



# WIZARDING WORLD

You're a wizard, Jumper.

Welcome to the Wizarding World! A world where magic and mystery can be found wherever you go! A world of sorcery and the arcane, all free for you to explore to your heart's desire!

But be careful. As beautiful and as wondrous this world may be, it is fraught with danger, with monsters and criminals of the worst sort lurking around every corner.

And so, before you begin your journey here, it's important that you take this.

**+1000 CP**

I'm sure you'll know what to do with it.

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# TIMELINE

Now, before you go off into this wide and open world, it shall be important for you to decide when and where exactly you'll be starting off your journey. And so, you have a few options below. Each of these time periods represent a momentous time in the history, with all sorts of chaos and magic abound. Choose wisely. After all, you will be staying in this world for at least ten years.



## **Hogwarts Legacy**

It is September 1<sup>st</sup>, 1890. It is a time of peace and tranquility but as the wise men say, this is only the calm before the storm. Unrest is brewing everywhere and it seems to all center towards Hogwarts. A goblin by the name of Ranrok is about to make his stand against the world at large, seeking retribution against the injustices harbored towards his kind by witches and wizards. And he will not be alone. He has allied with Dark Wizards and poachers from across the world to see his goals achieved. But as always, someone will be against him. Will that be you? Or perhaps you have your own goals in mind?

## **Fantastic Beasts & Where To Find Them**

It is December 6<sup>th</sup>, 1926. The Great War has ended only less than a decade ago and for the time being, there is a sort of quiet around the world. But do not confuse this silence for peace. Trouble is brewing everywhere you go, and rumors of the machinations of Dark Wizards and Witches are aplenty. It is on this day that a certain Newt Scamander shall make landfall in New York aboard a Muggle steamship, and it is there where he will find himself dragged into a war beyond anything anyone could imagine.

### **Era of the Marauders**

It is September 1<sup>st</sup>, 1971. The students of Hogwarts are coming back and for many of them, it shall be their first time seeing such a wondrous sight. It is this year where the Marauders, a group of friends with an uncanny knack for mischief and troublemaking, will find the beginnings of their friendship, a friendship that would last for years to come. But all is not well in the world. It was only a year ago when Voldemort declared war against the Wizarding World at large. If things are not changed, such a war will bring about only death and devastation.

### **Hogwarts Mystery**

It is September 1<sup>st</sup>, 1984. It has only been nearly three years since the disappearance of Lord Voldemort. And yet, the scars and wounds are still raw and fresh on everyone's minds. It will take years before the terror of Voldemort shall even begin to fade away. Still, people are seeking to move on and for now, it is a rather tenuous time of peace that shall hopefully harden and strengthen over the years to come.

### **The Philosopher's Stone**

It is June 23<sup>rd</sup>, 1991. It has been nearly eleven years since Lord Voldemort's reign of terror came to an end, all thanks to the Boy Who Lived, Harry Potter. And yet, the child himself is unaware of this, unaware of his triumph over evil. In fact, the boy is not even aware of the magical world, having lived with his Muggle relatives all his life. But soon, all that shall change. In only a few short months, Harry Potter will come to Hogwarts and the plot shall begin to unfold as plans and schemes are finally put into place.

### **The New Generation**

It is September 1<sup>st</sup>, 2017. Tom Marvolo Riddle had been defeated twenty years ago and this time, the infamous Dark Wizard has finally met his end, once and for all. Now, many of the children borne from that generation are coming to Hogwarts and unlike those from the generations before, they will be coming in a time of peace and prosperity. Hopefully nothing goes wrong in the future.

### **A Different Choice**

Ah, but perhaps the choices above do not fit your style or suit your fancy. If so, there are a variety of other options available to you. Do you wish to learn from the Four Founders of Hogwarts? Or maybe your goal is to go even further back, learning from such wizards and witches like Herpo the Foul? Regardless of your desires, this option is perfect for you. You may decide to enter this world at anytime before the events of the Cursed Child. Who knows what you could do with such... opportunity?



# SCHOOL

Since you've already determined when you'll be starting off, it's time for you to determine a bit more of your history. More specifically, it's time for you to choose where you spent your school years or if you are a **Student**, where you will be spending them. Wherever you may have gone or wherever you will go, you're sure to find adventure and more than your fair share's worth of interesting folks.



## Hogwarts School of Witchcraft and Wizardry

Ah. The classic. How would different would the world be without Hogwarts School of Witchcraft and Wizardry? Founded around a thousand years ago by the four greatest witches and wizards of the age, Hogwarts is one of the finest institutes of magical education. Students here are divided into four houses, each one representing one of the four founders, whether they be Godric Gryffindor, Helga Hufflepuff, Rowena Ravenclaw, or Salazar Slytherin.

Hogwarts itself is located somewhere within the Highlands of Scotland, its precise location never truly being known due to its Unplottable nature. Some of the most famous wizards and witches across the world have studied here. In fact, the most famous wizard of all, Merlin, is said to have honed his magic within this castle.



### **Durmstrang Institute**

Founded during the Middle Ages by the witch Nerida Vulchanova, the Durmstrang Institute is one of the three largest wizarding schools in Europe and like its contemporaries, it is one of the best institutions in the world when it comes to one's magical education. In Durmstrang, one can expect to receive wonderful lessons on the fine art of martial magic and dueling and perhaps controversially, within the Dark Arts as well.

Like Hogwarts, Durmstrang is similarly Unplottable but for a general location, Durmstrang is somewhere within the far north of Europe. One notable wizard to have come from here is Gellert Grindelwald, a Dark Wizard whose reputation has spread far and wide across the world.

### **Beauxbatons Academy of Magic**

Founded sometime before the 14<sup>th</sup> century, the Beauxbatons Academy of Magic is one of the three largest and finest wizarding institutions within the continent of Europe. Hidden deep within the mountains of France, Beauxbatons Academy takes in students from France, Spain, Portugal, and a few more countries besides.

As a school, Beauxbatons holds a strong value in order and respect. As for notable wizards, the most prominent example for this school would be Nicolas and Perenelle Flamel, two of the finest alchemists alive and two of the oldest living examples of witches and wizards.

### **Ilvermorny School of Witchcraft and Wizardry**

Established in the year 1627, the Ilvermorny School is the premiere American wizarding school and the youngest of the eleven Great Wizarding Schools of the world. Founded by Isolt Sayre, a pure-blood witch and James Steward, a No-Maj stonemason, Ilvermorny was once simply a rough shack with two teachers and two students.

But now? Now it is a beauty that matches any wonder of the world. Situated within the highest peak of Mount Greylock, students here can expect to receive an education that matches what any other can provide. And for those more familiar with Scotland's Hogwarts, you'll be bound to notice more than a few similarities with the classic school of witchcraft and wizardry.

### **Mahoutokoro School of Magic**

Of the eleven Great Wizarding Schools, only the Mahoutokoro School of Magic, despite its relatively small size compared to its contemporaries, has been described as ancient. Found atop the topmost point of Mount Minami Iwo Jima, students here can expect to receive a fine education in almost all matters of magic and for the physically gifted, this is the place to learn Quidditch. After all, training over a tempestuous sea in stormy skies certainly incentivizes one's skill and speed.

One of the more famous, or perhaps infamous would be more appropriate, wizards to have come from Mahoutokoro would be Dai Ryusaki. Stories say that he was a master of mental magic, and with an ingenious mind to match, having left behind valuable artifacts of his own creation.

### **Uagadou**

There have been many schools within the African continent, but of all those schools, it was Uagadou who stood the test of time. Found within the Mountains of the Moon, the school itself is shrouded in fog and mist. As a student here, you can expect to gain considerable skill in the arts of Astronomy and Self-Transfiguration. Of course, the pride and joy of Uagadou is wandless spellcasting. Few are the witches or wizards here who cannot cast without a wand.

### **Castelobruxo**

Deep within the Amazon Rainforest, there is a castle of gold, more akin to a temple really. This castle is Castelobruxo, the Brazilian wizarding school. Like some of its other contemporaries, Castelobruxo is over a thousand years old with a rich and long history of magical education behind it. Here, students can expect to receive a rich knowledge in both Herbology and Magizoology and they may even a few other students from different schools, mainly due to Castelobruxo's exchange programs. But do be careful. Castelobruxo has a rather infamous reputation for being one of the more dangerous and mischievous schools around.

### **Koldovstoretz**

Found deep within Russia, Koldovstoretz is very much a mystery to outsiders. Few things are known about the secretive school but like the rest of the eleven, it is a very much a place where a wizard can receive a true and proper education. On a more knowledgeable note, the students here have tremendous skill in Quidditch and they seem to have a preference to a version of the game where, instead of using brooms, they ride on uprooted trees.

### **Other**

While the above options represent eight of the Great Wizarding Schools, those are far from the only options available to you. After all, there are still three more of the Great Wizarding Schools we know precious little about. And if those schools aren't to your liking, there are plenty of smaller schools located all around the world. While there's no guarantee on the quality of their education, never forget that every little place just seems to have their own little secrets.



# PROFESSION

*Regardless of your origins, you may freely decide your own age or gender, unless you choose to be a **Student**. In that case, you may only choose your own gender, not your age.*



## Drop-In

You already know what this is. You'll be dropping off in this world in your chosen location with nothing more than clothes on your back, your abilities, both old and new, and whatever else you may have on your person. No memories to set you on your path. For good or ill.

## Student

But perhaps simply dropping off here won't do. Perhaps you came here to rekindle and revisit the fond memories of your childhood. Or maybe you simply want to have another go through your younger years. Either way, you'll be starting off your journey here as an eleven-year-old child, one ready to take their first proper steps into the world of magic.



## Academic

Ah, but maybe reliving your school years is not exactly the best choice for you. But what if you wish to remain within an academic setting, to see how the school works on the other side? If so, then this option is for you. Whether it's because you wish to guide the new generation to a brighter future or you merely want a taste of the power the faculty held in your younger years, you are now a proud faculty member of whatever school you wish, be it Hogwarts, Durmstrang, or even Uagadou.



## Tradesman

Like the Muggle world, wizards rely on more than just students and teachers. For the world to keep on turning, there must be healers, wandmakers, business owners and more. People like you for instance. Regardless of what you do for a living, you have some experience in the fine art of handling a business, capable of managing such an establishment even if you're all by your lonesome. Of course, managing something is different from making a profit but I'm sure you can figure things out.







### **Official**

I see you've chosen to set your sights on loftier heights. After all, if you wish to truly enact change in the world, there are few better places to champion such things than within the government itself. And while you may not possess quite a lofty position just yet, that is more than subject to change. With hard work, some luck, and of course, a little bit of networking with your colleagues, you'll rise up the ranks in no time. Just make sure you know who to trust and be willing to take a few risks.

### **Officer**

As incredible as this world may seem, it is nonetheless fraught with danger lurking in every nook and cranny. As such, it is only natural that there are witches and wizards charged with the noble task of defending others, a witch or wizard such as yourself. Even if you're nothing more than a simple officer of the DMLE, otherwise known as the Department of Magical Law Enforcement, your job is nonetheless import as without people like, crime would no doubt run rampant across the streets of the magical world.



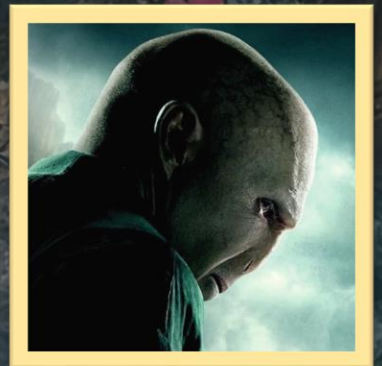
### **Explorer**

Being cooped up behind a desk or stuck teaching a bunch of children does not seem to be very appealing to you. With such a wide and open world to explore, why keep yourself locked down in such boring and mundane professions? Why wouldn't you go out and see the world beyond the walls? You've chosen to travel the world like so many great wizards and witches. Regardless of your chosen profession, the world has many things to offer you. It would be a shame if you weren't there to see it.



### **Villain**

Gellert Grindelwald, Lord Voldemort. These are but two of the dark wizards that can be found throughout this world's history. There are countless others, no doubt, but these two stand at the pinnacle, the peak of the Dark Arts. And you have chosen to follow in their footsteps. On this path you have chosen to tread upon, you shall no doubt accomplish terrible things. Terrible... but great.



# ANCESTRY

## Muggle-Born

Otherwise known by the derogatory term Mudblood, Muggle-borns refer to any witch or wizard born to non-magical parents. Despite what many others believe, a muggle-born is no less competent or magically inclined than Half-bloods and Pure-bloods. Still, discrimination against muggle-borns is not uncommon, whether it be on a personal or societal level. For example, the Durmstrang Institute does not accept any Muggle-born students and it does not help that Pureblood families generally hold a large amount of power within the government.

## Half-Blood

A Half-blood is a witch or wizard with known Muggle or Muggle-born ancestors. Half-bloods are by far the most common type of wizard around. Almost every living witch or wizard can trace their family tree to a Muggle or a Muggle-born ancestor. And despite what others may tell you, such a heritage is nothing to be ashamed of. But while you may not face as much discrimination as the Muggle-borns do, there will be a few folks who will see you as unworthy of the magic you possess, mostly from the more extreme Pure-blood families such as the Gaunts and the Blacks.

## Pure-Blood

And finally we have the Pure-bloods. As a Pure-blood, your ancestry contains only those who have been blessed with magic. That means no Muggles, Squibs, Muggle-borns, or even Half-bloods can be found within your family tree. This doesn't offer you any advantage other than a childhood of living with magic, but it does mean you won't need to worry about prejudice. At least, prejudice in regard to your blood status. Fellow pure-bloods might still scorn should they find you associating with the wrong sort. Still, don't let that discourage you from making the friends you want.





# HERITAGE

Believe it or not, but there are quite a few people around here who are not... fully human. There are a multitude of beings here separate from humanity and yet, such separation does not mean they cannot intersect with one other. And so, you have now the opportunity to decide whether or not you wish to possess some sort of inhuman heritage. You may purchase from this section multiple times.

