

Lessons of the Scholomance

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Welcome, Jumper to the world of the Lessons of the Scholomance, a trilogy by Naomi Novik.

It is a modern Earth with a hidden society of wizards that is as far from the usual such stories as it's possible to be, because it's ruled by the Principle of Balance. The universe itself balances good fortune with bad, opportunity with danger and magical power with a price tag in personal effort... except humans being humans, the local wizards have been finding ways to cheat the costs for countless generations. Why expend effort yourself when you can have others do it? Why build and improve when you can take? Why sacrifice yourself when you can trick or even force others to do it?

Yet the universe does not like to be cheated and the balance ultimately needs to be redressed thus such actions create dark energy - malia - that both ultimately corrupts the user and causes wizard-eating monsters to be formed. Over the millennia the monster problem had become so bad that magical children, the most vulnerable for having magic yet no skill and experience in defense, only had one chance in twenty to survive to adulthood. That and the fact that non-believers in magic make magic harder and costlier to use led to magical society seeking safety in isolation.

Thus were born the Enclaves, pocket dimensions between reality and the Void where wizards could be much safer than in the open. Yet as the number of monsters in the world increased further in more recent centuries, the concentrations of wizarding children drew the attention of enough of them to breach the protection of individual Enclaves. It was at the dawn of the Industrial Revolution that a genius artificer proposed the creation of a single magical school for all the magical children in the world, one that would be an Enclave unto itself and safe behind the best defenses wizards all around the world could power and support; what they couldn't do for every Enclave they could do for the school. Thus the Scholomance was born.

But the Scholomance only half-worked. Even the best defenses of magic could not offer complete safety, just a better chance of survival; one in four instead of one in twenty. And due to the massive costs of maintaining the school and especially the teleportation to reach it from across the world even for the entire magical community, space there was so much a premium that they could not afford to send adults if they were to save the most children possible and those children were given the absolute minimum in physical resources. A brutal, four-year stint to what was essentially an automated prison frequently invaded by monsters is the best solution anyone could come up with while the monsters existed... and the monsters made of dark magic and bad karma keep getting worse than almost anyone thought they'd be for some reason. Almost as if something is intentionally making more... or someone.

You get 1,000 CP to spend here. Use them well, and try not to die.

Age and Gender

Your starting age is 14, the age of all first-year students in the Scholomance. You may choose your gender for free.

Time and Place

You start the jump in the Scholomance entrance hall, on the day of induction, 3 weeks shy of 3 years before the start of canon, in the same year as Galadriel and Orion

Origin

Your family origins are very important in the Scholomance. Whether you start as an enclaver, with pre-existing allies and a support network, or a loser who needs to build it up from scratch can be the difference between life in some mild comfort, or misery and death.

Loser (Drop-In, +100 CP)

Perhaps you come from a small family of relative unknowns living in the mundane world. Maybe you were living alone with your mother in a yurt, praying every night that a major Mal won't take notice of you, break down your weak wards, and eat you. Or maybe you dropped in out of the void. Either way, you have no prior connections and would have to fight and beg for the privilege of being the minion and meatshield of the enclavers. Take 100 free CP for the hell that you are signing yourself up for.

Minor Family

You come from a more connected family. Your family isn't part of an enclave, but they are probably saving up mana to be able to buy the spellwork for crafting their own enclave. While not very large, there are enough of you that there is a student in the family in every year or every other year of the Scholomance. You are still a loser who needs to find their own alliances, but at least you will have the hand-me-downs - both items and favors - of the older kids in your family to give you an advantage over most other losers.

Enclaver (-100 CP)

You grew up in the safety of an enclave. A privilege that makes you the envy of most witches and wizards the world over. Where others must start their school year without allies or material support, you will be entering with anywhere from a couple to over a dozen students from your enclave in your year alone, not to mention the enclave's mana battery that the older students have already filled up. The losers will line up for the privilege of doing your chores, and acting as your meatshields.

School Track

Students at the Scholomance are slotted into one of three tracks. This determines the majority of classes that they are assigned by the school, though students are generally assigned a couple of classes from the other tracks every year. It isn't necessary to do well in courses; most students who aren't trying to become valedictorians only care that they don't fail their classes. However, learning the practical aspects is important to have a successful career in the future, and is the difference between a life slaving away for an enclave spot and death for non-enclavers.

Incantation Track

The magic casting track. Classes focus on learning incantations for existing spells and developing new ones. Classes are a mix of learning new languages, and creative writing courses for developing new spells.

Artificer Track

The item crafting track. Classes involve being given instructions on how to craft various enchanted items, being given the materials, and making them. More advanced classes can be more freeform in letting students figure out the construction methods.

Alchemy Track

The magical chemistry track. Classes involve learning how to make and making various magical potions. Examples include makeup, healing potions, and curses in drinkable form.

General Perks

Discounted perks cost half for the respective origin or school track. 100 CP perks that are discounted are free.

Witch Boy (Free)

You are a wizard Jumper! You get access to the local magical system. In this system, you build mana by performing tasks that you dislike. The more disliked the activity, the more mana is built up. The magic system is fairly flexible but is powered by belief. As such, being around people who don't believe in magic will weaken your magic, and enough of them can make even powerful spells fizzle out without any effect. You have an average level of talent and capacity with the magic.

6th Sense (Free or 100 CP)

Most of the students in the Scholomance develop what a rational person would call excessive and debilitating paranoia. Those who don't tend to end up dead. Now, you don't need to go to school to develop this! You have a natural instinct and understanding for where danger can come from, where enemies can be lurking, and how to sit in a classroom so that if a Mal jumps out it will land on your classmate's face and give you the shortest and safest path to the exit.

If you pay 100 CP, this further develops into a fully functional 6th sense. You can sense when creatures or objects that want to attack or harm you are near, their general direction, and the level of danger that they represent. Never again be surprised by a monster dropping out of your shower faucet to plant larvae in your skull!

Physically Fit (Free or 100 CP)

The physically unfit do not survive in the Scholomance. The graduation exam involves sprinting across the entire graduation hall as Mal attempt to eat you. Seniors generally spend their last half a year training for the sprint, and all end up in peak human shape. However, even before then, a student needs to be in good shape to react to a sudden attack, not run out of breath in combat, or to simply survive the sicknesses and diseases that tend to float around in a school with no medicine or doctors around.

Fortunately, you meet the bare baseline requirements to have a chance of surviving school. You are in good physical shape, about as fit as someone your age would be if they had a balanced diet, and got around an hour of exercise a day. You are able to maintain this shape even if you don't work out or exercise, though you can also improve it with effort. You also do not suffer malnutrition from having an unhealthy diet - the maggots crawling through your rice do not make a good substitute for fruits or vegetables - though you still need to consume a sufficient amount of calories.

If you pay 100 CP, this is improved so that your physical fitness is at that peak for someone your age. Your immune system is also boosted to a ridiculous degree, granting you practically total immunity to mundane sicknesses and diseases. Even magical sicknesses and diseases would struggle to inconvenience you unless they are significantly more powerful than any mundane disease.

Child of the Wise (-100 CP)

The Scholomance was founded to protect the wise children of the world. Perhaps you have concerns that your past lives count against you (they don't), or wish to visit later? You are young at heart, and where any barrier, magic, guardian, or similar is concerned, you count as a child and/or innocent, regardless of actual age or experience.

Safe Sleep (-100 CP)

It doesn't matter how vigilant you are, you can't watch for danger when sleeping. Most students resort to casting protective wards around themselves, but those take power and focus. Now, this is no longer a concern for you! So long as you are sleeping, any protective spell that you cast remains as powerful as if it had your full, constant focus maintaining it. Further, the cost of maintaining it is dramatically decreased. Never again worry about your sleep being interrupted!

Magical Affinity (-100/200/400 CP)

Some people are born without any special talents. Others could be born with special talents, but there is no guarantee of whether they discover it, or how useful it might be. No matter the case though, no one gets to choose their talents. Well, no one except for you, Jumper.

In exchange for a sacrifice of CP, you can gain an affinity for a field of magic that would make you a natural born genius at it. Doing so would let you develop spells in your specialty several times faster, learn them by just glancing at the instructions, make them several times faster and easier to cast, and cost several times less mana.

For a sacrifice of 100 CP, you can buy a limited affinity. This can be something extremely narrow, such as personal physical enhancement or an empathetic sense. Or it can be for something weak that takes a lot of work. For example you might have Liu's affinity with animals, making it easier to form bonds with them and turn them into familiars or letting others do the same, but still needing time to do so. Alternatively, you might have a talent at crafting small charms that others can wear to receive minor blessings.

These are essentially secondary, minor skills that you can claim to have.

For a sacrifice of 200 CP, you can have an affinity for a focused area of magic. You might have Orion's talent for all things physical combat related that had him hunting Mal when he was 10, whether that be personal enhancement, weapon enhancement, movement spells to get into combat, or any other relevant skill. Perhaps instead you have Gwen Higgin's talent for everything healing related, possessing the ability to cast healing spells by feeling that even professionals with decades of study and experience on you can't replicate. Maybe you are a master of compulsions, able to mentally mind people to your will, or have them agree to magical agreements that are aren't quite what they agreed to. Maybe instead you were born to be a Maleficar, being an expert at sensing, collecting, and manipulating malia to cast spells. Or maybe you just decided to master the summoning spell? Anything that exists in the world - or was tossed into the void - can be summoned for the right cost. Who knows what you can accomplish when you only have to pay a fraction of the cost that others might?

This level of affinity is sufficient to build a specialty or a focus around. Even a student who only learned spells related to their affinity and nothing else could take it to such a level that enclaves would welcome them with open arms for the sheer level of skill and power that they demonstrate.

