gain the equivalent of 1000 Galleons in a currency of your choice.

Eternal Glory
Using this perk you can select a single perk you possess to become more powerful. This boost will be similar to when a perk gains a Capstone Booster either widening the scope of its abilities or giving it beneficial side effects. When selecting a perk you gain knowledge of what boost the perk would get before confirming it and once per day can choose to switch this to another perk.

Final Choice:

Your time here has come to an end. What now?

Go Home
Return to your point of origin and live the magic and wonder behind.

Stay
Become a new resident of the wizarding world.

Move On
Onwards and upward towards the next great adventure.

Continue (Mandatory and Exclusive with “Book 4”)
You must continue with the Harry Potter Jump that this has been a supplement to.

Notes:

The wand information below is copied from the pottermore website.

Wand Woods:

Acacia

A very unusual wand wood, which I have found creates tricky wands that often refuse to produce magic for any but their owner, and also withhold their best effects from all but those most gifted. This sensitivity renders them difficult to place, and I keep only a small stock for those witches or wizards of sufficient subtlety, for acacia is not suited to what is commonly known as ‘bangs-and-smells’ magic. When well-matched, an acacia wand matches any for power, though it is often underrated due to the peculiarity of its temperament.

Alder

Alder is an unyielding wood, yet I have discovered that its ideal owner is not stubborn or obstinate, but often helpful, considerate and most likeable. Whereas most wand woods seek similarity in the characters of those they will best serve, alder is unusual in that it seems to desire a nature that is, if not precisely opposite to its own, then certainly of a markedly different type. When an alder wand is happily placed, it becomes a magnificent, loyal helpmate. Of all wand types, alder is best suited to non-verbal spell work, whence comes its reputation for being suitable only for the most advanced witches and wizards.

Apple
Applewood wands are not made in great numbers. They are powerful and best suited to an owner of high aims and ideals, as this wood mixes poorly with Dark magic. It is said that the possessor of an apple wand will be well-loved and long-lived, and I have often noticed that customers of great personal charm find their perfect match in an applewood wand. An unusual ability to converse with other magical beings in their native tongues is often found among apple wand owners, who include the celebrated author of Merpeople: A Comprehensive Guide to Their Language and Customs, Dylan Marwood.

Ash
The ash wand cleaves to its one true master and ought not to be passed on or gifted from the original owner, because it will lose power and skill. This tendency is extreme if the core is of unicorn. Old superstitions regarding wands rarely bear close examination, but I find that the old rhyme regarding rowan, chestnut, ash and hazel wands (rowan gossips, chestnut drones, ash is stubborn, hazel moans) contains a small nugget of truth. Those witches and wizards best suited to ash wands are not, in my experience, lightly swayed from their beliefs or purposes. However, the brash or over-confident witch or wizard, who often insists on trying wands of this prestigious wood, will be disappointed by its effects. The ideal owner may be stubborn, and will certainly be courageous, but never crass or arrogant.

Aspen
Wand-quality aspen wood is white and fine-grained, and highly prized by all wand-makers for its stylish resemblance to ivory and its usually outstanding charmwork. The proper owner of the aspen wand is often an accomplished duellist, or destined to be so, for the aspen wand is one of those particularly suited to martial magic. An infamous and secretive eighteenth-century duelling club, which called itself The Silver Spears, was reputed to admit only those who owned aspen wands. In my experience, aspen wand owners are generally strong-minded and determined, more likely than most to be attracted by quests and new orders; this is a wand for revolutionaries.

Beech
The true match for a beech wand will be, if young, wise beyond his or her years, and if full-grown, rich in understanding and experience. Beech wands perform very weakly for the narrow-minded and intolerant. Such wizards and witches, having obtained a beech wand without having been suitably matched (yet coveting this most desirable, richly hued and highly prized wand wood), have often presented themselves at the homes of learned wandmakers such as myself, demanding to know the reason for their handsome wand’s lack of power. When properly matched, the beech wand is capable of a subtlety and artistry rarely seen in any other wood, hence its lustrous reputation.