## **Part-Goblin | 100**

Of every magical being in this world, goblins will likely be the one you'll have the most interactions with, besides your fellow witches and wizards, of course. And now, you can count yourself as one of them. Or at least, partially so. Anyways, it seems that your goblin ancestry has left you a few benefits. For one thing, you have an innate knack for metal forging, making it easy for you to learn how to work with all sorts of metals, magical or mundane. And like other goblins, you have a longer lifespan than wizards do. On a final note, your ancestry seems to afford you a modicum of respect amongst goblins and their ilk, in this world or the next.

## **Part-Vampire | 100**

Vampires are an example of what witches and wizards call Dark creatures. Despite this, vampires are far from the monsters people believe them to be. You are a product of that fact, proof that vampires and humans can live together and even love one another. Of course, such a union has given you some benefits.

First, while the average wizard's lifespan is around 138 years, you can expect to live up to at least 200 years, barring outside causes. Second, as a Dark creature, you are naturally inclined to the Dark Arts, finding it easier to pick up on such subjects. Finally, like other vampires, you can sustain yourself on blood alone rather than mere food or drink, along with possessing more stamina than most. And you do not need to worry much about the classical vampire weaknesses. All you have is a distaste for garlic, strong enough that it is hard to stomach, but little else to worry about.

## **A Touch of the Wolf | 200**

Werewolves are said to be monsters of the worst kind, preying on the good children of witches and wizards everywhere. While such a thing is an exaggeration even in the worst of times, you seem to have been the victim of one such attack. Fortunately, you were lucky enough to be scarred rather than bitten. Rather than being a werewolf yourself, you've only taken on a few of their traits, like a particular appetite for rare steaks. But let's move onto your more important traits.

Like a certain monster of a wolf, you now have a considerably more bestial appearance. Your teeth are closer to fangs and your muscles have been made more defined. And this is not just for show. With this, you are clearly above most of your kind when it comes to brute strength and speed. But do not be too hasty. Such strength and speed alone shall not be enough when faced against any properly trained witch or wizard. Still, every advantage counts.

Be careful not to let others know of your new lycanthropic abilities. Werewolves have never had the best reputation around here and the only other person like you has a reputation even worse.

### Part-Veela | 200

Beauty is a magic all of its own and there are few quite as beautiful as the Veela. Perhaps that is how they entranced your own ancestor given that you are now half-Veela. And as befitting of one with Veela heritage, whether male or female, you are astonishingly beautiful, moving with perfectly flawless grace regardless of the circumstances. And with your supernatural allure, permeating every inch of your body and even your voice, your beauty shall only be made more apparent to those around you, distracting and attracting those of the opposite sex who do not have the will to resist such a beauty.

But beauty is not the only magic the Veela possess. While full-blooded Veela are capable of transforming into devilish harpy-like forms and tossing about fireballs, you possess only a magical affinity for fire, making it a bit easier for you to learn such spells and abilities.

### Part-Elf | 400

Despite their rather inhuman appearances, there are a few wizards out there willing to become rather... *intimate* and consummate with house-elves. You are one of the descendants of such a coupling, one that was somehow fortunate enough to avoid the physical shortcomings of such a thing and yet keep the advantages. More specifically, you find yourself possessing an affinity for simple wandless magic. Spells such as Hover Charms and those that push back your foes can be done and you'll find such things to be stronger than before, with or without a wand. Finally, should you learn Apparition, you'll find that your strange nature allows you to bypass defenses and spells that would block out even the greatest of wizards and witches.

### Part-Giant | 400

Given how even a sixteen-foot giant is considered small by the standards of their kind, it would do you well not to think of the implications of a human and giant coupling. At bare minimum, you stand at eight and half feet tall when fully grown, although, it would not be a surprise to see you stand at twice at the height of an ordinary man and possessing thrice their width. And such prodigious size comes with equally impressive strength and durability.

Without even using magic, you are already strong enough to bend steel with ease, send people flying with your fists, or casually lift trees even wider and taller than you are. Some might even say you could wrestle with mountain trolls and come out victorious. And you can certainly take quite a beating, receiving blows from giants that would kill ordinary witches and wizards. You could even take a dozen spells and curses with nary a scratch, a notably impressive feat given that a single stunning spell is often enough to stop a wizard in their tracks and knock them out.

Just watch out for others alright. Not everyone can boast your impressive physicality.



# PERKS & ABILITIES

*Perks and Items are discounted according to their respective origins. Discounts are 50% off except for perks and items worth **100 CP** or less. If those are discounted, they are free instead.*

## General

### **“You’re a wizard.” | FREE**

This is probably the reason why you’re here in the first place. After all, you can’t be a proper wizard without the magic and skills to back it up. And so, you now have the ability to cast the magic of this wonderful wizarding world. And beyond its sheer versatility and might, you’ll find magic to have more than a few other benefits.

For one thing, you’re quite a bit more durable now, not overtly so but still. You could get struck in the head by a solid ball of iron barreling at you at over a hundred miles an hour, fall from your broomstick, and still be intact enough that with medical help, you’ll be up and about by the end of the week. In fact, so long as the injuries weren’t caused by certain kinds of magic, you can rest assured that wizards and witches will be able to heal it enough that it looked like it never happened in the first place.

You’ll also find that the magic coursing through has rendered you healthier by far. Any of the mundane diseases that plague Muggles may still take hold on you, but they can be just as easily cured as if they were nothing more than a simple case of the sniffles. You also have a hefty resistance against mundane poisons and venoms of every kind, enough that a scorpion sting that would no doubt slay a Muggle could comfortably survive with little more than bedrest, if even that.

Magic truly is a wonderful thing.

### **Lingua Franca | 100**

There are thousands of languages spoken throughout the world and that only includes the Muggle world. The magical side of things has even more languages to offer such as Mermish and Gobbledegook. It can all make things very confusing but luckily for you, you have a knack for linguistics. Regardless of the language, you can pick it up very well, enough that you could learn the basics of a language by the end of a day and speak it fluently by the week’s end. If you do this right, you could even gain a bit of respect from the notoriously stingy Goblins of Gringotts.

### **He-Who-Must-Not-Be-Named | 100**

A reputation is a useful and powerful thing. Just ask Lord Voldemort himself. Or maybe not. He’s not exactly the most pleasant sort and depending on when you arrive, he’ll probably be quite indisposed. But regardless, despite how unpleasant he might be, there are quite a few things you could stand to learn from him. In this case, you’ve learned how to cultivate a reputation for yourself. Your endeavors seem to take on a life of their own, spreading throughout entire communities like Fiendfyre.

Even more than that, tales of your deeds become almost exaggerated, such that, depending on what exactly you’ve done, they will praise your name or shun it to an almost unnatural degree for the sheer terror and awe it reminds them of. Just make sure you can live up to it, alright?

### **Jumper's Mark | 100**

You may have come into this world with little more than the clothes on your back and your wand, but that does not mean you must leave this world the same. Taking a few notes from a certain snake-faced dark lord, you've ensured that you can leave your mark in this world. By engraving a certain symbol of your own design into the skin of the willing, you may mark them, allowing you to call upon them so that they may stand by your side. Of course, these marks can also be used by their bearers to call upon their fellow bearers and, if you are willing to reciprocate, even you.

And finally, you now know a spell that allows you to conjure your symbol high in the sky, an aurora of magic that is well and truly yours. With such a thing, there shall be no mistaking who was responsible for your deeds.

### **Muggles Don't See Nothing, Do They? | 100**

Hiding your magic from Muggles can sometimes be a difficult task, especially when they can be more perceptive than you might think. But for you, and with this, keeping your magic secret won't be that big of a problem. In your presence, Muggles always seem to rationalize or even ignore minor uses of magic. For example, floating small objects or creating a bit of fire and light will be thought of as a clever use of strings and Muggle technology such as lighters and the like. Of course, this isn't going to be quite as effective if you try and perform greater feats of magic such as setting an entire forest ablaze with nothing more than a stick in your hands. In that case, you better have one handy-dandy explanation ready for them.

### **Jumper's Got Style | 100**

Being a wizard already means being a far cry from normality, especially by the standards of Muggles. So what then must you be like to be considered eccentric by the standards of your own kind? Why don't you ask Albus Dumbledore about that? He has quite a bit of experience with the eccentric after all. But, like Dumbledore himself, just because you're eccentric, it does not mean you are to be trifled with.

By taking advice from one of the greats, you've learned how to command the respect of your comrades and other, regardless of how strange you might otherwise behave. You may wear the most garish attire, act in the most peculiar ways, but in the back of everyone's minds, the other half of your reputation is biting back at them, reminding them of the power and knowledge you no doubt possess.

Of course, you have to build up your reputation first. A fool with no renown remains but a fool.

### **Animagus | 200**

An Animagus is a witch or wizard capable of transforming themselves into a certain animal and back to human form at will. Unlike normal Transfiguration however, an Animagus' transformation can be done seamlessly, requiring neither the use of a spell nor a wand and of course, an Animagus is capable of communicating with other animals when transformed. Becoming an Animagus is difficult and tedious, but many would say that the advantages of becoming one are well worth it.

Fortunately for you, unlike many others, you have the option to skip past the dangerous and months-long process required to become an Animagus. This is an especially useful thing if you're a werewolf since you probably won't be able to go through the entire process at all. Of course, if you choose this, you get to decide what your Animagus form is. No magical creatures though. Only non-magical beasts are available to you. Extinct creatures are fair game though.



## Apparition | 200

Apparition is an advanced art of magic but one that is nonetheless very useful despite how difficult it might be. With it, a wizard can get to practically anywhere, instantly transporting themselves from one place to another. To learn it, one must come to master the three D's. Destination, Determination, Deliberation! And you have done so indeed, becoming capable of Apparating with the utmost precision and at only a moment's notice.

Right now, so long as you have a clear image of where you're going, and nothing is blocking you, you can Apparate anywhere within a few hundred miles or so. And you've mastered Apparition to such an extent that you won't need to worry about making a mistake either. That is a *very* good thing given how... severe the consequences of a failed Apparition can be.

## Metamorphmagus | 200

A Metamorphmagus is someone who was born with a rather rare magical ability. More specifically, they are people born with the ability to change their physical appearance through will alone, requiring neither spells nor potions, unlike the rest of the world. As mentioned before, it is rather rare but fortunately for you, you are a Metamorphmagus now.

The extent of your new abilities allows you to mimic the size and shape of just about anyone, be they someone as beautiful as the lovely Veela or someone as grizzled and battle-damaged as one Mad-Eye Moody. In fact, you already have enough skill that you can even form parts of your body to things that are not entirely human, things such as a duck's bill for a mouth, just as an example. With a bit more creativity, who knows what you could do in the future?

## Occlumency | 200

An obscure but nevertheless very useful branch of magic, Occlumency is the art of closing one's mind against that which would seek to influence and change it. For now, you have enough skill in the art to recognize whether something or someone has invaded your mind, no matter how subtle their efforts may be.

In fact, you are even proficient in blocking such attempts from most wizards save those with a mastery of mental magic. With a bit more experience and training, you could even learn to fool them, tricking their sights with false memories and leaving them none the wiser to the secrets of your mind. And on a final note, you'll find that the training you underwent in order to achieve your skill in Occlumency has left you with a resistance against mental assault of any kind. From the truth revealing Veritaserum to the Imperius Curse and even more, your mind is a fortress that can be made all the more enduring as your skill in mental magic grows.

## Legilimency | 200

The offensive counterpart to Occlumency, Legilimency is branch of magic specializing in seeing into and navigating the minds of others. A Muggle would better know this as "mind-reading", but such a term is not sufficient to encapsulate all that a skilled Legilimens can do. Beyond just navigating the minds of another, a skilled enough user can even communicate telepathically with others and send forth visions to torment whoever is foolish enough to stand in their path.

For now, you have enough skill in the art that you are capable of doing so either nonverbally or wandlessly, but not at the same time. With only a little bit more training, you could learn to stand on the level of masters. But the mind is a complex and many-layered thing. It would do you well to remember that.

### Accidental Magic | 400

As children, witches and wizards are prone to bouts of accidental and uncontrolled magic, often to help themselves in dangerous and precarious situations, other times occurring during periods of severe emotional distress. Either way, such magic often fades by the time they grow up, disappearing almost entirely by the time one reaches their teenage years. But not you. For some strange reason, in times of severe distress, your magic flares up, responding against danger automatically.

Sometimes, it'll simply teleport you out of danger, almost as if you apparated somewhere nearby. In other times, you'll push away whatever's causing you distress with a small wave of force. Regardless, this is quite the useful boon, especially if you find yourself pushed on the backfoot. Of course, it would be best not to rely on this so much. Against someone far above you, all this shall do is keep you alive long enough to spot an escape route. In such times, it'll be up to you to go the rest of the way.

### Inner Eye | 400

Magic blesses witches and wizards in different ways. Some are blessed with great skill in varying subjects, from Transfiguration to Charms and more. Others receive more unique talents such as the Metamorphagi or the ability to speak the language the snakes. And with this, it seems that magic has blessed you with the ability to see into the future. Magic has made you a Seer.

For now, as a Seer, your only visions of the future come during trances, periods of time wherein you slip into a fugue state and speak out your prophecies in a different voice than normal. Unlike a certain other Seer however, you have the ability to go into these trances on purpose but even still, you will have only a foggy recollection of your visions and prophecies.

Over time however, with the more practice and experience you have with this newfound magic of yours, you will come to possess greater control. In time, your predictions shall be made far clearer, more precise. In time, they will no longer be prophecies but visions. Visions as plain to your Inner Eye as the colors of the world are to men and women across the world. And as always, it would be best to remember that the future is never truly set in stone.

### Ancient Magic | 400

Magic is much like knowledge. Over the years, it is only natural for magic to become lost to the sands of time, to never again be learnt by the likes of ordinary witches and wizards. But you, you are certainly the farthest possible from ordinary. Like few others before you, the potential to manipulate ancient magic is now within your grasp. With it, you will soon be capable of magic beyond the pale. Bringing forth rain and life to an entire valley suffering from the harshest drought shall be the least of what you can do.

But the keyword here is *potential*. In this budding state of yours, all you can do for now is simply the detection of traces of ancient magic and then use said magic to perform devastating attacks against your foes. And though your newfound abilities have bolstered even the growth of what others may call regular magic, that is not even close to where your limits lie.