Finally, for a sacrifice of 400 CP, you can get the really good stuff. This is an affinity for an entire school of magic, on par with Galadriel's affinity for anything death and destruction related. In fact, you can also have her same affinity if you wish. Alternatively, you can go in the other direction, having an affinity for everything life related whether that be healing, mind magics, or fleshcrafting. Rather than the living, what about manipulating Maleficarium instead? The creation, alteration, fusion, and domination of any and all Maleficarium is certainly a worthy affinity for an aspiring Dark Lord or Lady to have. Or maybe you wish to be a warmage instead. That is fine, just pick an affinity for combat spells from those that help with physical combat, or

wards, to spells that turn you into living artillery. Or maybe you are interested in manipulating space and time. That is fine, magic exists for that beyond just summon. From portals to personal teleportation, the borrowing and shifting of space, to even accelerating time and shifting through time, there are any number of dimensional spells that you could become a master of.

This level could perhaps be best thought of as a collection of several affinities of the 200 CP tier that fall under a single theme. This level of broad affinity for magic is very rare. It is certainly not unheard of, but this is the level at which a witch or wizard could end up in the history books for how they ended up completely upheaving magical society by accident. Be careful what you do with this Jumper, for your actions can have far reaching consequences.

This perk can be bought multiple times. Buying the 400 CP tier at least once counts as a capstone booster.

Origin Perks

Loser Perks

Ass Kisser (-100 CP)

The best chance that losers have of surviving up to graduation is to join the enclaver kids. The best way to do this is to act as their minions. Do their homework for them, do their maintenance shifts for them, check areas for danger for them, and so on. Unfortunately, all of the other losers are also aware of this. It isn't enough to be willing to work hard and risk your life for the enclavers. You need something that makes you stand out. Fortunately, you have that.

When it comes to kissing someone's ass, your tongue is as silver as they come. You can stroke their egos, feed their pride, assuage their feelings, and make yourself come off as genuine the entire time. Sure, others might be willing to work harder, or quicker to volunteer to risk their lives, but you are more likable. You will have no problems talking your way into getting invited to the cool kid's table. And why stop there?

If you work at it, you can easily guarantee yourself an invite into an enclave at the end of the school, even ahead of far more qualified candidates.

Lazy Worker (-200 CP)

Some people work hard. Some work smart. You might be one of them. But you don't have to be. It isn't a matter of doing anything differently or working faster. Rather, with the same work, you get two to three times as much done as anyone else. Finish homework and repair work faster. Even your mana generates faster.

Natural Maleficer (-400 CP)

You are a natural-born Maleficer. Where others need consent to take mana - even in unconsciousness and duress still count as consent - you have no need for such things. You can

rip the mana out of someone's body as easily as the average wizard can rip it out of a bug. Further, you can rip the mana out of hostile spells, break down the spell and take the power for yourself, or throw it back at your opponent. You would be an absolute monster if you didn't restrain yourself.

Secondary Class Entity (-600 CP)

You are a Secondary Class Entity. Where others need a revisor to cast great spells, you have no need for such tools, for your body itself is a revisor. When casting magic, the intent, desire, and will that you put behind it is greatly amplified. This can be both a good and bad thing.

When performing a greater working - such as raising a house, healing someone, or melting down a Mal - your amplified intents get substituted for the necessary skill and knowledge. In effect, while the mana cost of a spell doesn't change, you are able to cast a spell that you shouldn't be skilled enough to cast, that would put much strain on your body, or that is too complex for you to entirely keep in mind. This isn't without limits, but generally what should take someone of your level a complex and long ritual to cast is what you can toss out with a simple incantation.

There is a downside to this amplification though. Your magic, it is primed to do big things. It isn't very good at doing small things. Unlocking a door, removing stains from a piece of clothing, small things like that. You can still manage them, but it will take more work on your part, as your magic will be less precise on such a small scale than what it should be for your level of skill.

The benefits of this perk are the most obvious with combat spells. Again, your combat spells aren't more mana efficient, but if you were to be given access to sufficient mana - such as by a power sharer connected to an enclave's mana - you would instantly become a tactical weapon, able to obliterate small teams of combat wizards with your overwhelming power.

Of course, just because you are a human revisor doesn't mean that you can't use a revisor of your own to further amplify your spell casting. It still wouldn't make you the equal of a Tertiary Class Entity, but it would make you the next best thing, able to destroy small armies of mages if you think offensively, or even raise some enclaves if you are thinking constructively.

Capstone Boosted: Tertiary Class Entity

Perhaps being a mere Secondary Class Entity didn't give you enough power? Well, no matter, for you aren't such a pathetic thing. You are a Tertiary Class Entity, a once in several generations phenomenon. Where others scabble for scraps and crumbs, you wield POWER! UNLIMITED POWER!

Where a Secondary Class Entity might be considered a tactical asset, you are a strategic asset. Certainly, you can engage in combat, and casually overwhelm anyone who isn't another Tertiary Class Entity. Or you could alter the geography until your problems go away. Where your classmates might throw a fireball, you could melt a small mountain. Where they shoot blasts for

force, you can conjure a storm to shred a city. Where they might bring down a house with their might, you could set off a supervolcano, or use the same spell to shatter an enclave with a brief incantation. Or simply erase it from existence.

Of course, you are still limited by the fact that your spells aren't any more mana efficient. While you can wield the powers of gods and toss out miracles if you have enough mana on tap, without it you aren't any more dangerous than any other witch or wizard.

Minor Family Perks

Master of Survival (-100 CP)

Your family might not have a large presence in the Scholomance, but there were enough people who lived through the school to teach you the most important lesson; how to survive. While you won't be going in with the preexisting alliances that enclaver kids enjoy, you will have all of the tricks, instincts, and tactics that normally take them several years to build up.

This carries over into future jumps as well. Normally what area you are dumped into, you will have the skill and knowledge of how to survive there as if you had lived in the place for a year.

Natural Ally (-200 CP)

The fact that you aren't entering the Scholomance with preexisting alliances doesn't change the fact that you are a master at making alliances. These aren't the master and servant relationships that enclavers have with losers, for bonds of trust and friendship between peers and equals. Even if the other person is an enclaver, the valedictorian, or someone else that would, by all accounts, be your superior, you have no problem convincing them to form an equal partnership with you. More, you can be guaranteed that there will be no betrayal in these partnerships; you can be guaranteed that your partners will have your back and that they will trust you to have theirs.

Karma Houdini (-400 CP)

The universe is ruled by balance. Blessings are received in exchange for a sacrifice. Good fortune follows those who help others. It is, in essence, a fair system. Except when it applies to you.

Perhaps the universe just really likes you. Maybe you bribed someone in the celestial bureaucracy, or maybe there is a typo somewhere. Whatever the case may be, you no longer need to accept bad things in order to receive good things or do good unto others to have good done onto you. Rather, you receive blessings in proportion to the greatness of an act, good or bad.

Where others need to perform acts that cause them suffering to generate mana, you can also receive mana for doing something that you enjoy, receiving more mana the more that you enjoy it. Where others can receive great gifts for great sacrifices, you can receive the same gifts for

doing something that benefits you. Where others need to selflessly help others to gain good fortune, you could selfishly hurt them and still receive that good fortune.

Why work by the rules of karma when you can make karma work for you, whether it likes it or not?

Visions of the Future (-600 CP)

You have the gift of prophecy, able to see glimpses of the future. You can't control what you see or about whom, though you can control when you see it, able to plunge yourself into the myriad futures and catch glimpses whenever you wish to.

In general, you are more likely to see a future the more significant an event is - even if you might not understand why it is significant - and the more that it relates to you or someone that you are deeply familiar with. Death and grievous harm to the targets of the prophecy are the most significant events, as far as the future is concerned. As such, you might miss a great many important events, especially if you don't spend long arms meditating on the future, but you would need to actively avoid listening to the future to not have at least a few hours of warning against any attack on yourself.

Where surprise might be the greatest killer in the Scholomance, that will never be a concern for you.

Just remember Jumper; the future is not set in stone. Acting on the prophecies that you see might change them, or they might require you to act on them to come true.

Capstone Boosted: Speaker of Jumpchan

To speak the future is to shape the future.

You will need to keep the above statement in mind, Jumper, because you no longer have the gift of prophecy. No. Like the Speaker of Mumbai, you can see the future in all of its myriad possibilities.

Where others might have to worry about how they might avert a prophecy or make it come true, that is no longer a concern for you. You can clearly see the sequence of events that would cause a future, and what would happen if you altered them. You aren't limited to short-term futures either. The Speaker of Mumbai shaped Galadriel's entire life and ensured that she would return to their enclave at the exact right time by intentionally saying a single, one-sentence prophecy in a way that could be misunderstood 14 years before their reunion.

Like her, you too can see how the right sentence and choice of your words can alter events a decade into the future.

This power does have limits. It takes time to observe the future, so it isn't very useful if one finds themselves in an unexpected situation where time is of the essence, such as unplanned combat. You also cannot shape futures that would absolutely not happen. For there existed no future where both the Speaker of Mumbai's grandson and his fiancée would escape out of the Scholomance together, and in all futures where he escaped alone, he returned to the Scholomance to get eaten. As such, she was forced to choose the future and say the words that would ensure that he would be in place to save his fiancée by sacrificing himself. The last limitation is one of power. Like how the Speaker of Mumbai could detect Orion Lake's existence but could not see his actions, you too cannot see the future of beings that are significantly more powerful than you are.

Even beyond these, you should be careful with this power Jumper. It is easy to find yourself losing respect for a person's free will when you can freely dictate their actions with nothing but a couple of words.

Enclaver Perks

Superior Education (-100 CP)

You grew up in an enclave, full of fully trained witches and wizards, who understood that you were going to the Scholomance to survive, not to learn. Instead, they decided to teach you. You enter the Scholomance with the equivalent of a full year of education under your belt. While this is only as much as what a normal student with a year's worth of education would have, and doesn't account of any learning perks that you might have, it would still be sufficient to coast through your freshman classes, or as a leg-up to aim for the Valedictorian, though why an enclaver would need the title is anyone's guess.