Blackthorn
Blackthorn, which is a very unusual wand wood, has the reputation, in my view well-merited, of being best suited to a warrior. This does not necessarily mean that its owner practises the Dark Arts (although it is undeniable that those who do so will enjoy the blackthorn wand's prodigious power); one finds blackthorn wands among the Aurors as well as among the denizens of Azkaban. It is a curious feature of the blackthorn bush, which sports wicked thorns, that it produces its sweetest berries after the hardest frosts, and the wands made from this wood appear to need to pass through danger or hardship with their owners to become truly bonded. Given this condition, the blackthorn wand will become as loyal and faithful a servant as one could wish.

Black Walnut
Less common than the standard walnut wand, that of black walnut seeks a master of good instincts and powerful insight. Black walnut is a very handsome wood, but not the easiest to master. It has one pronounced quirk, which is that it is abnormally attuned to inner conflict, and loses power dramatically if its possessor practises any form of self-deception. If the witch or wizard is unable or unwilling to be honest with themselves or others, the wand often fails to perform adequately and must be matched with a new owner if it is to regain its former prowess. Paired with a sincere, self-aware owner, however, it becomes one of the most loyal and impressive wands of all, with a particular flair in all kinds of charmwork.

Cedar
Whenever I meet one who carries a cedar wand, I find strength of character and unusual loyalty. My father, Gervaise Ollivander, used to always say, 'you will never fool the cedar carrier,' and I agree: the cedar wand finds its perfect home where there is perspicacity and perception. I would go further than my father, however, in saying that I have never yet met the owner of a cedar wand whom I would care to cross, especially if harm is done to those of whom they are fond. The witch or wizard who is well-matched with cedar carries the potential to be a frightening adversary, which often comes as a shock to those who have thoughtlessly challenged them.

Cherry
This very rare wand wood creates a wand of strange power, most highly prized by the wizarding students of the school of Mahoutokoro in Japan, where those who own cherry wands have special prestige. The Western wand-purchaser should dispel from their minds any notion that the pink blossom of the living tree makes for a frivolous or merely ornamental wand, for cherry wood often makes a wand that possesses truly lethal power, whatever the core, but if teamed with dragon heartstring, the wand ought never to be teamed with a wizard without exceptional self-control and strength of mind.

Chestnut
This is a most curious, multi-faceted wood, which varies greatly in its character depending on the wand core, and takes a great deal of colour from the personality that possesses it. The wand of chestnut is attracted to witches and wizards who are skilled tamers of magical beasts, those who possess great gifts in Herbology, and those who are natural fliers. However, when paired with dragon heartstring, it may find its best match among those who are overfond of luxury and material things, and less scrupulous than they should be about how they are obtained. Conversely, three successive heads of the Wizengamot have possessed chestnut and unicorn wands, for this combination shows a predilection for those concerned with all manner of justice.

Cypress
Cypress wands are associated with nobility. The great mediaeval wandmaker, Geraint Ollivander, wrote that he was always honoured to match a cypress wand, for he knew he was meeting a witch or wizard who would die a heroic death. Fortunately, in these less blood-thirsty times, the possessors of cypress wands are rarely called upon to lay down their lives, though doubtless many of them would do so if required. Wands of cypress find their soulmates among the brave, the bold and the self-sacrificing: those who are unafraid to confront the shadows in their own and others' natures.

Dogwood
Dogwood is one of my own personal favourites, and I have found that matching a dogwood wand with its ideal owner is always entertaining. Dogwood wands are quirky and mischievous; they have playful natures and insist upon partners who can provide them with scope for excitement and fun. It would be quite wrong, however, to deduce from this that dogwood wands are not capable of serious magic when called upon to do so; they have been known to perform outstanding spells under difficult conditions, and when paired with a suitably clever and ingenious witch or wizard, can produce dazzling enchantments. An interesting foible of many dogwood wands is that they refuse to perform non-verbal spells and they are often rather noisy.