To truly reach your new limits, you must find ways to learn, people to teach you, and records to study. Do not think that this shall be an easy task. Depending on when you begin your journey, it could be centuries since ancient magic was last wielded.



### Magical Maestro | 600

Live in this world for a hundred years and you will find no more than a handful of witches and wizards as gifted and brilliant as the great Albus Dumbledore. Such was his prowess in the art of magic that even before he graduated Hogwarts, he was performing feats of magic that even his professors had never seen before. And in recent history, there have only been two others who came to match his skill and mastery of magic.

With this, perhaps you can be the third.

Like Dumbledore, magic comes naturally to you, something you have taken great advantage of. Even as a child, you had already developed some manner of conscious control over your accidental magic, a noteworthy feat indeed. But that is only the first step for a burgeoning maestro such as yourself. Once a wand finds itself in your hands, your control shall only be bolstered, ensuring that any spell you cast is without fail.

Of course, simply casting spells properly is merely the mark of a skilled wizard or witch. We both know that you are leaps and bounds beyond such folks. The spells you cast are in a league of their own, bearing quite a bit more power than those of others, over thrice as much really. And as you grow and learn, your magic shall grow with you, becoming even more powerful the more you come to understand magic, yours and others.

And you soak magic up as if you were a sponge. So long as it is even tangentially related magic, you are a veritable prodigy in the art. Whether it be Transfiguration, Charms, Defense Against the Dark Arts, or even Alchemy, you will quickly learn it in a pace that will allow you to match and surpass all but the truest masters of their craft within only a decade's time.

In time, your name shall be spoken in the same league as Grindelwald, Dumbledore, and Lord Voldemort. A legendary sorcerer whose name and deeds shall forever be immortalized in history.





## Obscurial Harmony | 600

When a young witch or wizard is forced to suppress their magic through abuse, be it physical or psychological, something known as an Obscurus can form, a parasitic and dark force of magic within themselves. This monstrous... *thing* will often run rampant as their host loses control over their emotions, spreading death and destruction wherever it may choose to go. And with its very nature, such a thing poisons its host, ensuring that they will not survive for long. In fact, it is exceedingly rare for an Obscurial to live any longer than ten years. But you?

You are a special case.

Somehow, the dark force that is the Obscurus has formed a sort of symbiotic relationship with you. And so, you have become quite a foe to be reckoned with. As an Obscurial, you have gained the ability to transform into the Obscurus within you, a writhing mass of darkness. In this form, you are capable of flight and rampaging across an entire city is well within your purview. In such a state, it would take a team of Aurors in order to bring you down.

And this is without a wand. Once you have a wand to call your own, you will now have the capacity to focus and control your tremendous power beyond letting it rage out at your foes. With such control and power, the number of foes who could be considered your equal can be counted in one hand and fewer still are those with the ability to surpass you.

Finally, we come to what is possibly the greatest aspect of your newfound might. It is a curious thing but the might and size of an Obscurus is based on two factors. The first factor is magic, more specifically the host's magic. As your skill and power over magic grow, so too will your Obscurus, ensuring that it shall always be mighty enough to stand at your side.

The second factor, however, is just as important and due to your strange circumstances, you are probably the one most well-poised to take advantage of it. Ordinarily, the Obscurus will poison its host as they grow older until eventually, they can no longer handle the strain. But in your case, with your graceful union, your Obscurus shall only grow stronger with age, becoming mightier and mightier with every year that passes by. Small increments yes, no more than a fraction of a fraction at best, but with someone like you, such a thing can make all the difference in the world.





# Drop-In

## Just a Prank | 100

I'm sure that you've surmised by now, but the wizarding World is very much different from the world beyond it. And beyond magic, nothing makes that fact clearer than the people's behavior and attitudes. You already know that wizards and witches are hardier than normal folk and any injuries they do receive can usually be healed up in a jiffy. And because of that, wizards and witches are a lot more forgiving of things like pranks, assault, and more.

Now, this easy forgiveness follows you wherever you go. So long as you can fix whatever problem you caused within the day or so, the people affected will be far more willing to forgive, seeing your actions as little more than some a simple light-hearted fun. Of course, this only makes them more lenient. Push them too far, or if they are already aligned against you, and this perk won't really help you all that much.

## Magical Compatibility | 100

Despite whatever implications such a fact may entail, humanity here is capable of breeding with just about every other being to be found and quite a few beasts as well. And if you wish, so can you. By taking this, you will now be able to produce children with any other sapient being and quite a few beasts, no matter what they are. They could be something as massive as a giant or as small as a house-elf, it doesn't really matter. You will be able to have children with it, in this world and the next. Giants, house-elves, centaurs, veela, and so many more. As a special bonus, a boon just for you, you now have the ability to control your own fertility.

## Acting Skills | 200

While people will tell you that it is best to just be yourself, there will be plenty of times when that just isn't true. In fact, there will be situations where the best course of action would be to just be someone else entirely. Luckily, you could say you're an able hand when it comes to switching up the roles you play. To begin with, whenever taking on someone's appearance, be it through magic or good-old fashioned make-up and prosthetics, your false mask will be entirely flawless, not a mistake or error to be seen. Following that up, even your movements and mannerisms will be practically identical with whoever you were copying.

And so, the only way others will figure out your disguise is if you do something that will naturally raise their suspicions. Things like displaying you shouldn't know or not knowing things that you should. Still, you're a resourceful fella. Just do a bit of homework and you'll be right as rain.

## Dumbledore's Man, Through and Through | 200

It is a tricky thing to switch sides. Whether it is because one can no longer stand the deeds of their chosen faction or simply because they believe that they can get a better deal by joining the other side, history is rife with stories of traitors and turncoats. But switching sides raises questions. Most important of them being how will your new faction treat you.

Luckily, that never seems to be a problem for you. Regardless of what you've done before, your new faction will always welcome you with open arms. And while it may not do much for personal misgivings, you'll find that most members will generally treat you as one of their own, although you may not be trusted as much. And if you betray them to join your old group, they will treat you like the prodigal son that you are.

### **The Hero of the Story | 400**

Ah luck. That ever so ethereal quality of man. Depending on who you ask, luck may not even actually exist. But in this world of magic, luck is very much a real thing. Just ask anyone fortunate enough to have imbibed the wonderful potion that is Felix Felicis. And yet, like all things, Felix Felicis is not perfect, and neither is it the most reliable if you seek consistency in your good luck.

While this alone will not provide you with that fortune, it will provide you with something that is perhaps even better. By choosing this, you shall live in interesting times and in doing so, you shall be rewarded. If you would but take the first steps, you will live life as if you were the hero of the story. You will find teachers willing to teach you all they know, secrets hidden away for decades if not centuries, and far more that could be in your grasp if you just... reach out.

But do be careful. To live in interesting times is to live in dangerous times. And yet it can be said that people like you grow best in such situations.

### **Shield of Love | 400**

Hidden deep within the British Ministry of Magic, there lies a section of it locked away, restricted to the world beyond. It is here where the mysteries of the world are studied. It is here where scholars and Unspeakables seek to uncover the secrets of death, of time, of space, of thought, and of love. Even amongst its fellow mysteries, love is a powerful and secretive force, a kind of magic unlike any other. And it is magic like this that has weaved its way into your very soul, your very being.

For one thing, the Dark Arts and other similar magics are now considerably less effective against you. They falter and weaken when used against you and if they do leave behind any wounds, such wounds will nonetheless be easily healed and far less severe than they would otherwise be. Even something as dreaded as the Killing Curse shall be feared no longer.

Fittingly, your own magic has risen to new heights, especially when used against the Dark Arts. Your spells have become half again as powerful and when channeled against anything of a dark nature, is a magnitude greater, allowing you to dispel and counteract at a level beyond the likes of ordinary witches and wizards. Love is truly grand. Let no one say otherwise.



# Student

## Three-Dimensional Travel | 100

While many wizards will often have some experience with flight during their childhood, mostly as a result of Quidditch practice, the bulk of their skill in such a thing most often comes from their school years, especially if they find themselves as part of a Quidditch team. And now, you can certainly qualify, your skills with a broom so good that with a bit more meat to your bones, you can even find yourself playing for the big leagues. In fact, your skills here apply to more than just flight. So long as it involves a third dimension, such as swimming underwater, you'll find that your skills in flight somehow transfer there, almost as if it were magic.

## School Explorer | 100

If you've ever been in a school, you'll probably have noticed that these institutes are always a bit more maze-like than you might expect. There's a lot of hidden areas and secret nooks and crannies in places that you'd never expect. And this goes more than double for wizarding schools, with their space-bending labyrinthine structures and their utterly colossal sizes. Luckily for you, this won't be much of a problem.

You have a knack for travelling through labyrinths like Hogwarts with ease. You never need to worry about getting lost unless something or someone is making sure you get lost. More than that, your skill at direction also helps you out whenever it comes to stumbling onto secret passages or chambers. With a bit of time and effort, perhaps you could even map out a place as confusing and maddening as Hogwarts itself.

## Power of Patronus | 200

An ancient and mysterious spell, the Patronus Charm is an extraordinarily difficult piece of magic that summons forth a magical sentinel, a projection formed from your innermost hopes and positive emotions. It is a guardian angel that shall stand by your side guarding from the creatures and monsters of the Dark. And now, not only are you capable of conjuring a corporeal Patronus regardless of the horrors you face, a guardian that shall push back and repel all the creatures of the Dark, but because of your training, you have learned to hold onto hope in even the darkest of times. So long as hope burns bright within you, the fight shall rage on.

## Little Boy | 200

Most of the time, students are a far cry from what they would become in the future. And so, it is only natural that they would be underestimated by those who believe themselves to be far more experienced than mere children. That can be an all too fatal mistake, especially when it comes to someone such as yourself. Like so many before them, the people you meet, mostly the ones hostile and antagonistic to you, people are quite prone to underestimating you.

No matter how reputable the tales and stories of your feats may be, others, whether benign or hostile, shall be quite disbelieving of them. Only once they truly see you in action will they finally start believing the stories. But even then, when it comes time to face you, they'll have a rather nasty tendency to overestimate themselves. This tends to disappear after your first encounter so make it count, alright?

### **Modification & Creation | 400**

Spells are nifty and all, but it is all just so... restricting. Magic is meant to be used for more than just premade spells and rituals. Magic is mighty and should never be bound by the laws and whims of mankind. The greatest wizards and witches of history understood this lesson all too well. And most importantly, that is where these new skills of yours come in. Whenever it comes to spellwork and their like, you find yourself excelling in their modification and creation.

With your knowledge, you could already make sure that something as simple as your basic Shield Charm, originally meant to protect only you, can be used to instead protect a certain area, person or even knock down any foes near you as you call upon it. With a bit of experimentation, you could add new effects to spells such as the Disarming Charm, the Summoning Charm, and even the Unforgivable Curses. Of course, the more similar your planned modifications are, the easier and quicker it will be to implement them.

But most importantly, beyond modification, you are now the type of witch or wizard who is more than capable of creating their own unique spells. But be warned. Spell creation is a dangerous thing. More than a few wizards and witches have lost their lives through careless experimentation and creation. And yet, you will find the rewards to be well worth the risks.

### **Strength Within | 400**

Magic is affected by one's emotions. Gleaned from centuries of studies and experience, this fact is plainly obvious. One's magic is weakest when they have fallen under the veil of despair. And in the harshest of cases, one's magic could even be lost to them, the crushing pressure of sadness and dismay leaving them as little more than shadows of their former selves.

And contrasting this, in times of severe distress, where one's emotions are running high, that is when you will find your magic to be at its most powerful. Spells cast in such a state will often demonstrate a level of power beyond what their wielder can ordinarily cast. Many spells are even designed to be more reactive to such emotions such as the Patronus Charm for example.

But for you, instead of relying simply on emotions, you have learned to tap into the wellspring of determination within yourself, a form of power that you never knew you had. Even as a child, you will find yourself capable of pushing through events that would break even the most hardened of souls and come out the other side hurt but healing. With this, your spells are twofold stronger and abilities that rely on your emotions are even greater still. With this, you are no mere student. With this, you can be a legend.



# Academic

## Curse of Defense | 100

The post of Defense Against the Dark Arts within Hogwarts is said to be cursed and judging by the long, *long* line of teachers and professors being ousted from the position year after year, there is probably some merit to such a thing. But fortunately for you, that shouldn't be too much of a problem. You see, unlike those poor folks, you're quite good at keeping your job. Now, so long as you actually do your job properly, you will never get ousted from your position due to circumstances beyond your control. Hey, maybe you should apply for Hogwarts. They're always looking for DADA teachers.

## A Job for You | 100

Now that you've established that you can keep a job, it's time for you to find a job. Thankfully, that'll never be too much of a problem for you. From now on, so long as you're actually looking for one, events will conspire so that an employment offer fitting your talents and what you seek will find its way towards you. Perhaps you'll bump into someone who has a need for your strange and peculiar talents, or maybe someone like Albus Dumbledore himself will come up to you with an offer for the post of the Defense Against the Dark Arts.

If you wish, you don't necessarily need to accept the offer. And if it is a personal one, you don't have to worry about your prospective employers holding a grudge against you, even if it is someone as mad and dark as Voldemort himself.

## A Trace of Magic | 200

Magic is a wondrous thing, and such wonder leaves no shortage of mysteries to explore. But there is one thing that is not quite a mystery. No matter how hard one tries to hide it, magic shall always leave behind traces. Depending on who and what was cast, the trace may change but it shall always be there. And this is something you are intimately aware of.

From now on, you will always know whether or not magic has been cast in a certain area. With that knowledge, you can easily surmise what kind of spell was cast and more importantly, who cast it. Of course, you'll still need to actually be familiar with their magic before you can truly figure it out. On a final note, this talent of yours is less effective in places where magic truly saturates its surroundings, the magic obscuring and mystifying everything around it. A place such as Hogwarts for example.

## Truth is Preferable to Lies | 200

Being part of an academy as fine as any of the eleven Great Wizarding Schools means that you need to do more than just be able to teach. You need to be able to talk to your students, to know how they feel, and most importantly, to know when they lie. And fortunately for you, it is a skill you have honed all too well. To start things off, your presence ensures that any students of yours will find it more difficult to lie to you, the very thought of doing so being utterly unthinkable for most.