In future jumps, you have an extra year of magical education beyond what your origin would give you in the local magical system.

Minion Master (-200 CP)

While only a quarter of the Scholomance's students survive the experience, most enclavers make it out. This isn't because they are smarter, more talented, or work harder. Rather, they have learned the art of making others take the risks for them, and fight for the privilege to do so. Now, you also have learned this skill. You are a master at not only managing others, getting the most that you can out of them with minimal work on your part but of making them appreciate the privilege of being exploited by you. You no longer have to fear unhappy or discontent minions unless you deliberately go out of your way to antagonize or hurt them.

Inequivalent Exchange (-400 CP)

The local magical system works on equivalent exchange. Sacrifice grants gains, and gains lead to sacrifice. The enclaves have mastered exploiting this system, allowing others to make the sacrifices while they profit most of the gains. You have looked at the system and discovered that you can do better. Whenever you make a sacrifice, you gain more than your fair share. This

effect is further amplified if you can convince someone else to make the sacrifice, allowing you to gain several times more than what they should have. If you wish, you can then dole out your minion's fair share. Or perhaps a bit more, to convince them to come back and keep making sacrifices for your benefit?

After all, why work at all, when you can make someone else do it for you?

Manavore (-600 CP)

You have the same ability that most people in his enclave believed that Orion Lake had, including himself. You can devour and hold mana at a near unprecedented lake.

Your magical capacity is sufficient to hold all of the mana of the New York enclave, the largest, greatest, and most powerful enclave in the entire world. More, you can drain mana so fast that if you were given a power sharer linked to their enclave, you could suck out their entire mana in fifteen minutes. This is such a massive quantity of mana that others would liken it to an ocean, and even the entire New York enclave together could not hold it if they were to try to remove it from their mana battery.

More than simply having a monstrous mana pool, you also gain a new way to refill it. Whenever someone dies close to you - whether that be a Mal, an animal, or a fellow human - all of the mana that they had left enters into you. This can allow you to recharge yourself in battle, or even gain more powerful from a monster than what it took to defeat it. If you were to learn spells to remove fatigue, you could fight an endless horde indefinitely with just this.

Capstone Boosted: Human Maw-Mouth

Of course, maybe near unlimited mana and the ability to take the mana of your defeated foes wasn't enough for you. Or perhaps whoever did this to you had their own designs. Whatever the case may be, you are more than just a mere manavore. You are a monster in human skin, someone who had gained some of the abilities of the feared Maw-Mouths.

Although you might not have the immortality of a Maw-Mouth - though even their immortality comes merely from a spell, and nothing is stopping you from gathering enough mana and casting the spell - you have the ability to grow without limit by devouring mana.

While your mana capacity was the same as what it was before, now it will grow. The more mana you have, and the longer you hold it in your body, the more your capacity will grow. If you were to always keep yourself topped up on mana, you could even see exponential growth in your mana capacity, though it is questionable what you would do with all of that mana. There are limits to how much power an ordinary wizard can put into a single spell. Perhaps you have some way to amplify that?

Either way, your ability to devour mana has also grown. Not only can you devour the mana of your defeated foes, but you can also consume whatever mana there is in the air, with the ability

coming so easily that you might find yourself doing it without even thinking about it. But even that is just the start. The more mana you devour, the easier it will become to devour mana. In a couple of years of hard work, you might reach the point where you only need to injure a foe before you can start draining their mana.

Even that isn't the end though.

No, your peak - something that could be reached in as little as four years if you work hard enough at it - is to devour the mana of anything that you come into contact with. Rip the mana out of spells that hit you, and add it to your own. Break down enchanted items and potions by sucking them dry. Even barriers designed specifically to push you back will become a contest between the power of the shield and the strength of your magical suction, and it is only a matter of time before you can wear down even the greatest of such spells. Even living creatures aren't safe from your hunger. At this point, you could suck a fellow human - or a Melificarum - dry of mana simply by touching them. Or, if you want that extra bit of mana, you can simply devour them whole, and suck them into yourself, leaving no evidence behind.

Be careful with this, Jumper. There is enough potential here to invade and destroy an entire enclave, so long as your skills do not lag too far behind your powers.

School Track Perks

Incantation Track Perks

Writer (-100 CP)

A large part of the incantation track is developing your own spells. This isn't so much a science as it is an art. Of putting your feelings into words, and writing them out, until the text clicks with reality. You are very good at this, as well as free-form writing in general. You could become an author or composer if being a wizard doesn't work out for you!

Polylingual (-200 CP)

Incantations for spells are in their native languages. They need to be translated into new languages before they can work in them, and some rely on unique styles, grammar, or cultural associations of some languages to work. For this reason, it is important for students on the incantation track to learn a great many languages if they wish to succeed. While others might consider this a challenge, it is barely a minor inconvenience for you. You learn languages at an astounding pace. Even dead languages pose no obstacle to you, letting you figure out the grammar, stylistic conventions, and pronunciation from reading texts in the language. The process will still require work, but where others would need to dedicate several months to it, you can do it alongside learning and writing spells in the language.

Experienced Caster (-400 CP)

What point is there in being in the incantation track if you struggle to cast spells? You don't know, because you don't have that problem. Your spells are cast twice as fast and require no gestures. Furthermore, you have no problem getting into the right mental state required for the more advanced spells, or casting while distracted. This can be rather important, as some spells will fatally misfire if cast in the wrong mental state.

Valedictorian (-600 CP)

There are people destined for greatness. Perhaps you are one of them? You are the sort of genius that comes about once a year, with a sharp and brilliant mind. You aren't truly an inventor, capable of taking an existing concept and improving on it, though you would be a fair hand at it were you to try. No, where you excel is in learning and comprehending information.

Not only is your memory perfect, but you can read at an astounding rate, and not just memory but instantly comprehend what you have read. You could fully learn and understand the contents of a textbook before most of your so-called peers had finished working through the first chapter.

You might not be the Valedictorian yet, but you are practically guaranteed the spot if want it.

Capstone Boosted: Renaissance Wizard

The sign of a real genius isn't the ability to understand something that they have heard or read. It is to connect it to other knowledge that they know and derive new information. And you? You are a real genius.

You are not truly an inventor. You don't invent anything that is truly, genuinely new, though it is nigh impossible for others to tell the difference from what you are doing. There is no limit to the number of disciplines that you can learn, and you are able to instantly see connections and correlations before disparate pieces of information. Your "discoveries" might only be things that are already there, but that doesn't change the fact that your mind will find the correct conclusions in an instant, whereas it might take others years to discover it.

Artificer Track Perks

More With Less (-100 CP)

In the Scholomance supplies are limited, so you learned to make them go further. You now need half as many materials to craft items or create potions. Also, their magical effects are slightly more powerful.

Lasting Creations (-200 CP)

No matter how great an artificer's creations, time and usage will wear them away. Now, you don't have to worry about this. Any item that you create will slowly regenerate over time. They can still be broken or destroyed, but the natural wear of time can be staved off indefinitely without maintenance. This also makes you better at repairing things.

Incorruptible Design (-400 CP)

A number of Mal originally started as artifacts that deviated from their original design due to poor planning, poor construction, or unforeseen events. Now, this is no longer a concern for you. Your creations can no longer be corrupted from your original intentions for them or turned against you. Create all the sentient man-eating automata that you want without ever having to worry that they will attack anyone but whom you want them to attack.

Best in Your Year (-600 CP)

There are people destined for greatness. Perhaps you are one of them? You are the sort of genius that comes about once a year, with a sharp and brilliant mind. You aren't quite valedictorian material, though you would have a fair shot at the title if you were to put in the work. No, it isn't in learning existing material that you excel. Rather you are a developer, an inventor, and a creator.

Where others might rotely follow the instructions on how to craft a piece of artifice or marvel at a finished product, all you can see are the flaws and inefficiencies and how to improve them. Anything designed and created by someone not sharing your brilliance, you can immediately tell how to improve and make better. And if it was created by someone as brilliant as you? Well, it is just a matter of studying it until you can find the inevitable flaws and produce a superior product!

Capstone Boosted: Once In A Generation

Li Shan Feng was an artificer who graduated as the valedictorian of his class, destroyed a Maw-Mouth, and over several decades rebuilt the Shang Hai enclave from a wrecked graveyard into rivaling the New York enclave, with dozens of minor enclaves that he established as their allies. Even his rivals admit that there isn't another wizard in the world as brilliant as him. He is the greatest not just of a single generation, but an entire lifetime.

Now, for the first time, he has a peer for his brilliance.

No longer are you relegated to taking the same piece of artifice, or the same concept, and "inventing" small improvements like a machine doing rote optimization. No, you have gone beyond that, and stepped into the field of true invention. Not of mere improvements, but of developing and creating entirely new concepts.

Why settle for creating a superior version of an existing piece of artifice, when you can simply craft something never seen before? Though if you want, you can restrict yourself to merely showing the common rabble what real artifice looks like by taking the barely held together junk that they crafted and turning it into something worthy of being held in your hands. None can doubt that you are a once-in-a-generation genius.

Alchemy Track Perks

More In Less (-100 CP)

Alchemy takes time and spending a lot of time in one place is dangerous in the Scholomance. Fortunately for you, you have to spend less time than others do. It takes you half as long to craft items or create potions. Also, their magical effects are slightly more powerful.

Safe Creation (-200 CP)

Alchemy is unpopular for personal use in the Scholomance due to its health hazards. Not only do people have to worry about the normal side effects, but if there was an error in the creation, it is possible that the alchemical makeup will melt someone's face off instead. Well, it is a worry with the creation of others. All of your creations are now perfectly safe. Not only are you guaranteed to not make any errors that could harm you like accidentally inhaling noxious fumes, but your concoctions will have no side effects or unexpected effects.