Ebony
This jet-black wand wood has an impressive appearance and reputation, being highly suited to all manner of combative magic, and to Transfiguration. Ebony is happiest in the hands of those with the courage to be themselves. Frequently non-conformist, highly individual or comfortable with the status of outsider, ebony wand owners have been found both among the ranks of the Order of the Phoenix and among the Death Eaters. In my experience the ebony wand's perfect match is one who will hold fast to his or her beliefs, no matter what the external pressure, and will not be swayed lightly from their purpose.

Elder
The rarest wand wood of all, and reputed to be deeply unlucky, the elder wand is trickier to master than any other. It contains powerful magic, but scorns to remain with any owner who is not the superior of his or her company; it takes a remarkable wizard to keep the elder wand for any length of time. The old superstition, 'wand of elder, never prosper,' has its basis in this fear of the wand, but in fact, the superstition is baseless, and those foolish wandmakers who refuse to work with elder do so more because they doubt they will be able to sell their products than from fear of working with this wood. The truth is that only a highly unusual person will find their perfect match in elder, and on the rare occasion when such a pairing occurs, I take it as certain that the witch or wizard in question is marked out for a special destiny. An additional fact that I have unearthed during my long years of study is that the owners of elder wands almost always feel a powerful affinity with those chosen by rowan.

Elm
The unfounded belief that only pure-bloods can produce magic from elm wands was undoubtedly started by some elm wand owner seeking to prove his own blood credentials, for I have known perfect matches of elm wands who are Muggle-borns. The truth is that elm wands prefer owners with presence, magical dexterity and a certain native dignity. Of all wand woods, elm, in my experience, produces the fewest accidents, the least foolish errors, and the most elegant charms and spells; these are sophisticated wands, capable of highly advanced magic in the right hands (which, again, makes it highly desirable to those who espouse the pure-blood philosophy).

English Oak
A wand for good times and bad, this is a friend as loyal as the wizard who deserves it. Wands of English oak demand partners of strength, courage and fidelity. Less well-known is the propensity for owners of English oak wands to have powerful intuition, and, often, an affinity with the magic of the natural world, with the creatures and plants that are necessary to wizardkind for both magic and pleasure. The oak tree is called King of the Forest from the winter solstice up until the summer solstice, and its wood should only be collected during that time (holly becomes King as the days begin to shorten again, and so holly should only be gathered as the year wanes. This divide is believed to be the origin of the old superstition, 'When his wand's oak and hers is holly, then to marry would be folly,' a superstition that I have found baseless). It is said that Merlin's wand was of English oak (though his grave has never been found, so this cannot be proven).

Fir
My august grandfather, Gerbold Octavius Ollivander, always called wands of this wood 'the survivor's wand', because he had sold it to three wizards who subsequently passed through mortal peril unscathed. There is no doubt that this wood, coming as it does from the most resilient of trees, produces wands that demand staying power and strength of purpose in their true owners, and that they are poor tools in the hands of the changeable and indecisive. Fir wands are particularly suited to Transfiguration, and favour owners of focused, strong-minded and, occasionally, intimidating demeanour.

Hawthorn
The wandmaker Gregorovitch wrote that hawthorn ‘makes a strange, contradictory wand, as full of paradoxes as the tree that gave it birth, whose leaves and blossoms heal, and yet whose cut branches smell of death.’ While I disagree with many of Gregorovitch’s conclusions, we concur about hawthorn wands, which are complex and intriguing in their natures, just like the owners who best suit them. Hawthorn wands may be particularly suited to healing magic, but they are also adept at curses, and I have generally observed that the hawthorn wand seems most at home with a conflicted nature, or with a witch or wizard passing through a period of turmoil. Hawthorn is not easy to master, however, and I would only ever consider placing a hawthorn wand in the hands of a witch or wizard of proven talent, or the consequences might be dangerous. Hawthorn wands have a notable peculiarity: their spells can, when badly handled, backfire.