And that's where the second part of this perk comes in. Whenever someone does lie to you, whether they're a student of yours or not, you will know. You may not know what they're lying about or how far their lie goes but rest assured that you will know if they speak the truth. It is up to you what you do with that information.

### **Help Always Given | 400**

Now here comes the most important part of being a teacher. Teaching. You'd think that be obvious, but it really isn't, especially once you've seen how low the standards for teaching can really be. Not so for you. Unlike other professors out there, you genuinely do hold a fine appreciation for the trials and tribulations of being a teacher. And such appreciation for your craft resonates with your students. Simply by being willing to teach, your students are also willing to listen. Rarely will you ever get a disruptive class and even in those times, the disruptions shall last but a moment.

We haven't even gotten into your actual teaching skills. As a professor, you intimately know just what to do in order to get your student's attention and more importantly, what has to be done so that whatever lessons you teach them stay in their heads, no matter how different and confusing the subject may be. They'll be learning quite faster than normal, learning in weeks what would ordinarily take them months.

And the more you teach, the more your students will come to trust you. In time, you will be their favorite teacher and beyond even that, they shall view you much like how the rest of the world views the great Albus Dumbledore.

### **Master of the Art | 400**

With age comes experience and with experience comes wisdom. You may or may not have noticed it before, but many of the foremost experts in their craft have been academics, seeking to expand young minds with the knowledge they possess. Just look at Hogwarts for example. Many of their teachers have been heralded as some of the finest witches and wizards of their day. And while you may not be a Hogwarts teacher, you are certainly one of the best in your chosen field.

You have five options to choose from. If you know your books well, you'll recognize these options to be the five subjects most desired by those seeking to become Aurors. By choosing one of these subjects, you will possess not only a prodigious affinity for said subject but your knowledge and experience with the matter will be heavily enhanced. Even if you were nothing more than simple student at the start, your knowledge in the subject will now be so broad and expansive that none can deny your mastery.

So long as it is tangentially related to your chosen subject, you have, at bare minimum, an expert's knowledge on it. This doesn't even tie into your magical skills with said subject. If you chose potions for example, the efficiency of your potions is magnified to such an extent that even Severus Snape would be impressed. If you choose one of the more magical subjects, spells of that nature will be a magnitude greater, and you'll be heaps more knowledgeable on how to use it in a duel.



# Tradesman

## Works of Art | 100

To be a tradesman in this world is to see your creations and services sold to the people. But the question comes then, how do you entice people? How do you make them buy your goods? For you, this comes by making things that can be truly known as works of arts. Whether it be through great skill or simple good old-fashioned experience, you have learned how to create things that would be envy of men and women everywhere. Paintings, sculptures, and even something as simple as toys would be as beautiful as some of greatest creations of Muggles and wizards alike.

Still, it is important to keep in mind that there is a world of difference between making something beautiful and making something functional.

## Works Everlasting | 100

Having created something beautiful, it's now time for you to make sure that your creations are those built to last. There will be no such thing as obsolescence from you or your wondrous creations. Much like the fabled Deathly Hallows themselves, your creations are built to stand the test of time. No matter how much time passes or how long they've been used, they will remain as functional and as pristine as the day they were crafted.

## Portrait Painting | 200

To many, art is so much like magic. In your hands, that statement is quite a bit more literal. You see, not only are you a masterful painter, good enough to have your work displayed in museums, you are also knowledgeable in the intricate and delicate art of enchanting said paintings to move and think.

By pouring your magic into a painting of some sort, preferably one representing a sapient being, said painting shall come to life. And if it is a portrait, the person within will behave in a manner most reminiscent of the person they were originally based upon. At first, these portraits will only be a simulacrum of the original person, a copy of their most notable and significant traits with only a few of their most important memories.

But by making portraits of those you are more familiar with, you will find that said paintings will act far more like their original counterparts. And by making a portrait of someone you are truly and intimately familiar with, the portrait shall be an exact copy of them at that very moment.

## Wandcrafting | 200

Wands can be found just about anywhere but unless you know just where to look, you'll be hard pressed to find a witch or wizard who can actually regale you with the finer details of wands. Which is why you've taken it upon yourself to learn what you can about wands, from their history, their influence, and most importantly, the creation of wands. Complex and mysterious it may be, you have nonetheless gleaned the art of wandcraft.

You know how to create wands, whether it be through magical and mundane means. You know how each and every single component of a wand will react with one another and how they can best be synergized. You know how to repair them if they ever get damaged and perhaps most importantly, you have learned how to apply your newfound knowledge to create more than just wands. Perhaps you fancy wielding a staff or maybe even something more Muggle, like a sword. With a bit of experimentation, you can have all the fancy casting implements your heart desires.

## Enchantment | 400

Any two-bit witch or wizard can cast charms on an object. After all, most magical folk learn about them in their very first year of school and sometimes, even before then. It takes a more skilled sorcerer to create an enchanted item. Things like invisibility cloaks, crystal balls, Bludgers, Golden Snitches, and many more. And you shall be that sorcerer.

You see, so long as a magical item is something that isn't unique or exorbitantly rare, you'll be able to recreate it. For example, while you wouldn't be able to recreate anything like the Deathly Hallows, at least not without a mind-boggling amount of both talent and time, but you will be able to create things like Shield Hats, weather-protective cloaks, cursed amulets, and more.

Not only that, but you now have a keen eye for architecture and the use of magic in such things. With an excessive amount of time, you may even be able to create structures like Hogwarts or any of the other Great Wizarding Schools. It may take time but you are more than equipped to take advantage of that fact. For now, you can rest easy in that you could make a mansion out a tent.

## One of Three | 400

There is a story. A Tale of Three Brothers. A legend told through the ages of three brothers who conquered Death and were each in turn, given a reward. To the brothers, Death gave them three artifacts, artifacts that would soon be known as the Deathly Hallows. Three relics of such magic and might that countless souls have sought them for centuries. And yet, there are others who believe that the Deathly Hallows were not of Death's design but rather that of the three brothers whose skills were unmatched by any before or since. Until now.

The Diadem of Rowena Ravenclaw. The Crown of Mneme. The fabled Deathly Hallows. All these legendary artifacts share one thing in common. They are unique, brought into being by craftsmen who've found themselves in a league of their own. Craftsmen much like you. And like them, your creations are greater than those built by the common man. More durable, more effective, better.

But more importantly, by pouring your blood, sweat, tears and magic into your craftsmanship, your creations can become... *unique*. Much like how the Resurrection Stone could call upon shades of the fallen, the things you can create can bear powers never before seen in this world. Regardless of the form your creations take, rest assured that they shall find a place within legends and myth.



# Official

## Knowing the Book | 100

Ah, the law. It's a bane and a boon for so many people of the law. You are no different. But unlike many fools, you've made it your mission to be well aware of it. From now on, regardless of when or where you are, the laws of the land shall be made known to you. You will know what acts are legal, what acts are illegal, and what acts merely frowned upon. Even something as confusing and dense as Wizarding law are all too clear to your mind's eye.

Of course, such a wealth of knowledge is remarkably easy to abuse for one such as you. Given how in-depth your understanding on the law can be, you could make for a very fine lawyer. That is, if you don't abuse your newfound expertise on it for your own personal welfare. After all, few systems are perfect and there will no doubt be many such loopholes you could scurry your way through, no matter how iron tight they are.

## Charta Opus Coepi | 100

Paperwork is the bane of many of a desk jockey. Piles of paper reaching the ceiling stacked on top of one's desk almost makes you want to just jump and end it all. And even magic can only help so much, especially if you want it done right. But then again, you have your own special brand of magic, don't you?

And so, you have no need to fear! For you, paperwork is now done all on their own. And you don't even need to worry about any mistakes here. The paperwork will be done as if you yourself did them. If need be, you can also set a few conditions regarding the paperwork so that they won't be done if you really need to take a look and make sure on what's written in them.

## Lockhart's Love | 200

Fame is a fickle friend and don't let anyone tell you otherwise. In a single day, your fame can so very quickly be turned against you and the people who once sang your praises will swiftly call out for your punishment. This is something so many people are unaware of and that ignorance can very quickly bite them in the rear without even a moment's pause. But you're smarter than that.

Unlike some of your foolish contemporaries, you have a keen sense when it comes to matters of reputation. For one, you know the best ways to propagate fame across the world, be it yours or that of others. To follow that up, you are adept at countering any attempts to turn the public against you and your friends, capable of using both the law and the court of public opinion to do so. In fact, so long as those condemning you can't find proof of anything illegal, it's almost a guarantee that the public shall gladly side with you and turn their backs on your accusers.

## Slippery Snake | 200

Ah, but what if you more than a few skeletons in your closet, like a certain pompous and snobbish Malfoy? If so, then this is the perk for you. Like the politicians you might find in just about every country, you can use your "silver tongue" to get out of a sticky situation.

Every time you're caught by the law, they always treat you with far more leniency than they would otherwise. Judges are kinder, the jury more understanding and even the officers are more merciful. And if such are the extent of your crimes that not even that is good enough to get you off scot-free, there's always the option of greasing their palms. Still, this does nothing for more personal grudges. Do keep that in mind.

### **Minister for Magic | 400**

The Wizarding World is, despite what some pure-bloods would you have believe, rather similar to its Muggle counterparts. And this is all too clear when you look at how both of them are run. Whether it be Britain's Ministry of Magic or the United States' Magical Congress, the similarities of those two governing bodies to their Muggle counterparts are plain as day. And like their counterparts, these governments have a leader. A Minister for the Ministry and a President for Congress. Would you care to be one of them?

If your answer is yes, then this is the perk for you. Whether through circumstance or miraculous divine providence, you have now taken the place of someone in a position of great power. Depending on when and where you started, you could take the place of someone like Cornelius Fudge, the Minister of Magic. Or perhaps you've ended up as President of the United States. Regardless of your new position, you no doubt hold tremendous influence over the world.

In future Jumps, you may choose whether or not to begin in such a position of power. Regardless of the choice you make, you will find it easier to obtain such positions wherever you may be.

### **A Minister Most Grand | 400**

Of course, like many other things, there is a world of difference between being a leader and knowing how to lead. Just skim through a history book or two. You're sure to find many examples of such, all from many different countries and nationalities. So why not take a page or two from the leaders who did know their stuff?

Whether you're the CEO of a company or the leader of a nation, your knowledge and experience with leadership shall be the stuff of legends. You know the best policies to enact to maximize growth all the while keeping your people as happy as they can be. You know what must be done to best combat disasters both natural and man-made. And most importantly, under your guidance, only a truly dedicated assault against whatever you're leading shall ever bring it down.

Naturally, such skill in governance ensures that attempts to depose you will almost never work out. The people love you far too much to rebel and when the citizens of your foes see your land at work, they might even be enticed to join it themselves.



# Officer

## **Constant Vigilance | 100**

The life of law enforcement is not an easy one. Not easy at all. If you wish to survive, you will always have to keep an eye on your surroundings, no matter where you may be or how safe you think you are. Just take a look at Mad-Eye Moody. He may be a paranoid old bastard, but none can deny that he's survived this long for a reason. And by taking a page from his book, so can you.

You've learned to keep your senses awake and alert at all times, noticing the smallest details wherever you are, be it the slightest movements in your peripherals or the sounds your foes make as they get closer and close, even when underneath an invisibility cloak. Others may call you paranoid and mad, but you know different. On a final note, this skill is rather useful if you're interested in playing Quidditch or other similar activities.

## **Keeping Your Limbs Intact 101 | 100**

As you will come to know, spells come in many different forms. From beams and bolts of light to spells that take effect the instant they're cast, it is fundamentally clear that great skill and knowledge shall be needed to stand against some of the foes you might come to face in this world and those beyond. It is quite fortunate then that you have an innate sense of when the attack headed your way is something you can block with either the shield spell or something more physical, or something you must dodge entirely.

You'll also know whether a spell shall come with an accompanying bolt of magic like the standard Disarming Charm or whether it's something like the Full Body-Bind Curse. This'll work for more than just magic. Attacks of a different kind can be anticipated just as fine as magic. But don't be too cocky. If you don't see the attack coming, this will do nothing at all.

## **Quick Reflexes | 200**

Of course, just because you're vigilant and paranoid, it does not entirely mean that you are safe. All the vigilance in the world means nothing if you cannot react to your foes, let alone move fast enough to dodge, block, or counter their spells. But that's why, unlike many others, you've put in more than your fair share of effort into your training. And your training has certainly borne fruit.

Whenever it comes to battle, be it a straight-up fight or a dishonorable ambush, you're almost always the first to move, your body practically moving on its own as it seeks to dodge spells and blows you aren't even aware of. In fact, your reflexes are so good that you're always able to dodge the first attack thrown at you, all while countering your foes in one swift and fluid motion.

## **Point and Shoot | 200**

In Hogwarts, students begin to learn about nonverbal magic at their sixth year and are expected to perform spells nonverbally from that point on. And other schools are surely no different. Unlike many of your contemporaries, however, you have ingrained these lessons into your mind, ensuring that from now on, every spell you can cast is a spell you can cast with nothing more than your wand and not a sound from your lips.

This applies to more than just this world's magic. So long as you can cast the spell, you can now do so silently, no matter the origin of said spell, whether it be from this world or another. And on a final note, gestures for your spells are now merely formalities. All you have to do is point and shoot.

### **Pride of Uagadou | 400**

Wands are primarily a European invention and as useful and mighty as it may be, there are times when it can be too restricting. And while the wand has been adopted by people in places where wandless magic was the norm, they have not forgotten their roots. And if your newfound skills in the art are any indication, neither have you.

As above, your skill in magic is enough that you no longer need a wand. With a simple wave of your hands, you can cast a spell as well as any other. Even better, if we're being entirely honest. After all, not a lot of people are quite so skilled in magic. Of course, despite your prowess, your wand is not useless. In fact, thanks to your new skills, you've learned how to channel your magic into your wand far more precisely than before, ensuring your spells are further enhanced by a wand than it would normally be.

### **A Phoenix Rises | 400**

It may be hard to admit for some folks but the people in charge do not often have the masses' best interests in mind. Oftentimes, it is far more likely that those in charge care only for lining their own pockets. In such times, someone will fight back against them, seeking to overthrow them in a revolution that can never truly be bloodless. Perhaps that person will be you?