Enhanced Effectiveness (-400 CP)

While it is important that an alchemical potion be safe, it is also important that it does its job. That is not a concern for you. Any alchemical creation of yours is twice as potent as before, and its effects are twice as long-lasting. You can disable this perk if you are deliberately trying to create a weak or short-lasting potion.

Mundane Proof (-600 CP)

Magic is created by belief, by tricking reality. This in turn means that disbelief is the greatest enemy of magic. Mundanes who don't believe in magic can simply make magic not happen. Well, they can do that to others. Your magic and magical creations are no longer affected by the disbelief of anyone. Fly over the head of a crowd. Drink an invisibility potion on a stage. Ride a mechanical dragon down the streets of London. Where the magic of others falters, yours doesn't even notice a strain.

Capstone Boosted: Reinforced by Belief

If disbelief can break down the greatest workings of mages, then belief can also support them. Perhaps this is not true for others, but such is your conviction in yourself, that you make this statement true. You don't even need to believe in a magical working, understand it, or agree with it. So long as you decide that it exists, it will continue to exist while you focus on it, no matter how much harm is done to it.

Perhaps an enclave had all of its foundations destroyed and should be careering into the void of non-reality. Not while you have asserted its existence. All of its connections to reality will continue to exist, and the enclave will continue operating at full capability, so long as you are around to assert its existence. Perhaps someone lost focus on the shield spell that is keeping them alive. That is fine, you believe that it exists, and so it will continue to exist through your sheer belief in the sheer infallibility of yourself until the wizard can regain his focus.

This does have the limit in that you have to be around and actually see or sense the working for this effect to apply. It also stops working if you stop actively believing in its existence for some

reason, such as because you went to sleep. However, this effect can give a working a few hours of extra life, time that can be used to repair the harm done to it.

Items

You get a discount on 1 item at each tier (100 CP, 200 CP, 400 CP, and 600 CP). 100 CP items that are discounted are free.

Survival Package (Free)

Each student has a limited mass of supplies that they can bring with them into the Scholomance. Every gram is rationed, and the teleportation process removes the magic in items. This gives you the usual set of supplies that most students arrive with; 1 shirt for every year that you are here, a toothbrush and 1 pack of enchanted toothpaste to last you 4 years, and perhaps 1 other small mundane item. Hope that it will last you the year.

Mana-Sharing Bracelet (-100 CP)

A simple bracelet of whatever you design you want, and the instructions to make more from mundane materials. People wearing such bracelets can freely share mana with each other across any distance. These can also be connected to a mana battery into which users can store mana and draw it out at a later date.

You get this for free if you bought an Enclave Mana Battery.

A Dozen Mice (-100 CP)

Do you have a taste for Malia? Or perhaps you just like having some pets? Whatever the case this will give you a dozen mice, and the feed to keep them well fed. You can keep them as beloved pets, turn them into familiars, and kill them and consume them for malia. Perhaps more than one? A Maleficer can draw more mana from killing an animal that they care about... Every year any dead mice are replaced by new ones.

Can be purchased multiple times. Further purchases double the number of mice (a dozen mice for 100 CP, 2 dozen for 200 CP, 4 dozen for 300 CP, 8 dozen for 400 CP, etc.).

Shield Charm (-100 CP)

A small charm that can be worn on one's person. This professionally made shield charm lets you cast a shield spell with just a thought. Unlike a normal shield charm you don't need to focus on it to maintain it. So long as you have the mana, it will still active even while you are alive, or otherwise engaged in spell casting. Now you too can jump into a Maw-Mouth without getting immediately devoured!

Hygiene Products (-100 CP)

Deodorant, shampoo, conditioners, makeup, perfume, and other such products to keep you smelling and looking nice. Even better, these are all guaranteed to be top-quality professional products, with no risk of melting your face off, or setting your hair on fire! They regenerate if

consumed or destroyed, though it will take a month for them to be replaced if others acquire them or they become lost. While this might not seem very impressive, this would make you - or others that you share this with - the only person in the entire Scholomance who smells and looks nice. Could be worth a fortune if you know how to bargain it right.

Compendium of Kind Spells (-100 CP)

A book with more pages than it looks like, this contains nearly all of the spells that Gwen Higgins created and a number of highly effective spells. These are all spells that focus on various forms of healing, both emotional and physical. While this might normally be thought of as a treasure trove, there are a couple of reasons why the price is so low. First, all of these spells are freely shared in the outside world. Anyone who was truly interested in them could acquire them simply by asking Ms. Higgins and receive them for no cost. Second, these all have a behavioral requirement of some sort of altruism. Many of them require the user to be strict mana, or they might require a group of casters, with all the volunteers joining in as a matter of trust, and with no thought of personal gain. Finally, due to the nature of the altruistic requirement, you cannot sell these spells. You can keep them to yourself or hand them out freely, but charging for their knowledge would make them not work for you unless you repaid what you had charged for them.

Bag of Mundane Supplies (-200 CP)

A small, seemingly empty bag, that you can pull mundane items out from. These are things like electric razors, toothbrushes, toothpaste, soap, fresh clothes, or food. Enough new supplies are produced each day to let a group of up to 5 people live and dine comfortably, more if you are willing to ration. The items produced can vary from day to day based on your needs and desires. Although none of the items produced are enchanted, magical, or can serve as magical ingredients for spells, alchemy, or crafting, this would easily be the most valued treasure of any group within the Scholomance.

Be careful not to be too open with this, lest you start a war within the Scholomance over its possession.

Healing Consumables (-200 CP)

A dozen consumable items of your choice for healing a person. These could be healing potions straight out of an MMO, napkins soaked in a mother's love, worn charms, or whatever else you prefer. However, each item is single-use, and they can't heal anything more severe than a stab wound or poisoning. You get a new batch once a week and can save these up for a rainy day.

Crafting Supplies (-200 CP)

A large limitation in artifice, especially in the Scholomance, is the supplies that the user has access to. This is a collection of magically imbued materials - or the parts of magical creatures - that can be used for crafting potions or creating artifice. While none of the parts are of truly exceptional quality, they are all high quality even by the standards of the outside world. There are enough parts here to take the average artificer or potioneer a month to work through them, and you get a new batch each month.

Magical Brickmaker (-200 CP)

This is a waist-high piece of artifice that can convert mana and a bit of dirt into enchanted bricks, imbued with a desire and concept of your choice. These bricks - imbued with concepts of stability or a desire for a home - are the foundations for all enclaves. However, a clever Jumper could certainly find other uses for them. Or if not interested in artifice, these bricks can be used as mana batteries, and broken to release the stored mana when needed. The artifice produces 1 brick from a year's worth of mana. Even if left to run on its own without mana input, it will produce a brick a month. The artifice can be altered at any time to imbue different concepts into the bricks as desired.

The Golden Sutras (-400 CP)

Enclave are small pocket dimensions with limited connections to reality where space is more malleable, and wizard families can live in relative peace and safety. The mundane enclaves are built by torturing an innocent victim into a Maw-Mouth and using them as the foundation for the enclave, with a new foundation required each time the enclave is expanded, or a new connection to reality is made. These aren't the instructions for building a modern enclave. These are the instructions for the Golden Sutras, the original enclave building spells, translated into a language of your preference. Furthermore, they include the improvements that would be devised a few years into the future that allow a team of casters to cast the final step of the construction. Unlike the original Golden Sutras, these are also more mana efficient, allowing the construction of as big enclaves at the same cost as the modern, more "advanced" method.

Enchanted Outfit (-400 CP)

It is common for skilled adult wizards to walk around fully decked out in enchanted outfits that both protect them and can help them fight. These are even more common for professional combat wizards and serve as a massive combat multiplier. You get a similar outside. While it isn't anything jaw-dropping by the standards of the outside world, it is still a professional outfit of the sort that simply can't be found inside of the Scholomance. Perhaps a highly talented senior might be able to replicate one part of the equipment, but even then their version would be inferior due to the materials used. With this outfit, you are guaranteed to be the best-equipped student during the graduation ceremony by leaps and bounds.

Revisor (-400 CP)

A revisor is a small, hand-held piece of artifice, such as a wand. It isn't a strict spell amplifier. Rather, it amplifies the intent, focus, and desires behind a spell. This allows the channeling of more mana than the user is normally capable of, as well as the casting of grand workings beyond their usual skill level. While this doesn't make one the equal of a Tertiary Class Entity, nothing stops a Tertiary Class Entity from using this to eclipse even other Tertiary Class Entities.

Prophetic Spellbook (-400 CP)

A spellbook that contains the instructions for a single spell. While the owner can't determine what the spell granted by the spellbook is, and spells are written in their original language, each time the owner learns a spell a new spell is generated. The spellbook also has a limited gift for

prophecy, as the spells selected will often help with problems that you will encounter months or years into the future as a consequence of actions that you have yet to take.

Void Spell Library (-600 CP)

The library of the Scholomance doesn't actually hold any books. Rather, it pulls scrolls, books, and other texts outside of the void of reality as needed to fill its shelves, and then returns them when the time is right. You have your own library sitting in the void with a similar function.

It has only a few shelves and some tables where you can peacefully peruse your texts, and it will take a long time to track down a specific volume as the contents of the shelves are constantly shuffled around and replaced. However, if you persevere, any text ever written in the world can be found, including singular, unique texts, or lost or destroyed pieces of works. You can also speed up the process of finding a specific text by making an appropriate sacrifice, whether that be of mana or something else.

In future jumps, the content of works that the library can access updates to include works from all jumps that you had ever visited. The secrets of the multiverse are now at your fingertips. Good luck finding them.