Hazel
A sensitive wand, hazel often reflects its owner’s emotional state, and works best for a master who understands and can manage their own feelings. Others should be very careful handling a hazel wand if its owner has recently lost their temper, or suffered a serious disappointment, because the wand will absorb such energy and discharge it unpredictably. The positive aspect of a hazel wand more than makes up for such minor discomforts, however, for it is capable of outstanding magic in the hands of the skilful, and is so devoted to its owner that it often ‘wilts’ (which is to say, it expels all its magic and refuses to perform, often necessitating the extraction of the core and its insertion into another casing, if the wand is still required) at the end of its master’s life (if the core is unicorn hair, however, there is no hope; the wand will almost certainly have ‘died’). Hazel wands also have the unique ability to detect water underground, and will emit silvery, tear-shaped puffs of smoke if passing over concealed springs and wells.

Holly
Holly is one of the rarer kinds of wand woods; traditionally considered protective, it works most happily for those who may need help overcoming a tendency to anger and impetuosity. At the same time, holly wands often choose owners who are engaged in some dangerous and often spiritual quest. Holly is one of those woods that varies most dramatically in performance depending on the wand core, and it is a notoriously difficult wood to team with phoenix feather, as the wood’s volatility conflicts strangely with the phoenix’s detachment. In the unusual event of such a pairing finding its ideal match, however, nothing and nobody should stand in their way.

Hornbeam
My own wand is made of hornbeam, and so it is with all due modesty that I state that hornbeam selects for its life mate the talented witch or wizard with a single, pure passion, which some might call obsession (though I prefer the term ‘vision’), which will almost always be realised. Hornbeam wands adapt more quickly than almost any other to their owner’s style of magic, and will become so personalised, so quickly, that other people will find them extremely difficult to use even for the most simple of spells. Hornbeam wands likewise absorb their owner’s code of honour, whatever that might be, and will refuse to perform acts – whether for good or ill – that do not tally with their master’s principles. A particularly fine-tuned and sentient wand.

Larch
Strong, durable and warm in colour, larch has long been valued as an attractive and powerful wand wood. Its reputation for instilling courage and confidence in the user has ensured that demand has always outstripped supply. This much sought-after wand is, however, hard to please in the matter of ideal owners, and trickier to handle than many imagine. I find that it always creates wands of hidden talents and unexpected effects, which likewise describes the master who deserves it. It is often the case that the witch or wizard who belongs to the larch wand may never realise the full extent of their considerable talents until paired with it, but that they will then make an exceptional match.

Laurel
It is said that a laurel wand cannot perform a dishonourable act, although in the quest for glory (a not uncommon goal for those best suited to these wands), I have known laurel wands perform powerful and sometimes lethal magic. Laurel wands are sometimes called fickle, but this is unfair. The laurel wand seems unable to tolerate laziness in a possessor, and it is in such conditions that it is most easily and willingly won away. Otherwise, it will cleave happily to its first match forever, and indeed has the unusual and engaging attribute of issuing a spontaneous lightning strike if another witch or wizard attempts to steal it.

Maple
I have often found that those chosen by maple wands are by nature travellers and explorers; they are not stay-at-home wands, and prefer ambition in their witch or wizard, otherwise their magic grows heavy and lacklustre. Fresh challenges and regular changes of scene cause this wand to literally shine, burnishing itself as it grows, with its partner, in ability and status. This is a beautiful and desirable wood, and wand-quality maple has been among the most costly for centuries. Possession of a maple wand has long been a mark of status, because of its reputation as the wand of high achievers.