To accomplish such a mission, you have the skills necessary in order to fight back against the government from within the shadows. You know how to hide yourself and the groups you form away from the government or the Ministry's grasps. You can spot a governmental body's most vulnerable parts with ease, be it the employees within or simply their infrastructure.

With this, you can wage war all by our lonesome, especially once magic gets involved. You may not win the war, but you can certainly deal them a bloody wound they quite simply can't ignore. And of course, there is no reason for you to be alone. After all, even Voldemort and Grindelwald did not fight the world on their own.



# Explorer

## **A Light Shining In the Darkness | 100**

There are so many dangers and so many monsters across the world that sometimes it can be easy to forget that there is beauty as well. But not you. Never you. For as long as you live, you will always be able to see the beauty in the world, from the flora basking underneath the shining sun above to the beasts that roam in each and every corner of the world.

But nature's glory is not solely meant for you. There are many others in this world and if you would but walk with them, they too will come to appreciate life. No matter who they may be, so long as they travel with you, they too shall be able to bear witness to the beauty of the world, and find their hopes and dreams restored.

## **On the Job Education | 100**

Curse-breaking is a rather dangerous profession given that it entails a person diving into ancient and secret tombs, all loaded to brim with protective curses and enchantments. It doesn't help that training programs for curse-breakers are, for all intents and purposes, non-existent. But given how prestigious the job is, it only makes sense that so many witches and wizards would try their hand at it. So, let's give you a leg up against the competition.

Whenever you find yourself in a new profession, you will quickly be able to pick up on the basics of said profession, even without going through any basic or specialized training. For example, as a curse-breaker, you'll quickly be able to learn how to determine any traps or curses within your area. For something more normal, like accounting, you'll be able to serve as a good enough accountant to not get fired.

Still, this only gets you to the bare minimum. All you'll be with this alone is someone good enough to not get fired or someone who isn't going to get themselves killed with their own stupidity. If you want to do more than that, you're on your own.

## **Animal Communication | 200**

Animals are wondrous and mighty things. Those of the magical world are even *more* so. But with might comes danger, a lot of danger. Most folks don't even know much about beasts beyond knowing when to run away. You on the other hand, are one of the rare few who can, in a sense, communicate with them. With how many dangerous creatures there are in this world, that is a *very* good skill to have.

Even on your first encounter with a beast, you'll have an innate sense of what they are communicating. You'll be able to tell if they are accepting of your approach, threatening you, or asking you for your assistance. It doesn't matter whether said beast is magical or mundane. So long as the beast is capable of some form of communication, this perk will take effect.

Of course, this doesn't only go one-way. You can communicate with the beasts too and easily in fact. For one thing, beasts are generally more accepting of you, enough that even the most aggressive of them would be willing to simply let you walk away or give you a chance to explain yourself. For the less aggressive of them, they would even be willing to provide you with a modicum of help, so long as you hadn't done something to sour their opinion of you.

## **Wilderness Survival | 200**

As dangerous the creatures of this world may be, it is often the very land itself that causes the deaths of explorers young and old. From dying of exposure to dying because they made the mistake of eating the wrong berries, the wild is filled with the corpses and remains of folks who've suffered from an ill fate. Let's keep you from being one of them, shall we?

Through extensive study and experience, you are one of the few people who can truly be called a survival expert. Regardless of how exotic and magical the locale may be, you'll be traveling through such places as if you were a native. You know what flora and fauna to watch out, which ones are edible and which ones are poisonous. You know how to traverse and navigate locales as if you were born there, whether it be a scorching desert or a frozen mountainous tundra. And as a bonus, you're quite skilled at passing down this knowledge to any other.

## **Experimental Breeding | 400**

In the year 1965, a law was enacted, a Ban on Experimental Breeding to curtail and regulate the growth of magical creatures bred by wizards and witches. And so, hefty fines and imprisonment await anyone who dares break this law. But then again, it's not like something as simple and plain as legality will stop you.

With this, not only are quite skilled at getting beasts to hang around and be friendly with each, enough that you'll never have to worry about more than just playful fights, but you can make them breed with ease. Tigers and lions? Child's play. Manticores and fire crabs? Easy. Basilisks and dragons? No problem! Extraordinarily tiny kitty and giant whale? You don't want to think of how it works, but it does!

More importantly, you have tremendous control over what traits are inherited by the resulting offspring. Not perfect control, at least not at first, but more than enough that you usually get the traits you want for your precious little beasts. Finally, any creatures born from your "experiments" will be engraved with an innate loyalty towards you, like a child with its parents.

## **Beast Master | 400**

The world is filled with beasts of every shape and size. And that's without even taking into account the magical side of things. But mankind has lived with beasts for their entire history. As such, it is only natural that mankind would learn to tame them, to domesticate them. But even now, man has only learned to tame a small fraction of them. The rest are simply too wild, too dangerous.

Even wizards, for all their durability and magic are well aware. In fact, they even have a classification for such beasts. XXXXX. Any beasts of this classification are said to be the most ferocious and dangerous of them all, each one capable of being rightfully called a wizard killer. And each one of them is impossible to train or domesticate. But to you? Nothing is impossible.

Regardless of their temperament or abilities, you are capable of taming beasts of every shape and size. And you will know the best ways to do so. Even something as ornery as a dragon or as deadly as a basilisk can soon learn to follow your commands and treat you with compassion so rarely seen amongst beasts such as them. So long as you treat them with kindness, they shall treat you well indeed. If you'd like a few more pointers, there's a certain Scamander or Hagrid who would absolutely be delighted to help you along.



# Villain

## **Secrets of the Darkest Art | 100**

There is no good or evil. There is only power and those too weak to seek it. And you are certainly no meager weakling. But there comes the problem. How do you find the power you desire? The power you need? Well, you'll have to do it the old-fashioned way. It may not be the most glamorous talent, but you have tremendous skill when it comes to scrounging for lost secrets and information, even things that those in charge would seek to hide away. You know where to go, what trails to follow, who to manipulate, and most importantly, how to make sense of such knowledge. In time, no secrets shall be beyond your gaze.

## **No Matter the Cost | 100**

On this path you have chosen, you will find yourself committing deeds that will no doubt break and shatter the hearts of weaker men. But such things must be done in order to accomplish your goals and so, you have learned to cast aside your pitiful emotions. When the trials ahead of you prove to be too much for your soul, you may choose to lock away the guilt within, ensuring that your efforts shall not be wasted because of a conflict of morality and a guilty conscience. But be careful about letting yourself feel guilt once more. Remorse is a powerful thing.

## **Heir of Slytherin | 200**

Salazar Slytherin was one of the four founders of Hogwarts, and he possessed a peculiar talent. Salazar Slytherin was a Parselmouth and so, he could talk to snakes, communicating with them through Parseltongue, the language of serpents. Perhaps you are a descendant of his if this ability of yours is any indication. Others will certainly believe so should you deign to make such information public. They might even name you as his heir.

As a Parselmouth, you will be able to converse with any serpentine creature, from the simple and common garden snakes to even the great and mighty basilisks. But more than that, your status as a Parselmouth ensures the loyalty of mundane serpents of any kind and the respect of all other serpentine creatures, enough that they would be willing to follow your commands unless you prove yourself unworthy. And with Parseltongue, you know how to enchant or create objects such that they will only respond to those who can speak the tongue.

## **A Dark Body | 200**

The Dark Arts holds great potential for power should one be willing to... experiment. From rituals to potions to curses and more, both your body and mind can be transformed and made greater, far greater. But as always, there are consequences to such things and not all transformations are compatible with one another. Fortunately, it seems your being is quite receptive to such things.

From now on, your body and mind shall mitigate the negative effects of any transformation you choose to undergo. More specifically, it means that any modification you choose to undergo will, at bare minimum, not kill you. More often than not, such alterations to your form shall succeed. But be careful. You may live and your body may remain, but it would do well to remember that there will always be changes. This only mitigates such things. It will not rid you of them entirely.

## **Dark Arts | 400**

Others may call you evil, some may call you foolish, but you know full well the truth of the world. There is power to be found in the knowledge that so many others would shun and deride for the simple sin of being harmful to their fragile sensibilities. Power that you have sought and power that you have obtained. The power of the Dark Arts.

The Dark Arts has once been described to be an ever shifting and mutable branch of magic, a magic that, much like the Hydra of myth, is eternal, unable to ever truly be erased. There is truth to such words because for as long you live, so too shall the Dark Arts. Dark magic flows through your veins almost as if it were blood itself, permeating even your magic so that every spell you cast can become a cursed thing, inflicting wounds that cannot be healed without either the appropriate counter-curse or extensive amounts of healing magic. Even when healed, your spells shall leave behind grievous scars, ensuring that any foe you wound shall never look the same.

But greater and darker spells are far from the extent of your newfound capabilities. With your affinity to the Dark Arts, you take them in as a man underneath the desert sun drinks water from an oasis, learning and mastering them far faster than your contemporaries. In only a decade, you could come to stand in the same league as Voldemort himself in this regard.

## **Malevolent Magnetism | 400**

Despite all your power, despite all your magical knowledge, you cannot hope to face the rest of the world by your lonesome. Even the greatest and most dangerous dark wizards of all time had supporters, people who would be willing to follow their leader to the very ends of the world, whether it be out of fear or through tried-and-true loyalty. And in this regard, you have once again followed in their footsteps.

Like Grindelwald and Voldemort before you, you possess a sort of magnetic aura around you, a charisma far beyond the likes of ordinary men. Like moths to a flame, men and women shall naturally congregate and ally themselves under your banner, even with no great effort on your part. Such followers will no doubt be loyal to you and your cause, enough that you shall never stand alone no matter the forces you may face.

But this magnetism of yours affects more than just the people of the world. Even the many beings and monsters you come to encounter shall be subject to your charisma, becoming more willing to follow your lead. More importantly, this aura is all the more effective on Dark beings, beings such as the dementors for example. So long as you do not strike at them, they shall treat you as a peer and shall be willing to follow if you can provide.



# Muggle-Born

## Work Ethic | 100

While there are no physical disadvantages to being a muggle-born, they still need to deal with the fact that a muggle-born must catch up to people who've spent their formative years living with magic. Which is why you've got a work ethic that will match even that of the most loyal house elf. You're certainly never going to be procrastinating or putting off your responsibilities for tomorrow. And all-nighters can certainly be done, their ill effects appearing only a week after. But do remember to get some rest every now and then. Even the most hard-working of us need time to relax and de-stress, no matter what others may believe.

## Just Another Face in the Crowd | 200

To the surprise of just about no one, most witches and wizards are just... *bad* at blending in with the rest of the world around them, especially the Muggles. But not you. You've lived your life as a Muggle before and that experience hasn't left you yet. It's only natural then that you have a considerable amount of skill when it comes to blending in. Whether it be Muggles or wizards, you will be able to simply melt into either group, becoming just another face amongst the people. It'll be quite handy whenever you need to get away from any pursuers who can't afford to just assault an entire crowd.

Beyond just being another face in the crowd, you're also quite skilled in the more overt ways of blending. You'll know how to dress yourself in accordance to the people's standards, how to act and more importantly, you have a sixth sense of sorts when it comes to committing a social faux pas.

## Magical Utilities Directed By Leaning On Ordinary Devices | 400

Or M.U.D.B.L.O.O.D. for short. Say what you will about Muggles, but they have thrived despite their lack of magic. Or perhaps it would be more accurate to say that they thrived because of it. But that begs the question? Why not use both?

Making Muggle devices work within magic-rich environments such as Hogwarts and the like will be child's play for you. With just a little bit of practice, you could make it so that your own gadgets and machinery can run on magic. And you can even do the same in reverse, using technology so that your magical enchantments and potions can be made as if they were made in an automated factory. Maybe one day, you'll eventually create your own magical nuke! Eventually. After a long, LONG time of research, experimentation... and explosions!

As a final bonus, you now find yourself with a rather nifty talent when it comes to making up acronyms and other such abbreviations. Why not look up one Hermion Granger when you arrive? It seems like you'll have a few things in common.

# Half-Blood

## One of Us | 100

Prejudice is a tricky thing, and it is rampant across the wizarding world. And even having a foot in both worlds is not always enough for others to make an exception. But then again, those others didn't have your special advantages. You see, unlike others, when it comes to matters of prejudice and discrimination, people will always seem to make an exception for you. Even the most stringent of pure-bloods will treat you as if you were one of them, even if you are just a simple muggle-born.

Still, this little perk only serves to eliminate their prejudice against you. Should they have a different reason or cause to dislike, or even hate you, they shall dislike you still. Nevertheless, being considered an equal by all you meet will surely help. On a final note, this affects more than just humans.

## The People's Champion | 200

But just because you're treated as an equal, that doesn't mean that you'll be more than just another face in the crowd. After all, friendship is not always so easily given, especially amongst the rather taciturn pure-bloods you can find here. But why should you let something as simple as that stop you? You see, you have rather useful talent, one that many others would kill to have.

When it comes to forming friends, you have little to no equal. So long as they're neutral to you, you can befriend just about anyone, even Dark Wizards themselves. It also means that you're quite capable of worming your way into already established cliques. But do remember that as important as friendship is, it is not always synonymous with trust.

## Yet Another Half-Blood Prince | 400

The pure-bloods live and breathe magic but sometimes, it takes an outsider to see what else can be done. Or perhaps in your case, merely someone who has a foot in both worlds. Whether it be magical or mundane, you have a natural talent for discovering or implementing new shortcuts or innovations into them. You could discover shortcuts for making potions, better ways to cast spells, or, in terms of craftsmanship, realize the potential of materials gone unnoticed by many.

With this, you could certainly make a fine name for yourself. And if you're willing, perhaps the world can be made far better with the secrets and innovations you can discover. Don't be stingy like the original Half-Blood Prince.



# Pure-Blood

## Old Slug's Charm | 100

Pure-bloods may not encompass the majority of the wizards and witches in the world but they certainly seemed to have amassed quite a sizable hoard of wealth, like a dragon and its gold. But how exactly have they done that? When you think about it, it's actually quite simple. They did it through the power of connections and networking. And so, like any proper pure-blood, you've got quite a knack for such things.