Golden Enclave (-600 CP)

Your own personal enclave. An enclave is a small piece of reality forged into the void, connected to reality at a limited number of places that serve as the foundations to stop it from being sent into the nothingness.

Unlike modern enclaves, yours was built suffering-free and does not have the vulnerability of its foundations depending on a Maw-Mouth's existence. Despite this, it is large enough to rival any modern enclave, containing enough space to house thousands of witches and wizards.

You can place up to a dozen connections to your enclave anywhere you wish in the world, though they all must be within a large city-sized area. Space is flexible within an enclave, so you will be able to rapidly walk between distant foundation points within your enclave.

If you don't have anyone to share this space with, then don't worry. In this world, indie witches and wizards would jump at the chance to be allowed to live in your enclave.

Enclave Mana Battery (-600 CP)

A piece of artifice in the shape of your preference, small enough to be held in your hands. It is a mana battery similar to what enclaves use to store all of their mana. Unlike the near-limitless capacity of an enclave's mana battery, yours is truly limitless. It will never fully fill up, as there will always be space for more further.

You can always access the mana in this battery no matter where it is or where you are. However, if you wish for others to access it, you will need mana-sharing bracelets for them.

Unlike a normal mana battery, this one slowly refills on its own. Each year it generates approximately eighteen thousand two hundred and fifty lilims of mana or about as much mana as seven hundred and thirty wizards would generate in a year, working on their own outside of an enclave. Do not grow overly arrogant with this, Jumper. While a fortune within the Scholomance, this is still only as much mana as it takes to maintain a single seat on the Scholomance, and even the least of enclaves are capable of maintaining several seats at a time.

Companions

Recruitment to Hell (-50-200 CP)

For 50 CP each, you may import a prior companion. Alternatively, you may import 8 for 200 CP total. Each companion receives 600 CP that they can spend freely. Companions can't buy companions or take drawbacks.

Compelled Minion (-50 CP)

Perhaps you knew them before school and they foolishly trusted you. Perhaps you dragged a stranger into a dark alley and tortured them until they complied with your demands. Either way, you have a fellow student in your year compelled to follow all of your orders, even if they don't like you. They can be of any gender, origin, and school track of your choice, and gain the 100 CP and 200 CP perks of their origin and track, as well as all free perks. You can buy more minions for 50 CP each.

Recruitment from Hell (-100 CP)

For 100 CP each, you may recruit a canon character as a companion at the end of the jump if they agree to go with you. If you already have a target character in mind, it will be arranged that you will meet them as soon as realistic - if they are an adult, you will have to wait until after graduation - with several meetings arranged to give you the opportunity to make a good impression.

Graduation Alliance (-100 CP)

Perhaps you knew them before school started. Perhaps your parents were friends. Whatever the case, there is someone else starting the school with you as your ally. You get 800 CP to build them as you wish - though they can't take drawbacks or companions - and set their personality and relationship to you to whatever you wish.

Minor Clan Alliance (100 CP)

It isn't clear how, but you have either a minor enclave or a family almost large enough to form their own enclave that owes you some favors. Perhaps they are vassals of the enclave that your family runs. Perhaps you helped them out in some way. Perhaps Jumpchan bribed them with the spells on how to create an enclave in exchange for undefined future favors and gave those favors to you. Whatever the case may be, they are well disposed to you, and are willing to help you within reason. Though keep in mind that you can't receive outside help while within the Scholomance, and they are a minor power with limited resources.

In future jumps, this will take the form of minor noble or magical families owing you some favors, as appropriate for the setting.

Summon Bigger Maw-Mouth (200 CP)

You have a pet slime monster! Great. Unfortunately, this isn't one of those hentai slime monsters that melt people's clothes and molest cute girls. It is a Maw-Mouth, an abomination that hungers for and devours magic, its victims endlessly screaming inside of it as they are constantly broken and ground down, not allowed to die as they are slowly consumed over centuries of unimaginable torment.

If you aren't looking to subject your enemies - or random people that looked at you funny - to the worst hell possible in this world, you can also use this monster as the foundation for a piece of artifice the way modern enclaves are built. This process would have no negative effect on the slime monster, but will make the artifice many times more stable and twice as great in scale for the same mana cost. The sole drawbacks are that a Maw-Mouth can only be used for the foundation of a single artifice, and if the Maw-Mouth dies, it will take the artifice with it. On the other hand, even if someone were able to kill these near-immortal monster, that would only extinguish the lives of one of its victims, as the monster needs to be killed once for each victim that it had consumed.

Unlike a normal Maw-Mouth, you don't have to worry about this one devouring you, as it is perfectly loyal to you, and will follow all of your commands. The two of you are also able to freely share mana with each other, even without any equipment.

Alternatively, if you would prefer something less evil, you can make this a hentai slime monster instead. Don't worry, you can still use it as the immortal foundation for a spell.

Scenarios

If you wish to spice up your experience, you may take some scenarios. You can take as many scenarios as you wish, even potentially incompatible ones, so long as you can find some way to complete them.

If you took the Fair Play drawback, then for each Scenario that you take, you gain an extra 400 CP to spend on Magical Affinities atop any rewards offered. You can choose to spend this at the start of the jump - in which case failure to complete a scenario will constitute a jump failure - or at the end of the jump, in which case you will only gain the points for any scenario that you have completed. You still get the Scenario rewards even if you didn't take Fair Play.

Taking a scenario will automatically increase the duration of your jump until you either succeed at a scenario or give up on it. You can't give up on a scenario until your 10 years are up, but if you succeed before then, you can leave the jump early if you so wish.

The Safest School In The World

The Scholomance was advertised - and believes its own purpose to be - a school where all children of the wise can come to learn in safety. It absolutely horribly and completely failed at that task. Not only is the school anything but safe, but a large number of wizarding children simply aren't able to get into the school due to limited space. To top all of this off, the school is such a hellhole that most students would prefer to live in the outside world, even if their survival rate was half of that in the Scholomance.

While the Scholomance made a good best effort, and improved the survivability rate of magical children, it fell far short of its stated purpose.

This isn't necessarily the failure of its designers. It can be argued that their goals were overly ambitious or even impossible. That doesn't matter. You are a Jumper, and you will not let such petty things as reality and logic stand in your way!

Your job isn't to improve the Scholomance. No, your task is to build a replacement school that is better in every way.

The school must have enough seats that every wizarding child, irrespective of their origin or ethnicity, must be able to attend if they wish to do so. As it is a magical school, the magical education that it provides must be at least on par with that of the Scholomance. However, it cannot be a hellhole. How you manage it is up to you - perhaps you conjured an artificial sun, maybe you let in sunlight from the outside world and allow communication with their families, maybe you even allow their parents to visit - but studying in the Scholomance can't be any worse than living in the average enclave. Finally, the School must be safe. Out of every class inducted into the school, at least 19 out of every 20 students must survive and graduate from the school.

You also cannot complete your task by keeping the existence of the school a secret. The world must be aware of the existence of your school. Your task is completed if you can manage this task for at least 50 years.

Reward:

If you succeed, you will get to take the school that you built with you into future worlds. It will also be updated so that it will be capable of teaching any magical system that you know to any student that you accept into it.

Dread Jumper the Dark

Galadriel was prophesied to destroy the world. Perhaps there was a similar prophecy about you, and this one not simply deliberately misphrased? Or perhaps you are just an asshole? Whatever the case may be, you are a Malificer. And not just any Malificer, but a Dark Lord of Lady. Or, well, that is the plan, Jumper.

Your goal now is to become a Dark Lord or Lady, acknowledged by the entire magical world for your dark and dreadful powers, with the appropriate accomplishments to your name.

First, you must take over an enclave. It cannot be by guile or cunning, but must be by force. Nor may you cower your opponents into submission without any fighting. You must first fight the forces of the enclave, and only when a majority of their defenders are lying defeated at your feet may you acknowledge their surrender. Nor can this be a minor enclave. It must be one of the most powerful enclaves in the world, on par with London, New York, or Shanghai.

Alternatively, if such peaceful resolutions aren't your preference, you may completely destroy the enclave, destroying its foundations and tossing it into the void, and then either raise a new enclave of equal or greater size yourself, or force others to do so for you. The details do not matter, so long as you end up with your own enclave, and have established your credentials of dreadful power.

Next, you must repopulate and rebuild the enclave. Whether you take the original inhabitants as your slaves, resurrect them as your undead revenants, bring in a horde of powerful Mal subordinate to your will, or recruit indie wizards from outside, the sapient population of the enclave, as well as the number of artifacts in its vaults, the size of its mana pool, and its mana generation rate must all be at least at the level it was at before you went and invaded the place. You must rule this enclave as a tyrant, your word and decrees absolute law that none may question without drastically disproportionate punishment, whether that be death, enslavement, or ending up as an experiment in your labs.

Finally, you must then expand your dominion beyond your enclave. Whether you conquer dozens of lesser enclaves and force them into becoming your vassals, build new enclaves, or play the games of politics, your enclave must reach a level of political power and might where it is the uncontested ruler of an entire continent.

Reward:

Succeed, and you will become a Lord (or Lady) of Darkness in truth and not just title.

Other, lesser Maleficers have a limited lifespan. As they continue to take in Malia, eventually their insides will start to wither away, and after a few decades the corruption will leak to the outsides. Their beautiful visages will disappear, and they will turn into walking husks that need ever increasing quantities of Malia simply to keep their bodies going.

That, will never happen to you. No matter what dark or dread power you wield, it will never corrupt or harm you. In fact, it will heal you. There is no need for you to discover spells of immortality, for merely wielding dark powers makes you so. Eternal youth, supernatural beauty, immunity to not just sickness and regular diseases but even cancer - something beyond the capability of modern magic to heal - and even a healing factor that lets you regrow limbs and

organs without using a single spell. The more dark powers flow through your body, the more your vitality increases, and the further you step from the coils of mortality.