Pear
This golden-toned wood produces wands of splendid magical powers, which give their best in the hands of the warm-hearted, the generous and the wise. Possessors of pear wands are, in my experience, usually popular and well-respected. I do not know of a single instance where a pear wand has been discovered in the possession of a Dark witch or wizard. Pear wands are among the most resilient, and I have often observed that they may still present a remarkable appearance of newness, even after many years of hard use.

Pine
The straight-grained pine wand always chooses an independent, individual master who may be perceived as a loner, intriguing and perhaps mysterious. Pine wands enjoy being used creatively, and unlike some others, will adapt unprotestingly to new methods and spells. Many wandmakers insist that pine wands are able to detect, and perform best for, owners who are destined for long lives, and I can confirm this in as much as I have never personally known the master of a pine wand to die young. The pine wand is one of those that is most sensitive to non-verbal magic.

Poplar
‘If you seek integrity, search first among the poplars,’ was a great maxim of my grandfather, Gerbold Ollivander, and my own experience of poplar wands and their owners tallies exactly with his. Here is a wand to rely upon, of consistency, strength and uniform power, always happiest when working with a witch or wizard of clear moral vision. There is a tired old joke among lesser wandmakers that no poplar wand has ever chosen a politician, but here they show their lamentable ignorance: two of the Ministry’s most accomplished Ministers for Magic, Eldritch Diggory and Evangeline Orpington, were the possessors of fine, Ollivander-made poplar wands.

Red Oak
You will often hear the ignorant say that red oak is an infallible sign of its owner’s hot temper. In fact, the true match for a red oak wand is possessed of unusually fast reactions, making it a perfect duelling wand. Less common than English oak, I have found that its ideal master is light of touch, quick-witted and adaptable, often the creator of distinctive, trademark spells, and a good man or woman to have beside one in a fight. Red oak wands are, in my opinion, among the most handsome.

Redwood
Wand-quality redwood is in short supply, yet constant demand, due to its reputation for bringing good fortune to its owner. As is usually the case with wandlore, the general populace has the truth back to front: redwood wands are not themselves lucky, but are strongly attracted to witches and wizards who already possess the admirable ability to fall on their feet, to make the right choice, to snatch advantage from catastrophe. The combination of such a witch or wizard with a redwood wand is always intriguing, and I generally expect to hear of exciting exploits when I send this special pairing out from my workshop.

Rowan
Rowan wood has always been much-favoured for wands, because it is reputed to be more protective than any other, and in my experience renders all manner of defensive charms especially strong and difficult to break. It is commonly stated that no dark witch or wizard ever owned a rowan wand, and I cannot recall a single instance where one of my own rowan wands has gone on to do evil in the world. Rowan is most happily placed with the clear-headed and the pure-hearted, but this reputation for virtue ought not to fool anyone – these wands are the equal of any, often the better, and frequently out-perform others in duels.

Silver Lime
This unusual and highly attractive wand wood was greatly in vogue in the nineteenth century. Demand outstripped supply, and unscrupulous wandmakers dyed substandard woods in an effort to fool purchasers into believing that they had purchased silver lime. The reasons for these wands' desirability lay not only in their unusually handsome appearance, but also because they had a reputation for performing best for Seers and those skilled in Legilimency, mysterious arts both, which consequently gave the possessor of a silver lime wand considerable status. When demand was at its height, wandmaker Arturo Cephalopos claimed that the association between silver lime and clairvoyance was 'a falsehood circulated by merchants like Gerbold Ollivander (my own grandfather), who have overstocked their workshops with silver lime and hope to shift their surplus'. But Cephalopos was a slipshod wandmaker and an ignoramus, and nobody, Seer or not, was surprised when he went out of business.

Spruce
Unskilled wandmakers call spruce a difficult wood, but in doing so they reveal their own ineptitude. It is quite true that it requires particular deftness to work with spruce, which produces wands that are ill-matched with cautious or nervous natures, and become positively dangerous in fumbling fingers. The spruce wand requires a firm hand, because it often appears to have its own ideas about what magic it ought to be called upon to produce. However, when a spruce wand meets its match – which, in my experience, is a bold spell-caster with a good sense of humour – it becomes a superb helper, intensely loyal to their owners and capable of producing particularly flamboyant and dramatic effects.