For starters, you have a keen eye in discovering who among your colleagues and compatriots are truly talented, those who could rightfully become rising stars in their own rights. And by taking the proper steps, you can ingratiate yourself to them in such a way that they will remember you fondly, enough that they'd be more than happy to send you a few gifts along the way.

## Safe & Sound | 200

If you were to compare magic to any natural element, it would perhaps be most similar to fire. Like fire, magic has changed people's lives and like fire, magic can run rampant and take away life as easily as it saves it. After all, there are no shortage of witches and wizards who have met their ends in magical experiments. Fortunately for you, you are far from the foolish sort.

You now have considerable experience when it comes to all manners of research and experimentation which means that you know the processes involved in such things and you know what safety measures are needed to ensure that everyone will come out of it unharmed, mostly.

Not that you'll need that last one when you consider that, unless acted upon by an outside influence, your experiments will never have any risk of catastrophic failure. It doesn't even need to be your experiment. So long as you're somewhat involved in the process, you don't have to worry too much about catastrophes and disasters.

## An Unbreakable Vow | 400

Agreements, bargains, contracts, and deals have been made across the entirety of human history. In fact, it can be said that human civilization could have only come about because of them. And such, many a wizard and witch have acknowledged the power held in a contract and have made considerably heavy use of such things.

You are one such wizard and, perhaps in this regard, you are very much unmatched. Not only are you capable of casting and creating magical contracts such as the Unbreakable Vow, blood pacts, and more, but it seems that those you make an agreement with are far more willing to follow the spirit of such things more than the letter.

But if others do break the deals they make with you, they shall find themselves sorely regretting it. Most importantly, they will find that no matter how hard to try, no matter what they do, they will find themselves incapable of escaping their transgressions. No matter how mighty they may be, they will be punished all the same.

# ITEMS & EQUIPMENT

*You should never solely rely on your own talents and powers, no matter how prodigious they are. To facilitate this, you will receive a **300 CP** stipend to use on items and equipment only.*

## General

### **“The Wand Chooses the Wizard” | FREE**

The favored tool of witches and wizards across the globe, the wand is *the* quintessential magical implement. And while witches and wizards can use magic without it, channeling magic through a wand allows them to achieve greater and more complex results. You are no different and as the wand chooses the wizard, this one has chosen you.

This wand is nothing special, merely allowing you to cast your spells and your magic with more ease and grace. But as time goes on and you find yourself using your wand more and more, your wand shall grow and change with you. Your favorite spells become easier to cast and more powerful to boot. And it shall be truly loyal to you, refusing to be used by those who would seek to harm you.

### **The Jumper and the Wizarding World | FREE**

You know, given how prolific your adventures have been and will be, it'd probably be a good idea to write it down. But that takes time and you may or may not have better things to do. If so, this is the perfect thing for you. You now have a bookshelf within your Warehouse utterly filled to the brim with books, each one detailing a year in your life and written in the style of the Harry Potter series, complete with their own appropriate titles. If you want to, I'm sure you can find a way to market and make a profit out of these novels.

### **Bertie Bott's Every Flavor Beans | FREE**

A risk with every mouthful! Created by one Bertie Bott, the popular candy's slogan certainly fits. This small box is utterly packed to the brim with Bertie Bott's Every Flavor Beans. Not only will you have the classic flavors such as chocolate, peppermint and marmalade, but there's also flavors such as spinach, liver, and tripe. But there's a lot more than that. If you aren't the lucky sort, you might wind up with a bean tasting just like earwax or worse. Still, this should be fun to play around with, especially when you consider that the box will never run out. As a bonus, you seem to have an uncanny knack for being able to pick out the beans you actually want.

### **Inks & Quills | FREE**

Wizards and witches are odd in so many ways. There are some who would even say that they are rather primitive, especially when it comes to their writing implements. After all, who still uses inks and quills nowadays? Then again, inks and quills aren't ordinarily enchanted. So, regardless of your feelings on the matter, it's only proper that you receive your own set of inks & quills.

Appearing to be nothing more than a simple suitcase, opening it will reveal to you your newfound writing tools, an endless supply of them really. You have ink bottles of every color. And you also have some magical inks, like Color-Change Ink, Self-Correcting Ink, Everlasting Ink and more. Even your new quills are fancy indeed, making it quite a pair with the ink. Self-Inking Quills, Quick-Quotes Quills, Sugar Quills, and many, many more. You even have a copy of a certain Senior Undersecretary's dreaded Black Quill. And you never need to worry about running out. For all intents and purposes, your suitcase is filled with a never-ending supply of these things.



### Penknife | 100

Lockpicks are far from common within the magical community. After all, what need do wizards and witches have to pick a lock when a simple Alohamora does the job just fine most of the time. But concept is not lost to some people, and it shouldn't be lost to you. After all, there are many ways to guard against the unlocking charm, a spell most people learn in their first year of school.

And so, that's where this rather fanciful penknife comes into play. As a knife, it isn't really anything special. Sure, it can punch through flesh easily enough but you could do the same with any other knife. No, what makes this one special is that functions as a very efficient lockpick. So long as you can fit in the knife through the crack between the door and the wall, just slide it up and down a bit and the door shall be unlocked. It's also capable of untying any knot, even the most complex.

Just keep in mind that not every door blocking your path can be opened through this knife. After all, if you can't jam this knife in a crack, the knife is just a knife.

### Knight Bus | 100

Serving as emergency transport for the stranded witch or wizard, you'll likely encounter a few people who've ridden on the Knight Bus in your time here. Which is why you now have the chance to bring it along with you. Now, everywhere you go, all you have to do is raise your wand with the intent to call upon it and it shall appear. Hop on board and the bus shall bring you to wherever you want to go. Within reason of course. You won't even have to pay! Be careful though. The Knight Bus is not exactly what you would call a comfortable ride.

Fittingly enough, as proof of your ownership, you will receive a portion of the proceeds the Knight Bus makes every week within a small deposit box in your Warehouse. The proceeds are entirely dependent on how many people board the Knight Bus so depending on where you are, you could receive as little as a hundred and eleven Sickles or up to eleven hundred Galleons.

### Tales of the Bard | 100

In the 15<sup>th</sup> century, there once lived a wizard by the name of Beedle the Bard. And in his life, he wrote a book of tales, tales that would impart a valuable lesson into the minds of generations of wizards. Magic can cause just as much trouble as it can cure. Through one method or another, you've gotten your hands on a special copy of his famed book, *The Tales of Beedle the Bard*. With every new world you go to, this book shall update itself, writing new tales onto its pages. And finally, keep in mind that like the tales of this world, there is truth to be found within these pages. All you must do is to look for it.

### Fireleg | 100

To most wizards, usually those unfamiliar with Muggles, firearms are simply a kind of metal wand that Muggles use to kill each other. While technically true, it is also a massive understatement as any knowledgeable Muggle can tell you. But you should at least be well aware of them. If not, perhaps this will be able to help you.

And so, you are now the proud owner of any one handheld firearm manufactured before or during the 21<sup>st</sup> century. While it may not have as many uses or be as fanciful as a wand, a secondary weapon wouldn't hurt. And don't you worry about running out of ammo. All you have to do is reach into your pockets and you'll find a fresh magazine or clip ready to be used to reload your weapon of choice. Personally, I'd recommend a M1911.

### **Planters & Pots | 100**

While the magnificence and glory of well-trained spell work cannot be denied, you would be a fool to disregard the arts of Potions and Herbology both. A proper potioneer and a proper herbologist would be the equal of any wand-wielding witch or wizard. You are no potioneer or herbologist just yet but that, like many other things, is subject to change.

To get you started on this path, you've been provided with an endless supply of planters and pots, each one unique when it comes to their design. Any plants grown within these planters are ensured to always grow healthy, never dying of disease or wilting away until you pluck them. For potions, the same principle applies. Whatever potions you brew with the pots will never suffer from any disastrous failures. Any failures here will simply be borne from your lack of skill and training.

### **A Dark Relic of Old | 200**

The Dark Arts are a terrible thing, but they can be great indeed. And artifacts such as this relic is only one such example. Dating from a time before even the creation of Hogwarts, this relic takes on the shape of a small pyramid with carvings of Inferi around its sides. Even a child would be able to tell that this thing is Dark indeed.

But what of its power? With this artifact, one's ability to control and manipulate is heavily enhanced. A student could easily be able to find themselves capable of calling upon and controlling hordes of Inferi against their foes. With some patience and practice, perhaps you'll be use this relic to rid the afflicted of the curses plaguing their very being.

### **Book & Quill | 200**

Within Hogwarts, there is a book and a quill, one of Admittance and one of Acceptance. Together, these two magical relics work in tandem to ensure that names of each and every person with a scrap of personal magical talent are written down so that they may be admitted into the school. Not once has it failed in this task. Not once has a Squib or other non-magical person ever been admitted into Hogwarts.

Bound in black dragon-hide and dipped in silver ink, your copy of these two items are meant to serve the same purpose. Without fail, the names of every person with magical potential in the world shall be inscribed within the book. With this, you will be able to create the foundation of something like the eleven Great Wizarding Schools. With this, wizards and witches shall be made known to you. Whatever shall you do with such a thing?

### **Crown of Mneme | 200**

You may have heard of the Deathly Hallows, objects of such power that wizards and witches have killed to obtain them for centuries. If so, you probably aren't surprised to learn that there are more artifacts of great power to be found in this world, even if they aren't as mighty as the Deathly Hallows. Created by Dai Ryusaki, a professor of Mahoutokoro, many centuries ago, the Crown of Mneme can be considered a Legilimen's best friend.

Even a novice in the mental arts will find themselves possessing considerable skill in Legilimency once this crown rests on their head. Originally intended as a medical device of sorts, the Crown of Mneme will do more than bolster your skill in Legilimency. With this crown, masters of Legilimency will even be able to recreate one of the Unforgivable Curses, being fully capable of controlling the weak-minded so long as they focus.



### **Diadem of Ravenclaw | 200**

Beyond being tremendously skilled witches and wizards, the four founders of Hogwarts had an aptitude for the creation of magical relics. Look no further than Rowena Ravenclaw, a witch who believed that wit beyond measure is man's greatest treasure. Even now, her legacy of intelligence, wisdom and creativity stands strong within the halls of Hogwarts and its Ravenclaw students. And yet her legacy remains incomplete, until now.

Lost through the ages, it seems that somehow, Rowena's diadem has found her way into your hands. Whether it's a copy or the real thing, the diadem is nonetheless a powerful magical artifact, as befitting of one of the finest witches to have ever lived. So long as the diadem lies on your head, you shall find yourself cleverer and wiser. Things once shrouded in fog shall become clear to you and decisions can be made with a steadier hand and a more knowledgeable mind. However, it is wise to remember that this remains but a tool. It alone does not provide you the knowledge you seek.

### **Goblin-Forged Sword | 200**

Goblins are truly fascinating beings, wouldn't you agree? And they can make such wonderful creations if this new sword of yours is any indication. Forged and enchanted through methods so jealously guarded by goblinkind, this sword crafted from pure silver is a beauty to behold. Inset with flawless gemstones of your choice, and a title of yours is engraved upon its hilt, its silver blade can pierce through flesh and bone with ease, even in the hands of a mere child. But that is far from its greatest enchantment.

Like all things goblin-made, the silver is supernaturally strong. A thousand years could pass and it would be as beautiful and clean as it was on the very day it was wrought. And this is due to one fact, the thing makes the creations of goblins special. Goblin silver imbibes only that which makes it stronger. For example, by bathing in the venom of a basilisk, the blade shall gain the venom's properties. With so many strange things in this world, such a blade can be quite handy indeed.

### **Chizpurfle Consortium | 400**

Chizpurples are rather interesting creatures, especially for how diminutive they are. Resembling rather colorful crabs, even the largest of these creatures only reach up to a twentieth of an inch. But size isn't everything. You see, Chizpurples are creatures that can best be described as thaumavores, meaning that they feed on magic. On its lonesome, a single Chizpurple can't do much but annoy a wizard. But quantity is a quality all on its own and you have what can only be called a ravenous horde.

Contained within a small and fanciful yet seemingly bottomless flask, you can now call yourself the master of a thousand strong horde of Chizpurple. By unleashing them, enemy witches and wizards will quickly find their magical possessions under attack as the Chizpurples begin their feast. Wands shall be broken and enchantments erased through the ravenous maws of the Chizpurples. Only items of great durability such as that of goblin silver and the like shall be able to stand against them.

And if your foes utilize more of a technological bent, you do not need to fret. Chizpurples devour electricity with the same fervor it does with magic. Finally, if you ever want or need to put the Chizpurples back into your flask, simply tap the flask with your wand and it'll suck all the Chizpurples right back.

### **Horcrux | 400**

Throughout all of history, there have been no shortages of dark wizards to be found. From Morgan le Fay to Gellert Grindelwald, there is not one point in time where you could not find a dark witch or wizard lurking in the shadows. But even amongst them, there was magic that was shunned by all but darkest witches and wizards. And there is no magic more infamous than the accursed creation of a Horcrux. To create a Horcrux is to tear at your soul, to split apart the very essence of your being. Only two wizards have ever been known to commit the vile act. You are the third.

A part of your soul has been placed within a small object of your choice and so long as this object remains intact, your soul can never truly leave this mortal plane, even should your body be rendered into nothing more than dust in the wind. Of course, the Horcrux alone cannot reconstitute your shattered form. Fortunately, the part of your soul within the Horcrux is mighty enough that should someone come into contact with your Horcrux, the soul within can take possession of them if their will proves weaker than yours. And should that never occur, the other half of your soul may do the same, as weakened as it is from your form's destruction.

Still, it would be best for you to hide away or protect this precious piece of your soul. With its enchantments, the Horcrux is nearly indestructible but nearly is a far cry from completely. There are many methods in this world alone to destroy a Horcrux. Who knows how many more you might come across in your travels?

### **Philosopher's Stone | 400**

Throughout history, humanity, both Muggles and wizards alike, have been fascinated by gold. Alchemists, both magical and mundane, have sought ways to create the shining substance. And yet, only one alchemist ever succeeded in doing so. Only the great Nicolas Flamel had ever achieved the skill necessary and created the Philosopher's Stone. But what is the Philosopher's Stone? What magic does it hold and what can it do?