Breaker of the Enclaves

Galadriel was prophesied to destroy the modern world. As it turned out, this was a prophecy that she would destroy all modern enclaves and replace them with golden ones. Perhaps you took Galadriel's place. Or perhaps the prophecy was made about you instead.

Whatever the reason, a prophecy was never made about Galadriel. She was never born with a dread power, capable of shaking her world. Instead, her and her mother got to live happily with her grandparents, while her burden fell upon you. Even if you might not have thought to take her powers.

Your tasks are three-fold.

First, you must ensure the deaths of all Maw-Mouths in the world. This is not an easy task Jumper. With Galadriel gone, there is only one other person in the entire world who is credited with a single Maw-Mouth kill. He was the greatest genius of a generation, went into the fight armed with the greatest pieces of artifice that he could craft, backed by a small enclave's worth of allies, and even he did not truly succeed in the end, being forced to use the Maw-Mouth as the foundation of a new enclave, simply altering and teleporting it elsewhere. Yet you must still do it for the hundreds of Maw-Mouths out there in the world, and any new ones that may be created after your arrival.

Second, you must replace all existing enclaves in the world. So many Maw-Mouths exist, because they are the foundations for modern enclaves. A new one is created each time a modern enclave is built or expanded, and their death destroys the corresponding section of an enclave. Yet, despite what the prophecy might say, you aren't here to destroy the world, but to save it. Whether you use the Golden Sutras, a technique from another world to create demiplanes, or develop your own spell, you must build your own, replacement enclaves that aren't built via, or supported by human suffering. You must ensure that as many people live in these guilt-free enclaves, as used to live in any sort of enclaves before you started upon your quest.

Third, you must ensure that the modern method of building enclaves is entirely forgotten. Whether you accomplish it by compulsions, mental erasure, willingly accepted geases, or copious amounts of murder, there must not be a single person left in the world who is capable of building modern enclaves, or teaching others the method to build modern enclaves. It is fine if the people who currently know the method are simply magically bound from using or passing on the knowledge, but it must die with the current generation. Don't worry, the compulsion that everyone has to agree to before learning the knowledge stops them from writing it down, so you can be sure that instructions on how to learn the modern method don't exist for someone to find.

Accomplish this, and you will have fulfilled your fate of destroying the world, by saving it.

Reward:

Despite the prophecy hailing you a destroyer, in truth your legacy is one of creation. While in this world it was merely a case of the Speaker of Mumbai deliberately mangling her words, in future worlds it need not be so.

For the rest of your journeys, you are free to choose your interpretation of a prophecy. So long as you become involved with the prophecy, and your interpretation could technically fit within its wording, your interpretation becomes the truth of the prophecy. Even if you aren't the intended subject of a prophecy, so long as you meet the requirements detailed for the chosen hero, you can force the prophecy to be about you, and then force your interpretation of it on reality.

Of course, a prophecy actually needs to be real for this to work. You can't just bribe a random old lady in a tavern to spout a few rhymes. Unless she has the gift of prophecy of course. Naturally, this works better the more vague and cryptic a prophecy is.

Rise of the Euficarium

This world appears to have a pseudo-karmic system. There is a lot of talk about balance when it comes to magic, with great acts of good causing great powers of darkness to be born, and the creation of such dark powers causing the birth of those with the potential to oppose them. Yet, while wizards cheating at mana generation will lead to the birth of Maleficarium, and intelligent constructs can be corrupted into becoming Maleficarium, the reverse doesn't happen. When was the last time you heard of a construct spontaneously growing angelic wings, and going around healing people? Probably never, because it doesn't happen.

Whether it is because you think that this is a bug in the system, are overambitious, or are simply greedy for the powers that a scenario provides - hey, being rewarded with great power for great acts of good is the nature of karmic balance - you have decided to change this.

Your mission is simple, if almost impossibly difficult. You must create a world-wide mirror system of Malia and the creation of Maleficarium, where magical creatures of good are naturally produced just as easily as a result of good and selfless acts. How you go about achieving this, and the exact shape, nature, and abilities of these Euficarium are up to you, but they must be the benevolent mirrors of Maleficarium in some way, and bring as much good as Maleficarium bring harm.

Reward:

This isn't the only world where the dark and corruptive forces have power. Or so others say. You certainly don't have to deal with that anymore if you don't want to.

You have an aura, whose range and power increases with your own personal power. Any power, item, or ability affected by this aura that runs on suffering or corruption will no longer do so, its

nature effectively purified to run on benevolence, selflessness, generosity, or other traits that you, personally, consider “good” instead.

You can further speed up this process by directly interacting with or wielding such items or powers.

For example, if there is a ring that would corrupt its wearer, then simply putting it on will instantly purify it. Alternatively, if there is some dark energy powered by pain, death, sadism, and murder that corrupts the minds and bodies of its wielders, then any part of that power you are hit with is purified. Alternatively, if taking attacks head on is not your preference, you could try wield the power yourself, all portions of it that you channel becoming instantly purified by this ability. It will still take a long time to purify a power spanning an entire galaxy unless you are capable of wielding truly titanic quantities of power, but at least where you travel its wielders will be stripped of their powers unless they have a change of heart.

You can, naturally, turn this power off at will. Perhaps you want to give the whole Dark Lady thing a try?

Revelation of Magic

Mundane humans do not believe in magic. This belief weakens - and large enough quantities - negates magic, forcing mages to live in their own small world. Wouldn't it be great to end this segregation?

I hope you feel so, for that is your task.

You must end the masquerade that exists over magic in the world, and then go beyond that. Not only must you reveal magic to the world, but you must convince the majority of humanity that magic exists and is real. You will know that you have succeeded, when a mage could travel into a random crowd of mundane humans, and cast a spell without the spell becoming noticeably weaker.

This will not be easy though, Jumper.

It doesn't matter if you put on displays and present arguments that would convince anyone reasonable that magic is real. A lot of humans are not in fact reasonable, and even a small fraction of a crowd disbelieving a spell could cause it to sputter out. No, you must launch an aggressive, international campaign of awareness to the point that those who continue to deny magic in the face of all evidence end up as a small, tiny minority of the population, too few for reality to continue acknowledging their opinions.

Reward:

In exchange for bringing an age of magic to this world, you have gained the ability to bring magic in all future worlds that you visit.

You have an aura, whose range and power increases with your own personal power. If magic doesn't exist in this world, exists but is weak, or was stronger sometime in the past, then it will grow stronger overtime as your magic seeps into the air, the soil, and the life around you. This growth will continue until magic is as powerful as it is in this world at the time you left or, or the strongest it ever was in the history of your new world, whichever is higher. The same will happen to the number of people who can wield magic, as mundane people will slowly discover a gift for magic that they never had before.

If the world that you visit already has or had a system of magic, that is what will be strengthened by this. If it does not, then the magic of this world - with all of its costs and consequences - is what will be awakened in people.

You can, naturally, turn this power off at will. Perhaps you wish to be the only archmage around for once?

Toggles

Perhaps you dislike starting as a first year non-canonical student in Galadriel's year. These are options to alter your starting time, location, or year.

Extended Stay (0 CP)

Perhaps you really enjoy this world? I certainly don't see why, but then Jumpers aren't known for their sanity.

Well, now you can enjoy it for longer! Now, instead of your jump ending after 10 years, you can extend it past that for as long as you want. You don't have to make a decision on how long it is extended when taking this toggle; instead, once your 10 years are up, you can end your jump whenever you want.

Limited Stay (-200 CP)

As the title of the series suggests, the story revolves around the Scholomance school experience, even if the last book lasted a few weeks after the main character's graduation. Well now, your jump doesn't have to. Your jump will end soon as you graduate from the Scholomance. Normally that would be in 4 years, but the rules of the school allows anyone to take part of the graduation exam; it is only mandatory for seniors. Most students only don't take the option because of how dangerous this is.

This toggle is incompatible with any other toggles or drawbacks that reduce the duration of your stay in the Scholomance.

Already Educated (-100 / 200 / 300 CP)

Maybe 14 year olds are too immature for you? Maybe you want to start at the same time as canon? Perhaps you have a limited tolerance for being in magical prison? Whatever the reasoning may be, you are now older.

For each 100 CP of payment that you make, up to 300 CP, you can be a year older. You gain the corresponding level of knowledge and skill that the average student of your new year and track would have. You can decide whether you remain in Galadriel's class - moving ahead the jump start time as appropriate - or whether you are in an earlier class from her.

The points gained from a "Track" drawback are reduced by the number of points that this toggle costs, down to 0.

Canonical Insertion (+0 CP or -200 CP)

Maybe you don't wish to become a new student in the Scholomance and wish to replace a canon character instead? Maybe you want to take the place of Galadriel and show the universe what a true Dark Lady can be like? Or maybe you want to become Orion, the non-socially awkward hero? Well, you can!

You don't gain any of their skills, abilities, personality, or magical knowledge - unless you took the appropriate perk - but gain their memories, body, and place in the world. If the target of your takeover is of a different origin from you, you must pay (or gain) the difference in CP. If they are older than 14, you must also take the appropriate toggles to adjust your age.

All canonical characters are free, with the exception of Orion Lake. You must pay 200 CP to take the place of Orion Lake as this lets you prevent a potential apocalypse.

I Am An Adult (-400 CP)

Perhaps you don't like dealing with teenage hormones? Or maybe you just don't want to deal with going to school? Or maybe you wish to pay a sacrifice of personal power to skip out on the wonderful experience that is the Scholomance. Well, now you can!

By sacrificing 400 CP worth of power, you can start the jump as a fully educated and grown adult wizard of average knowledge, skill, and power. Your supposedly best years of life are now behind you, and it is time for you to become gainfully employed.