Sycamore
The sycamore makes a questing wand, eager for new experience and losing brilliance if engaged in mundane activities. It is a quirk of these handsome wands that they may combust if allowed to become 'bored', and many witches and wizards, settling down into middle age, are disconcerted to find their trusty wand bursting into flame in their hand as they ask it, one more time, to fetch their slippers. As may be deduced, the sycamore's ideal owner is curious, vital and adventurous, and when paired with such an owner, it demonstrates a capacity to learn and adapt that earns it a rightful place among the world's most highly-prized wand woods.

Vine
The druids considered anything with a woody stem as a tree, and vine makes wands of such a special nature that I have been happy to continue their ancient tradition. Vine wands are among the less common types, and I have been intrigued to notice that their owners are nearly always those witches or wizards who seek a greater purpose, who have a vision beyond the ordinary and who frequently astound those who think they know them best. Vine wands seem strongly attracted by personalities with hidden depths, and I have found them more sensitive than any other when it comes to instantly detecting a prospective match. Reliable sources claim that these wands can emit magical effects upon the mere entrance into their room of a suitable owner, and I have twice observed the phenomenon in my own shop.

Walnut
Highly intelligent witches and wizards ought to be offered a walnut wand for trial first, because in nine cases out of ten, the two will find in each other their ideal mate. Walnut wands are often found in the hands of magical innovators and inventors; this is a handsome wood possessed of unusual versatility and adaptability. A note of caution, however: while some woods are difficult to dominate, and may resist the performance of spells that are foreign to their natures, the walnut wand will, once subjugated, perform any task its owner desires, provided that the user is of sufficient brilliance. This makes for a truly lethal weapon in the hands of a witch or wizard of no conscience, for the wand and the wizard may feed from each other in a particularly unhealthy manner.

Willow
Willow is an uncommon wand wood with healing power, and I have noted that the ideal owner for a willow wand often has some (usually unwarranted) insecurity, however well they may try and hide it. While many confident customers insist on trying a willow wand (attracted by their handsome appearance and well-founded reputation for enabling advanced, non-verbal magic) my willow wands have consistently selected those of greatest potential, rather than those who feel they have little to learn. It has always been a proverb in my family that he who has furthest to travel will go fastest with willow.

Yew
Yew wands are among the rarer kinds, and their ideal matches are likewise unusual, and occasionally notorious. The wand of yew is reputed to endow its possessor with the power of life and death, which might, of course, be said of all wands; and yet yew retains a particularly dark and fearsome reputation in the spheres of duelling and all curses. However, it is untrue to say (as those unlearned in wandlore often do) that those who use yew wands are more likely to be attracted to the Dark Arts than another. The witch or wizard best suited to a yew wand might equally prove a fierce protector of others. Wands hewn from these most long-lived trees have been found in the possession of heroes quite as often as of villains. Where wizards have been buried with wands of yew, the wand generally sprouts into a tree guarding the dead owner’s grave. What is certain, in my experience, is that the yew wand never chooses either a mediocre or a timid owner.

Wand Cores:

Dragon Heartstring
As a rule, dragon heartstrings produce wands with the most power, and which are capable of the most flamboyant spells. Dragon wands tend to learn more quickly than other types. While they can change allegiance if won from their original master, they always bond strongly with the current owner.
The dragon wand tends to be easiest to turn to the Dark Arts, though it will not incline that way of its own accord. It is also the most prone of the three cores to accidents, being somewhat temperamental.

Horned Serpent Horn
Horned Serpent horn wands were exceptionally powerful. They were sensitive to Parseltongue and vibrated when it was being spoken. They could also warn their owners of danger by emitting a low musical tone.