For starters, with the Stone, any metal can be transformed into the purest of gold, an impossibility for all others. But most importantly, even beyond the gold, the Philosopher's Stone is the key to the Elixir of Life, the key to eternal life. And used properly, the Elixir of Life could even be used to create a new body for a disembodied soul.

Do not let anyone know that you have this. There will be many questions for you and there is no shortage of unsavory folk who would be willing to do just about anything to take it away from you.

### **Time-Turner/True Time Turner | 400/600**

Time is a very complicated subject and there are no shortage of scholars aching to study its depths. To facilitate such research, Time-Turners were created, magical hour-glasses enchanted with an Hour-Reversal Charm. With a single turn of the clock, time is reversed by an hour. Sadly, it is restricted so that you will only be able to travel back five hours, in the interests of keeping the world safe from calamitous disasters of a time-related nature.

But if you are willing to pay a steeper price, there is one other available. Gleaming a brilliant silver and gold, this time-turner is one most true. With it, you can travel back years or even decades into the past. And unlike a normal time-turner, you can return to the present without waiting. Simply turn it in reverse and you'll be back in your own time. Be careful. While possession of either of the Time-Turners protects you from the consequences of time travel, it does not protect the rest of the world. Always remember that lest you come back to a world you hardly even recognize.



## Jumper's School of Witchcraft & Wizardry | 600

Magic is much like any other part of the universe the people call home. And like any other part of the universe, there will always be those willing to study it and they in turn shall pass on their teachings to another. In the beginning, such lessons were passed on through relationships between masters and apprentices but as time went on and humanity expanded across the world, it became clear that this practice would be... insufficient.

And so, institutions of learning were formed, institutions that you may now know as schools, universities, colleges, academies, and the like. With this, lessons could be passed onto more and more students, ensuring that the knowledge of the world can never truly be lost so long as there are those willing to teach and those willing to learn.

You have chosen to carry on this proud tradition, having established for yourself your very own school for any young magical souls so very willing to learn. While it may not be as prestigious as the eleven Great Wizarding Schools, you'll find that others still view it as a respectable, if not entirely prestigious, center of learning.

But more importantly, you'll find that teaching here is far more effective than it would otherwise be elsewhere. Your students learn faster, they retain more information, and surprisingly, they're more behaved than they would be. Not enough that they won't actually pull out of doing pranks, but enough that they keep the aftermath contained and they'll actually clean up the mess.

Most importantly however, wherever you plop down your school, it will be legitimately recognized as a legal institution, regardless of how out-of-place it may seem. Even in places where magic is hated and despised, your school will remain as a completely legal safe haven for any aspiring witches and wizards.



# Drop-In

## Task Planner | 100

Do you remember exactly when you took your first steps on this multiversal journey of yours? Did you have any plans to put in motion once you jumped into this world? If so, this will likely be quite useful to you. Originally a homework planner, this little journal has been enchanted so that it'll always keep track of any assignments, plans, or responsibilities you must perform and what their deadlines are. And as the deadlines of such tasks get closer and closer, the more the planner will seek to remind you of them, like a particularly strict and annoying alarm clock.

You don't have to worry about writing down on it. So long as you are aware of the tasks at hand, the journal shall automatically fill itself up. And should your tasks be at risk of failing due to events beyond your control, your journal will seek to pester you to accomplish them before they become unavailable or such events occur.

## The Family Watch | 100

It is a tradition amongst witches and wizards that they be given a watch when they come of age at seventeen years old. And while you may not be of this world, that does not mean that you cannot partake in its traditions and culture. Perhaps that is why you have this ornate and fanciful golden pocket watch, something you might consider as a gift from your benefactor, whoever they may be.

And as always, this watch of yours is far from ordinary. You see, unlike a regular watch, this watch is not meant to tell the time and its hands represent neither the minute nor the hour. Rather, each hand is meant a representation of you and your trusted Companions. Like a certain redheaded family's clock, the numbers on it have been changed to locations such as "home", "school", "work", "prison", "lost", "mortal peril", and many more.

So long as this watch is by your side, you will always be aware of where your Companions might be and if they would be in need of your help. If you do need to use it as an actual timekeeping device, just press the button on its side and the watch's face shall shift and change to show you the time. It's perfectly accurate as well so you don't need to worry about being late.

## Exploding Snap | 200

To give you a brief description, Exploding Snap is a wizarding card game. Unlike Muggle cards however, the cards in Exploding Snap... explode, as the name implies. Fortunately, wizards are a bit more durable than Muggles so the worst injuries one might suffer would be mostly cosmetic, like singed eyebrows and burning hair.

This set however, is a different story. Unlike ordinary Exploding Snap cards, these cards blow up with the force of an Blasting Curse, strong enough to blast through stone and more than enough to serve as an effective weapon against many a foe. And the deck is seemingly never ending, making sure you'll never run out in a critical moment.

On a final note, should you use these cards for Divination, such as card reading for example, you'll find that whatever results you see will generally be clearer and more accurate. Even if you have no skill in Divination, surely you can learn a thing or two?



### **Warehouse of Requirement | 200**

Otherwise known as the Come and Go Room by the house-elves of Hogwarts, the Room of Requirement is a very wonderful piece of magic. Its origins are shrouded by mystery and even amongst Hogwarts many secrets, it remains the most puzzling of them all. And it is hard to puzzle out when you consider the Room's Unplottable nature and its tendency to only appear to people of great need. But do you not have great needs of your own? If so, this is perfect for you.

With this, your Warehouse has been upgraded to possess the same enchantments of the Room of Requirement. At a baseline, your Warehouse will shift and move according to your desires, ensuring that you'll always have what you want at arm's reach. Not only that, but you'll be able to manipulate your Warehouse well enough to truly make it your own. Custom lighting, wings and so very much more.

### **The Hopping Pot | 400**

*The Wizard and the Hopping Pot* is one of the bard's many tales. This story in particular depicted a rather friendly relationship between Muggles and wizards, and the growth of a young boy as he learned to follow in his father's footsteps. And now, the titular hopping pot has come to follow you around, hopping behind you on every step of your journey. But what can the pot do for you?

For starters, unlike the pot in the story, this one can, all by itself, create a wonderful variety of potions for you, each one brewed as if a master of potions made it themselves. You won't even need to provide the ingredients. The pot can make it all! Well, almost all of it. Potions such as the **Potion of All Potential** and its like are beyond even its extraordinary capabilities and it can't really speed up the process of potion-making as much as you'd want it to.

On a final note, it seems that the pot has a rather mischievous bent to it. It has a rather peculiar habit of trying to get you to help out others, much like it once did to a young boy. Unlike that young boy however, the pot won't punish you for refusing to help. On the other hand, if you do help others, the potions the pot brews shall become better, the extent of which is determined on how often you choose to help those less fortunate than you.

### **Wizard's Field Guide | 400**

The witches and wizards in this world live and breathe magic. They carry with them years, even decades of experience in the mystic arts. If you're going to be dropping into this wide and dangerous world, you're going to want quite an ace up your sleeves, especially if you want to do more than just keep up with the folks around here. Enter the Wizard's Field Guide. Devised by the Ministry of Magic, the Wizard's Field Guide is the perfect tool for any witch or wizard seeking to grow their potential and witness them realized. Enchanted with all manners of spells and charms, the Field Guide first and foremost serves as a repository of all the knowledge you've ever accumulated. So long as you know it, you can find it in the book.

Second of all, the book will, every so often, provide you with a list of tasks for it to do. By accomplishing these tasks, you will be gifted with a modest boost to your capabilities. It may not be the largest of training enhancements out there but with it, it should be enough for even a late student to catch up to their peers. And finally, it is time to move on to perhaps the most intriguing part of the book. By casting the Revelio, you may occasionally find pages flying in the sky or floating in front of certain places and things. Take these pages and you will find quite a bit of information about them. And for every page you collect, you'll receive a small and miniscule boost to your magical capabilities.

# Student

## **Chocolate Frog Cards | 100**

Ah, the Chocolate Frogs, the favored treat of students everywhere. With a delicious treat and a little educational card in every box, it's no wonder really. And that's exactly why you have your own versions of such things. From now on, every time you go to a new world, you'll receive new Chocolate Frog Cards representing just about every notable figure in said world, both past and present. These cards will contain just a little bit of information about said, mainly information based on their greatest achievements and a few fun little facts about them. At the end of every Jump, you and your Companions will also receive Chocolate Frog Cards about yourselves, with information on what you did during the Jump itself.

## **Firebolt Supreme | 100**

It's been mentioned before, but a witch or wizard will often have their first taste of flying within whatever wizarding school they attend. And for you, it shall only be fitting that your method of flight be better than most others. Enter the Firebolt Supreme. Outclassing its predecessor, a broom already capable of reaching 150 miles per hour from a standstill in ten seconds, the Firebolt Supreme would not even begin to be made until the turn of the 21<sup>st</sup> Century. Coupled with its unchallenged balance and precision, letting you stop and turn on a dime, there are very few things that could hope to match you in the air on one of these, let alone catch up to you. It's also rather comfortable to sit on, ensuring you won't be aching too much from a long and hard day of Quidditch.

To help you out with your new purchase, you now have a brand-spanking new Broomstick Servicing Kit, perfect for making sure your Firebolt Supreme and any other broomsticks you possess will always be in tip-top shape.

## **A Set of School Books | 200**

School can be a difficult time for many people, even for those you'd believe to excel in such things. But what students often forget is that they are not the only ones suffering and that they are not alone. Help will always be given if they but ask. And if they cannot find help in the present, then they can always find help in the past, from the students and teachers who came before.

At first glance, these books appear to be nothing more than ordinary schoolbooks with some wear and tear due to use and age. But open them up, and you will see writings on almost every page. Examine these writings and you will see that they have information quite relevant to the book at hand. This information is generally better than what you would normally find on the book but it'll be quite useful regardless of the form it takes. You receive a new set of these books every time you start a new class, regardless of the subject.

## **Battle Arena | 200**

It is often said that there is no better teacher than experience. However, gaining that experience can be a trifling task, especially when you consider that one will often need to risk life and limb in such things. Thankfully, this marvel of magic within your Warehouse can help you get the experience you need. Resembling a rather ornate statue with a large base, simply walk through to said base and you'll find yourself transported into some sort of arena. In here, you can fight to your heart's content. Face off against your old foes in any combination or setting you desire. And there is no need to worry about death here. If you die here, you'll simply be punted out off the arena and back into the real world, your mind filled with newfound experience.



### **Marauder's Map | 400**

Further proving the ingenuity and skills of students everywhere, the Marauder's Map is a creation of four young and talented students of Hogwarts. As its name suggests, it is a map of Hogwarts but it is far from ordinary. Unlike an ordinary map, this particular one keeps track of every single soul within the grounds of Hogwarts. With this, you'll know where they are at any given point of time so long as they remain within Hogwarts and outside of any rooms the four Marauders did not discover during their tenure as students. It doesn't matter how they hide. The map reveals it all.

What you have in your hands, however, is not the original map. Rather, it is a special modified version that would prove more useful to you. Instead of being a map of Hogwarts, it is instead a map of whatever structure you find yourself, be it a school, a mall, or something else. If you're outside however, the map will instead be a map of your surrounding area around up to the size of Hogwarts and its grounds. If you wish, you may convert the map to switch to its other mode with just a tap of your wand.

Like the original, your map can only be activated and deactivated through the use of a pass phrase and will insult anyone who tries to reveal its powers through force. The default pass phrases are *"I solemnly swear I am up to no good."* and *"Mischief managed."* You can, however, change these if you want.

### **Book of Potions | 400**

As a rule, young students tend not to see the appeal of potions. After all, when you can create fire with a wave of your wand and make objects float with but a word, something like potions can seem a bit... boring. But for those who can appreciate its subtle science, its exact art, potions can be the key to bottling fame, brewing glory, and far, far more.

Written by the famed Potioneer Zygmunt Budge, this book is perfect for anyone willing to delve into the great art of potions. And as most things are in this world, this book is far more than it appears to be. Through methods unknown, to assure his place in history, a part of Zygmunt Budge's soul has been infused into this book. But you do not need to fear him. Zygmunt wants only to spread the glory of potions everywhere and you represent his best shot at it.

Not only is the book filled with recipes of just about every potion that was ever made public, you will have the guidance of Zygmunt himself who will gladly guide and instruct on the best ways to brew a proper potion. And in other worlds, if you ever come across an unfamiliar potion, the guidance of Zygmunt shall be enough to help you decipher.

Strangely, there seems to be pages haphazardly placed within the book. If you ask Zygmunt, you'll find him to be unaware of it entirely. But it seems to be a cipher of some sort. To what you do not know. The only thing translated so far are the words ***All Potential*** written atop each and every single one of the strange pages.

# Academic

## Proper Wizarding Attire | 100

If you seek to become a proper scholar of magic and to mold the minds of the youth, it is important for you to dress the part. And so, like Albus Dumbledore, you have an entire wardrobe filled to the brim with snazzy three-piece suits that'll let you turn the eye of any crowd. This will be enough to at least get you some respect from your students and other folks besides. And also like Dumbledore, you have a second wardrobe filled with clothes and robes of his peculiar and unique style. From flamboyant robes to pointy hats and more, you can ensure that you can be just as glamorous as the greatest wizard alive.

## Wizard's Chess | 100

Even the wizards enjoy a good old-fashioned game of chess or two. And of course, even their board games are magical. Fashioned and enchanted with sorcery, this chessboard set is indubitably that of a sorcerer's. With pieces that can move and act on their own, playing with this chess set is sure to be a rather fun time. But merely playing chess isn't all you can do with this. You may consult with the pieces, receiving advice in both chess and other matters. They seem to have a rather sizable repertoire of useful knowledge when it comes to teaching and war both. Rather fitting, don't you think so?

## Pensieve | 200

Exceedingly rare and exceedingly valuable, a Pensieve is a useful tool for teachers and scholars everywhere. With it, you'll be able to store any memories, yours or that of others, and review them as you please. And you even have two options when it comes to viewing them. The first option is simple projection, allowing you to watch the memories as if it were a show on the telly. It is useful but it pales in comparison to the second option.