You aren't allowed to take any "Track" drawbacks

Altered Start (+0 CP or -50 / 100 / 150 CP)

Perhaps you don't wish to be in Galadriel's class.

Maybe you wish to experience a proper Scholomance graduation without her and Orion wrecking things for everyone. Maybe you just don't like her personality. Or maybe, you want to wreck things before her. Whatever the case may be, you may now start in an earlier year. You

can start in any year before Galadriel's one, so long as the Scholomance already has the modern death rate.

Alternatively, you can go in the other direction, up to being a Freshmen in her Senior year. This costs 50 CP per year that you move up your start year to represent the drop in danger of the later years.

Note: If you spent points on Already Educated, you can move forward the same number of years for free. This toggle is for if you want to move forward without the corresponding level of education

Drawbacks

You can take as many drawbacks as you want. Track drawbacks only apply while you are in school. Once you graduate, they no longer apply. If you leave the Scholomance without graduating, you must still find a way to fulfill the drawbacks until you can go back and graduate properly.

Language Track (+100 CP)

I hope that you like learning new languages and are good at it because the Scholomance certainly thinks so. It will frequently change the languages in which it assigns your schoolwork and provides the spells for you to learn. You can expect to need to learn between 4 and 6 new languages a year just to avoid failing your classes, and the majority will be dead languages.

Valedictorian Track (+100 CP)

The Scholomance thinks that you are aiming to be the Valedictorian, the best in your year. It intends to help you in this. Your course load has increased to be the hardest in your year to ensure that you have every chance to succeed in your goal. Further, if your homework and exam scores are any less than perfect, it will help you out by providing you with mandatory makeup work as an opportunity to earn extra credit. This work will take place in classes, and you will not be let out of the room until you have raised your grade to its satisfaction, even if that means that you have to head back to your room after curfew, or miss sleep altogether. I hope that you are smart enough, Jumper, because some very motivated and intelligent people are aiming for that Valedictorian spot.

Maleficer Track (+100 CP)

The Scholomance provides spells to students for their needs matching their personalities. The Scholomance thinks that you would be a great dark lord or lady. While it will fulfill your request in the spells that it grants you, they will all do so in deadly ways. If you need to open a locked door, it will give you a spell to blow up the door and send the shrapnel flying as deadly projectiles. If you need a spell to clean the floor, you will receive a spell to summon the flames of spell to burn the floor clean of any impurities like dust, dirt, and other human beings. This will give you a versatile loadout of combat spells, but you will need to trade spells with others if you want to solve problems without massive collateral damage, and these spells are more mana intensive

than the more traditional, safe spells. Even in magical libraries, it will take serious searching to find spells that solve problems in a non-violent manner.

Too Cool For School (+100 CP)

I hope that you are a genius because you aren't interested in studying. Or paying much attention to your lessons. You will give the bare amount of effort that you think is required, which is much less than what others think is needed. You will often put up projects and homework for the last minute, forgetting about them in favor of more interesting things. Fortunately, no one cares about your grade in the Scholomance. Just try not to end up in too many make-up classes from failed exams and homework.

Physically Unfit (+200 CP)

You are cursed with being physically out of shape. Well, perhaps not truly out of shape. Although you can grow weak if you are lazy, you are still able to keep yourself in shape. To a limit. No matter how much you train, or how hard you exercise, you can't grow anymore fit than the average, modern, first world high school student who isn't on any sports teams or doing sports as an extracurricular activity.

Perhaps in another school this wouldn't even be noteworthy. Not so the Scholomance. When a Mal attacks, often the difference between life and death is how quickly you can react and get away. And even if you can handle them, the graduation exam will be running through a hall full of an army of Mal that want to devour you. Every single one of your classmates will be in the peak shape of their lives. You, Jumper, will stand out in how inferior you are compared to them.

Hopefully you will have something to make up for your inferiority?

Wrong Feeling (+200 CP)

Contrary to common belief, most Maleficers do not give off a sense of wrongness. They are good-looking, charming, and put others around them at ease. Unfortunately for you, you give off a feeling of what most people think Maleficers are like. Those around you feel an instinctive sense of wrongness as if something is off. People can get over it, but the first impression everyone has of you is suspicion, and if a dead body turns up, you can expect to be the first suspect. Even as an enclaver, this can make it hard to get people to work with you. At least until you do something suitably impressive for them to get over such feelings.

Moody (+200 CP)

You regularly and easily get angry. Even the act of someone that you were trying to befriend or get to know responding positively to you will make you angry and want to lash out. While you can work through this, it will have to be done with each individual person. When a new person comes into your life, you will slowly have to go through the process of coming to tolerate them over time, even if you had already done the exact same process for many others. Even then, if things don't go the way you want - or follow your intentions too closely - you can still find yourself getting upset and needing to hit someone or go sulk privately on your own for a few hours.

Needless to say, this will make it significantly harder to befriend others or form alliances. Don't expect others to reach out to you unless they find you valuable enough to make up for the flaw that is your personality.

Hard Worker (+200 CP)

You enjoy putting in work. Whether it be physical exercise, fixing things, or cleaning. So long as it is a physical task you enjoy doing it, and can do it for hours on end without an issue.

Unfortunately, the locals build up mana by doing things that make them miserable, the more miserable the better. You now need to find more creative ways to build up mana than just doing pushups until your arms give in. If you have a way of gaining mana from things that you enjoy, they no longer work with these activities.

Ignorance is Bliss (+200 CP)

They say ignorance is bliss. "They" are also probably dead now, but who cares about that?

You're a Jumper! Why should you concern yourselves with things like basic survival instincts when you can sacrifice them for more power? Or better yet, sacrifice your knowledge for power?

That is what you did. All out-of-jump knowledge of the setting that you had - including anything you learned from this Jump document - is now gone. You will still recall what your perks and powers do, but the exact descriptions and the details will escape you. Fortunately, this isn't as deadly as it might first sound. While there are a lot of deep and important secrets in the story, they have little to no impact on one's ability to survive the Scholomance.

If you are entering as a Drop-In, you will still know the basics; you are entering a magic school known as the Scholomance and will be attending for 4 years. Students have a 50% chance of making it to graduation, and 50% chance of surviving to graduation. The rest is up to you to figure out. And if you decided to skip school, then you don't get to know even that.

Strict Mana (+300 CP)

Witches and wizards are supposed to generate their own Mana or use Mana that is freely given to them. However, most of them cheat. While not everyone is a Maleficer who takes another wizard's mana by force and trickery, even the most honest of them generally resort to draining the life out of the bugs or furniture around them to make up the difference. Now, this is no longer an option for you. For the duration of your jump, you must be Strict Mana, only using the mana that you personally generated. Even items and powers that automatically generate or regenerate mana no longer work for you. The powers don't work, and the items still generate mana that you can give to others, or use in your potions and artifice, but you can't take that mana for yourself.

There is one exception; you can still use mana that was freely given to you, but only if that mana itself was generated in a strict mana manner. If any of it was not, then you are simply unable to draw on that mana.

Maintenance Track (+300 CP)

Officially, the maintenance track doesn't exist. Every student is supposed to have a maintenance shift once a week, where they work on repairing some part of the school. This is a fairly dangerous task to do alone, as a student can't simultaneously hold a flashlight, repair equipment, and scan their surroundings to make sure that a Mal isn't creeping up on them in the dark to eat them. For this reason, many students tend to double up on their shifts, with one person standing watch while the other does their own shift, with both of them wearing shield bracelets and ready to cast spells at a moment's notice.

Due to the long hours, dangers, and high stress these shifts are unpopular. As such, enclaver kids usually push their workload onto others in exchange for future favors. The losers who are often saddled with the shifts of multiple students are the unofficial maintenance track kids.

You are an official maintenance track kid. Every night, you will be assigned one or two complete shifts that you will have to do. Not only will this cut into your sleep time, but you will be assigned these shifts on your own Jumper. Unless you find others to double up with you - effectively doing two to four shifts a night - you will have to work at night with no one to watch your back from Mal attacks. As these are officially assigned class activities, unlike other maintenance kids you don't actually gain anything from doing them. If you wish to gain the benefits of the unofficial maintenance track, you will have to take those extra shifts on top of the ones assigned to you by the school.

I hope that you are a hard and paranoid worker, Jumper. Many maintenance track kids end up dead during their jobs and even those who survive are constantly on the brink of failing as they don't have the time to study.

Maleficarium Hunter Track (+300 CP)

Do you like hunting down monsters that sane people run away from, and engaging them in fights to the death? Well, the school certainly seems to think so. Or maybe it just figured out your nature and is trying to use you to boost the survival rate of the students.

Aside from your regular schedule, you will have extra classes at a time when everyone else has finished theirs. This class won't be in a classroom. Instead, the school will send you out to rooms, pipes, and other places where the most powerful Mal that are getting near the students are located to hunt them down and kill them.

This won't be too bad in the beginning. At the end of every year, magical fires burn up and down the corridors of the school, killing most Mal. As such, for the first couple of months, you will only have to face minor annoyances. However, as the year goes on, the bigger and more powerful Mal will start to show up, and the school will send you to face them before any of the children can be harmed.

You won't be expected to face all of the Mal on your lonesome of course. Once their numbers are large enough the school will only send you to hunt down the worst of them and let the rest of

the students handle the lesser creatures. However, it will also have no concept of a Mal being too powerful. This would be bad enough in a normal year, but if the Mal in the graduation hall end up sufficiently starved and something like a Maw-Mouth were to crawl into the school, you will find yourself serving as the first line of defense even if there would be others better qualified to handle the threat.

No matter how good you are at hunting Mal, you can expect to spend between one to two hours a day dedicated to this class. Even if you don't need that long for all of your targets, the school will expect you to stay in the area just in case.