Phoenix Tail Feather
This is the rarest core type. Phoenix feathers are capable of the greatest range of magic, though they may take longer than either unicorn or dragon cores to reveal this. They show the most initiative, sometimes acting of their own accord, a quality that many witches and wizards dislike. Phoenix feather wands are always the pickiest when it comes to potential owners, for the creature from which they are taken is one of the most independent and detached in the world. These wands are the hardest to tame and to personalise, and their allegiance is usually hard won.

Thestral Tail Hair
Thestral tail hair was regarded as an unstable, if not the most difficult, substance to use in wand-making. It was potent, but a tricky core to master; only a witch or wizard who was capable of accepting death could do so.

Thunderbird Tail Feather
Thunderbird feather wands were extremely powerful, though difficult to master. They were able to sense danger and were known to cast curses on their own pre-emptively when supernatural dangers were near. They were also particularly good for Transfiguration.

Unicorn Tail Hair
Unicorn hair generally produces the most consistent magic, and is least subject to fluctuations and blockages. Wands with unicorn cores are generally the most difficult to turn to the Dark Arts. They are the most faithful of all wands, and usually remain strongly attached to their first owner, irrespective of whether he or she was an accomplished witch or wizard.
Minor disadvantages of unicorn hair are that they do not make the most powerful wands (although the wand wood may compensate) and that they are prone to melancholy if seriously mishandled, meaning that the hair may ‘die’ and need replacing.

Wand Lengths & Flexibility:
Many wandmakers simply match the wand length to the size of the witch or wizard who will use it, but this is a crude measure, and fails to take into account many other, important considerations. In my experience, longer wands might suit taller wizards, but they tend to be drawn to bigger personalities, and those of a more spacious and dramatic style of magic. Neater wands favour more elegant and refined spell-casting. However, no single aspect of wand composition should be considered in isolation of all the others, and the type of wood, the core and the flexibility may either counterbalance or enhance the attributes of the wand's length. Most wands will be in the range of between nine and fourteen inches. While I have sold extremely short wands (eight inches and under) and very long wands (over fifteen inches), these are exceptionally rare. In the latter case, a physical peculiarity demanded the excessive wand length. However, abnormally short wands usually select those in whose character something is lacking, rather than because they are physically undersized (many small witches and wizards are chosen by longer wands). Wand flexibility or rigidity denotes the degree of adaptability and willingness to change possessed by the wand-and-owner pair – although, again, this factor ought not to be considered separately from the wand wood, core and length, nor of the owner's life experience and style of magic, all of which will combine to make the wand in question unique.

Fantastic Beasts:

https://harrypotter.fandom.com/wiki/Creature

Magical creatures by classification

X	Flobberworm · Horklump
XX	Augurey · Bowtruckle · Chizpurfle · Clabbert · Diricawl · Fairy · Ghoul · Gnome · Grindylow · Imp · Jobberknoll · Mooncalf · Porlock · Puffskein · Ramora · Winged horse
XXX	Ashwinder · Billywig · Bundimun · Crup · Doxy · Dugbog · Fire crab · Fwooper · Glumbumble · Hippocampus · Hippogriff · Hodag · Jarvey · Knarl · Kneazle · Leprechaun · Lobalug · Mackled Malaclaw · Moke · Murtlap · Niffler · Nogtail · Pixie · Plimpy · Pogrebin · Red Cap · Salamander · Sea serpent · Shrake · Streeler · Winged horse
XXXX	Centaur · Demiguise · Erkling · Erumpent · Golden Snidget · Graphorn · Griffin · Hidebehind · Kappa · Kelpie · Merperson · Occamy · Phoenix · Re'em · Runespoor · Snallygaster · Sphinx · Tebo · Thestral · Thunderbird · Troll · Unicorn · Winged horse · Yeti
XXXXX	Acromantula · Basilisk · Chimaera · Dragon · Horned Serpent · Lethifold · Manticore · Nundu · Quintaped · Wampus cat · Werewolf