Dead Jumpers Tell No Tales (+300 CP)

So, there are some deep, dark secrets revolving around the enclaves. Things that they would really like to keep secret. Maybe you know what they are, maybe you don't. They certainly believe that you know them, and want to fix this mistake. By silencing you. Permanently.

Fortunately, you start in the Scholomance, and there is no way to communicate with the outside world. You will have a year to prepare. After that year, your grace period is up. The majority of the enclave kids coming in for the next three years will have received clear instructions that you are an enemy of the enclaves, and to pass that on to the upper years. If you had any alliances, they are going to be put to the test, as enclave kids will be considering the instructions from home to eliminate you and your allies. Depending on your reputation at this point, they might try to kill you directly. They might offer a free seat in their enclave to anyone that kills you. Or, depending on your reputation and relationship with them, they might ignore the instructions. Whatever the case, anyone who isn't willing to go to war with the enclaves once outside won't be willing to ally with you.

And that is what will happen when you do finish your education and leave the Scholomance. The enclaves will have declared you an enemy, to be hunted down and eliminated.

Perhaps war is not necessary though. Perhaps you can negotiate. After all, all they want is to keep their secrets secret. So long as you haven't revealed them to anyone, maybe you can convince them to let you simply agree to a compulsion instead to keep those secrets to the grave. Don't worry, I'm sure you can trust the leaders of those enclaves to not put anything untoward in that compulsion...

Hippocratic Geas (+400 CP)

Are you perhaps a healer, Jumper? I certainly hope so, because your magic has taken the oath of one.

Your magic desires to heal so much - even if it might not be particularly good at it - that it is incapable of doing the reverse. You are simply incapable of using your magic to harm others, not even Maleficers or Maleficarium. Not only can you not cast offensive spells, but even spells that would disable the target by turning them to stone, compulsions, and other such debuffs do not work. You can at least manage a shield spell, but only if it isn't used offensively, even

indirectly; attempting to use a shield spell to stop a Mal from fleeing your ally's fireball would cause the shield to be no tougher than air when the Mal simply pushes through it.

This restriction also applies to any other supernatural powers that you might have. I hope you have allies to protect you Jumper, because you certainly can't protect yourself.

Mana Devourer (+400 CP)

Did a magical experiment go wrong and get your essence mixed with a Maw-Mouth? No matter the reason, you now have the hunger of one, if none of its actual abilities. You constantly hunger for mana, like it were a drug. There is no way to end this hunger, only temporarily manage it by feeding yourself mana. Not receiving or taking mana for a time will first cause you pain, then start making you wither away until you feed again, while gaining mana in any form will give you an addictive pleasure. However, feeding this hunger will only making it ever grow, making you desire and need more mana the more you consume. Cutting back on your intake will not help; no matter how little you consume, your desire and need will only ever continue to grow, not lessen.

Giving into this hunger will not kill you or hurt you, but it *will* hurt those around you. Like one Orion Lake, if you feed too much - perhaps devour a century-old Maw-Mouth that had snacked on students from every graduation year - until your hunger surpasses your willpower, you will become nothing more than a walking hunger. Past allies, families, and friends will be forgotten, as your fellow wizards will be nothing more than snacks to temporarily sate your hunger.

Be careful Jumper that you don't come to your senses at the end of the jump to find that you have cannibalized everyone that you might have cared about.

Real Maleficer (+400 CP)

Maleficers are Dark Wizards and Witches, who take powers from others, hurting and killing them in the process. You are not a dabbler, but a full-fledged Maleficer.

This has some minor upsides. Due to the dark, dread, and corruptive powers flowing through your veins, you look good, stunningly so. On a bad day, and if you haven't cleaned yourself in a week or more, you might rate as low as a 9 out of 10. You also have an aura of trustworthiness around you, that will make the naive trust you. To those who know the signs of a Maleficer, they will all know that not only are you one, but that you have gone off the deep end.

As to the downside, you can no longer generate mana naturally. Unlike other Maleficers, you cannot use freely given mana, or draw on mana in a mana battery either. You can only use Malia, corrupted mana that you, personally, took by force from your victims. If you don't have the right perks, you aren't able to do this automatically from sapient beings either. You must have a fellow human's consent before you can take their mana, though there are dubious ways to acquire consent. You can drain a target of mana so long as they are sleeping or unconscious, or you can resort to the more traditional method of torturing a victim until they allow you to take their mana.

This also applies to any supernatural powers from other settings. You aren't able to naturally regenerate any supernatural consumed to cast them, but must forcefully take power from others to refill it. And if your power doesn't require a magical power source, it still needs to be fueled by Malia.

Whatever your choices, Jumper, be sure to keep this a secret. No matter how deadly the Scholomance might be, your fellow students won't countenance you murdering their numbers for personal power. On the other hand, if you manage to finish school without snacking on mana of your classmates, many enclaves will be happy to let you join them as their living weapon.

Fair Play (+400 CP)

The local magic runs on equivalent exchange; you can gain more power by sacrificing something. So it is only fitting that you can become more powerful by sacrificing your out of jump powers and items. In exchange for being reduced to your bodymod and what you have bought here, you gain extra CP. Use them well Jumper, and remember, the school has a 25% graduation rate for a reason.

GED Track (+400 CP), Incompatible with other Track drawbacks

In the Scholomance there is a 50% chance of making it to graduation and a 50% chance of surviving graduation. Four years of utter misery, marked by a one in four chance of survival. And yet, there is an unending competition for everyone to get their children into the school. This isn't because the Scholomance has a great reputation for the education that it provides. No, it is because it is the safest option.

In the outside world, children have a 1 in 20 chance of surviving those same four years if they live in an enclave.

You aren't even that fortunate. Not only did you not get into the Scholomance, but you are part of the group of non-enclave kids with a survival rate so low that you don't even get to be turned into a statistic. Your powers are still undeveloped, your knowledge incomplete, with no enclave to funnel Maleficarium through a single point of attack. And you are at the age when witches and wizards smell the most delicious. Chances are, you are going to die Jumper.

If you are an enclaver, bought an enclave, or crafted an enclave, you still cannot enter those enclaves for the four years that your schooling in the Scholomance would have taken, or until the Scholomance is destroyed, whichever comes first. The reason for this is up to you. Perhaps you upset the Dominus of your enclave so much, which was why your seat was given to someone else. Perhaps you are allergic to the strong concentration of Malia in an enclave, and can't stand being inside of one. Whatever the case may be, you are on your own Jumper. And the odds are not in your favor.

Any other drawbacks that you have will be appropriately adjusted for you not starting the Scholomance.

Natural Born Victim (+600 CP)

Sometimes the universe arranges for a person to be born to fulfill a greater purpose. Galadriel was born to stop Orion, and to upend the current world order. You, like her, were also born for a purpose. That purpose wasn't one of greatness. You were born to be a victim.

There are Honey Pot spells and alchemical creations. These are designed to attract all Maleficarium who smell them so that an area can be culled. Your natural body odor could substitute for a Honey Pot smell. Fortunately, this doesn't increase the range of how far your body odor goes, but any Maleficarium that smells you will hone in on you and try to kill you, no matter how many other, or better treats there might be around. If someone were to toss you into the graduation hall, the entire class would have a free run to the gate, as even Maleficarium right next to them would ignore them to get at you.

Furthermore, you struggle to keep your mana your own. Normally, another person can't take your mana without your consent. That is no longer a case. When someone near you cheats in their casting, using less mana than they need to and taking the rest from their environment, part of that mana will come from you. This is an unpleasant and harmful experience. Your injuries won't be major though. Maybe some bruising, perhaps a bit of blood coming out of your nose. Nothing that you can't hide. And you should hide it, for every year someone becomes a Maleficer. And you are the perfect victim for a Maleficer. They don't need to bargain with you, trick you, or force you to give them mana under torture. If someone deliberately decides to take your mana from you, they can, ripping it out of you even at a distance. And if they take enough, they can even kill you.

I hope that these points were worth it because I don't know how you are planning to survive this, Jumper.

Hunted By a Devourer (+600 CP)

Maw-Mouths are borderline immortal slime monsters. The victims that they devour are cursed with deathlessness, and are devoured over a time span of centuries, even as they are broken down and ground apart, constantly screaming and begging for a salvation that will never come. The only known way to kill a Maw-Mouth is to repeatedly cast killing curses powerful enough to impose death on its victims who can't die until they are all dead, and then kill the Maw-Mouth itself. This is a process that would take days for a first-rate wizard, even if backed up by all of the mana of their enclave, during which if their shields fail even once, they will join the creature's victims.

Understandably, most witches and wizards are absolutely terrified of Maw-Mouths and want nothing to do with them. The one major exception is Ophelia Lake, who tried to fuse her unborn son with an embryo to create an obedient weapon with all of the abilities of a Maw-Mouth. Now, she isn't the only one who did such an insane thing.

Someone else created an artificial human Maw-Mouth. Then, they got devoured alive when they inevitably lost control of their weapon. Now, their creation hungers eternally for mana. This wizard, whoever they are, is a fully grown adult wizard with all of the training that implies, and the fully developed version of the capstone-boosted Manavore perk. Further, they have already devoured dozens, their victims slowly suffering inside of them, and cannot die until all of their victims have been slain first.

Somehow, they have learned of you Jumper, and you have precisely one year before they show up at the graduation hall of the Scholomance, hunting for you. You cannot leave the Scholomance until this person is slain. Nor can you run, for if you do, they will devour the Mal in the graduation hall, including the Maw-Mouth anchoring the school to reality, sending the school careening into the void of nothingness to be erased, and killing all inside, including you. You must face them, in the graduation hall full of a small army of Mal when they arrive, and do the impossible of killing a Maw-Mouth, even if it looks human. If you fail, and they devour you, your chain will not end. Instead, you will be constantly ground down and torn apart within their stomach for the remainder of your ten years here.

If you are still inside of their stomach when the jump ends, then your chain will end.