By immersing yourself with the Pensieve's light, you can immerse yourself within the memories, viewing them in amazing detail and letting you spot things you might have missed before. By using it in this manner, you are seeing memories as they truly were at that point in time, a third-person recreation of the events involved. So long as the memories weren't tampered with, you can discover the truth of the past. As a bonus, you will also be granted knowledge on how to extract memories for use in a Pensieve and how to tamper with them flawlessly, unlike a certain influential Potions professor.

## Felix Felicis | 200

Small enough to be held with only two fingers, this transparent vial contains a liquid that resembles molten gold, moving and soaring within the vial like tiny goldfish. This liquid is none other *Liquid Luck*, a special potion meant for one thing alone. To make its drinker lucky. With this by your side, luck shall always be by yours.

By imbibing the liquid within, you will be granted an instinctive knowledge on what to do, a path that'll allow you to achieve whatever your desires may be. But be warned. Luck is far from being all-powerful and there may come a time wherein luck will not be enough to save you, especially when this potion in its entirety is only enough for twelve hours of luck at most.

Fortunately, by purchasing it here, this vial will be refilled with that precious liquid luck every two weeks. Try not to take too much advantage of it. There are consequences to abusing luck in this way.



### **Deluminator | 400**

Now just how did you get your hands on this? This little thing, resembling a rather fancy cigarette lighter, is the Deluminator and it is the proud creation of one Albus Dumbledore, quite possibly the greatest wizard of the modern age. Fittingly enough, this device is quite powerful indeed. At the most basic level, the Deluminator can take away and put back light from any source, whether it be technological or magical.

Second, whenever your name is mentioned in a conversation, the Deluminator will play back a snippet of the conversation to you. Activate the Deluminator at this point and you will safely be apparated into location, enough to ensure that you may never be separated from your friends again.

Finally, there is the Deluminator's most powerful ability. With this, you may transport yourself and others into a mirror dimension of sorts. Within this world, you may battle to your heart's content, with no risk to the people and the world beyond. Albus Dumbledore truly was a genius if he could make something like this. Why not follow in his footsteps, at least in this regard?

### **An Army of Knights | 400**

The Great Wizarding Schools are more than just mere places of learning. They are mighty fortresses, places nigh impenetrable except when faced against entire armies or wizards and witches of the highest caliber. With such examples to behold, it is no wonder that you've found yourself in possession of a proper wizarding school's defenses.

Taking cues from Hogwarts, you are now the proud owner of a hundred strong army of knights, made from your choice of ice, iron, or stone. Each one has been enchanted so that they can move and fight on their own. While a single knight may not be a match for any properly trained wizard, a hundred is a different story entirely.

And of course, should you need it, you also have a small journal how exactly these knights were created and enchanted along with a few more ideas on how to improve them. There's no reason to limit yourself to a mere hundred defenders after all.

# Tradesman

## **Moonstone Maker | 100**

Moonstone is a rather interesting substance. You see, moonstone is something that can best be described as crystallized magic. With it, one can do many things but for now, it will be most useful when using it for Conjuraton and Transfiguration, easing the difficulty of casting such spells. To ensure that you always have some moonstone on hand, your Warehouse now has what wizards and witches call a Material Refiner. Three of them in fact.

Despite what the name implies, this contraption is meant entirely for the creation of moonstone. More specifically, each refiner produces around a dozen pieces of moonstone every twelve hours, deposited within a seemingly endless chest beside them. While a dozen pieces of moonstone may not seem like much, imagine how much you'll have by the end of a month, let alone a year.

## **Security Measures | 100**

A tradesman lives and dies by their trade. What happens then when their very livelihood is threatened by outside forces? Regardless of your answer, you've taken steps to ensure that never happens to you. From now on, whatever property you own or run, shall automatically be adorned with magical security measures of all kinds.

From stairs that turn into slides the moment an intruder steps on them, doors disguised as paintings and walls, magical alarms that can alert you to intruders no matter where you are, and so many more. But do be careful. While these defenses are varied and strong, they mean nothing to truly dedicated witches and wizards.

Of course, we can't exactly have you be unaware of the traps in your homes and businesses. To alleviate that little problem, you've been provided with a booklet. Its contents are neatly categorized, allowing you to quickly read through its pages to discover and learn what types of security measures have been implemented into your properties and where exactly they might be located. And if you add any more security measures, the booklet will automatically update itself.

Feel free to copy it down so that if you have any employees or visiting friends, they'll be prepared for what lies within. That is, if you don't turn it off when you or them are around.

## **Thief's Downfall | 200**

Do you truly believe simple shops to hold the monopoly when it comes to security? If you want to see the pinnacle of magical security, you would find such things in Gringotts, the only wizarding bank in Great Britain and certainly one of the most secure places in the world. Case in point, the Thief's Downfall, a special waterfall that washes away almost every form of temporary magical enchantment and concealment.

For you, the Thief's Downfall makes its home within your Warehouse as a wondrous and beautiful waterfall. One situated entirely above the entrance. With but a thought, you can make water within it flow and let its mystical properties come to light. Against intruders, this waterfall will automatically activate the moment they enter, ensuring that they'll be mostly unprotected if they're the wizardly sort. If you need to bring the water's enchantments outside, simply bring a bucket or some other sort of container and fill it up.



### **A Garden of Trees | 200**

From Devil's Snare to the Whomping Willow and more, there are no shortage of horrific and wondrous examples of flora within the Wizarding World. So why not bring them along with you across your lengthy journey. You now have a door in your Warehouse that leads to an endless greenhouse. For now, this greenhouse is unused but with the chest right by the door, you can change that.

The chest contains seeds, an endless amount of them. And you have seeds for each and every type of plantlife to be found in this world. And do not forget to look beyond the magical. Mundane they may be, wonders can be made from even the simplest of materials.

To help you with your greenhouse, the seeds are fortunately placed within their own individual seed packets and if you have a specific seed you're looking, said seed packets will front and center whenever you open up the chest.

### **Jumper's Alley | 400**

If you've been around the block a few times, you would have surely heard of Diagon Alley, perhaps the true center of Wizarding London. If not, do not fret. All you have to know is that Diagon Alley is the focal point of the wizards and witches of London. No matter their origin, no matter their status, sooner or later, they will find their way to Diagon Alley. From the lowliest child to the most elite of adults, Diagon Alley is open to all.

So why not have a place just like that? Entirely yours, Jumper's Alley is the place to be. Situated within the populous city of your choice, this center of commerce is filled to the brim with shops and stores of every kind. In here, you can find and buy so much, from the common but ever so useful brooms and cauldrons to rare artifacts and creations like Vanishing Cabinets or the Hand of Glory.

And as you hop from world to world, the market shall follow you along, appearing in one of the more high-profile cities or locales. With every new world Jumper's Alley finds itself in, the alley shall only grow larger and larger as more and more shops brought into its fold. Even now, you can already spot a few stores selling items from your previous Jumps. How much more can it grow as you travel more and more?

### **Conjuration Spellcrafts | 400**

Conjuration is an interesting branch of magic and a very useful one. After all, there are many uses to being able to conjure up objects from little more than thin air. But it is also one of the most complex and difficult branches of magic out there. And such difficulty only grows the more complex and the magical the things you choose to conjure become. Which is why you've taken steps to alleviate that difficulty with spellcrafts.

What are spellcrafts, you ask? It would be best to think of them as something similar to recipes. Combined with moonstone, a special type of crystallized stone that glows much like the full moon, spellcrafts can allow even a novice in the mystic arts to conjure truly wondrous things.

For now, you have spellcrafts that will allow you and other magical folks to conjure up simple but entirely non-magical things. If you wish to change this fact, the book you will receive alongside your new recipes shall help you along. This book details how you can create new spellcrafts. But be warned. Like conjuration itself, the creation of new spellcrafts can and will be an arduous task, especially if you wish to have any hope of recreating the greatest works of wizards and witches.

# Official

## Beautifying Robe | 100

Simply by being in the public eye, you will open yourself up to the masses. They will bombard you with questions of every sort, expecting answers for each one, and they will judge you for each and every single thing you do, from how you dress to how you move to how you do your job and so much more. Being part of the Ministry is certainly a stressful position and so, it becomes natural that many of those within would seek to ease their burdens. Something such as this, for example.

This item in particular, is a fine set of robes that would be the envy of any well-to-do socialite. And that doesn't even take into account its more magical properties. When worn, these robes shall enhance your appearance, ensuring that you'll always be presentable to the public eye. As a bonus, these robes also seem to make you just the slightest bit more charismatic.

## Wizarding News | 100

Given someone in your position, it pays to be kept well-informed of the comings and goings of the world, wherever you may be. Which is why you have these two. The first thing you have now is a daily subscription to the Daily Prophet. While people's opinions on the paper may vary, you cannot deny that it will be rather useful to read about whatever might be going on in the world. Even if the sources can be rather biased, there will always be useful bits of information within, if you know what you're looking for.

The second thing you have is a special radio, one that is by default, connected to the Wizarding Wireless Network, a wizarding radio station. Like the Daily Prophet, the WWN can help keep you up-to-date with the coming and goings of the world and you don't need to wait a day for more news to come through. Of course, if the WWN isn't to your liking, the radio is capable of picking up other wireless airwaves, letting you listen to other radio broadcasts, including ones that are not necessarily meant to be heard.

Beyond this world, the Daily Prophet will display appropriate and fitting news for you, no matter how different that world may be.

## Shield Hat | 200

It may or may not surprise you to hear so but magic is far from an easy subject. To become even a step close to the greats is to devote years of your life into learning the magical arts and delving deep into all of their aspects. Needless to say, not a lot of people do this. In fact, more than a few are content to live in peace, safe and sound in the lives they have chosen. But what happens when disaster strikes, and they're forced to defend themselves with skills that have atrophied over time?

Enter the Shield Hat. Or cloak, whichever one you prefer. Created by a pair of redheaded twins as a joke, these items have been enchanted with a surprisingly effective Shield Charm. So long as the hat sits atop your head or the cloak upon your shoulders, you shall be protected. While the Shield Charm may not be able to protect you from a dedicated and lethal assault, it shall more than suffice when it comes to jinxes and glancing blows. And if you do have the skill, your Shield Charms shall be bolstered as the shield you conjure combines with that of the hat or the cloak's.

Just be careful, alright? The Shield Charm is not the ultimate defense against everything, especially not one borne from a simple enchanted item.



### **Floo Flame Network | 200**

Ah, Floo powder. What would wizards do without it? First invented by one Ignatia Wildsmith in the 13<sup>th</sup> century, Floo powder is what allows the Floo Network to work. Through the Floo Network, instantaneous transportation across the entire world becomes possible for just about everyone, even for those who have not yet learned the dangerous art of Apparition. With this, the Floo Network shall follow you wherever you go.

First, you are now in possession of the recipe for Floo powder, a secret that has been kept safe for centuries. Not only that, but you also have a small box of the stuff, one that will never run out, no matter how much you take from it. Following that, every property of yours will now be connected to each other through a Floo Network, letting you travel across them with just a scoop of powder.

But more importantly, what you have now are the instructions to create your very own Floo Network. With this, you have the choice of adding the new locations to your already existing network or creating a new one separate from those before it. You won't even need a fireplace. The uses of this should be rather obvious, don't you think so?

### **Department of Mysteries | 400**

Within the Ministry of Magic, there is a department meant to study and uncover the secret of the universe and of magic itself. In here, Unspeakables study the secrets of death, of time, of thought, of space, of prophecy, and of love. Do you want to try your hand at that? If so, this extension of your Warehouse is the perfect thing for you. First things first, this place is not a true copy of the Department of Mysteries you can find in this world. Rather, you can think of it as an incomplete version of the original. And yet, despite that, you will find plenty of uses for everything within its walls. In fact, it is best that you view this wing of your as multiple items in one.

To start things off, you have the Space Chamber, a section of the Department wherein you can find replicas of planets floating all around. Be careful, you and the others might end floating yourselves given how strange the gravity there seems to be. Following that is the Hall of Prophecy, a vast and dark chamber holding every prophecy by the Ministry of Magic. But don't act too fast. While you may be safe from the security measures in place, the same cannot be said for others who will quickly find themselves inflicted with madness should they even attempt to remove a prophecy that isn't theirs.

Moving onwards, there is the Love Room where you shall find a never-ending fountain of Amortentia, the strongest love potion known to wizardkind. With this, you could create powerful infatuations and obsessions in the minds of others. On the other hand, within the Brain Room, you can find tanks of aggressive brains with tendril-like nerves swimming in an eerie green solution. But perhaps the two most important chambers are that of Death and Time. Within the Chamber of Death, there is an archway known only as the Veil. It is said that this archway is a gateway to the afterlife and from it, one can hear voices of the dead, whispers of they loved. Should someone ever pass through the Veil, they will pass on, their body never appearing out the other side.

And in the Room of Time, there is a crystalline bell jar the height of a man and thrice the width. Enchanted with a strange form of magic, whatever's inside shall be trapped in a time loop of sorts, quickly going through their entire lifespan over and over and over again. With all of this, perhaps you will be the one who shall unravel the secrets of the world and achieve the dreams of scholars everywhere.

## The Jumper's Prophet | 400

*"He who controls the past controls the future. He who controls the present controls the past."* It's a quote from a certain Muggle author that you might already be aware of, but it still rings true today.

Thankfully for the common folk, such control is hard to obtain, even with the use of magic. After all, the Daily Prophet is the premier source of news within the magical world of London and it is still relatively free from the hands of the Ministry of Magic. But that doesn't mean it's free from corruption. People will still be people after all and plenty of them are liable to bribery and threats. Which is why, despite how much criticism the news lathers at the government, there are times where they will be more than happy to work alongside them.

You, on the other hand, find this sort of partnership awfully wanting. Instead of being subject to a mere partnership, you've set your sights on being the one who decides the news. To facilitate this, you've formed a news organization of your own. Already, your newsgroup has found a rather comfy position in the eyes of the people, trusted and beloved about half as much as the Daily Prophet.

But the Daily Prophet will not be able to rest on their lofty throne forever. Given a year or two, and so long as you don't come under assault by scandals and the like, your newsgroup will quickly grow to be a veritable force in the field of journalism. The people will come to trust you just as much as they do their own friends and family. And at this time, spreading the news and propaganda you wish will become quite the simple thing.

Heaven knows what kind of power this could grant you. Will you use it to bolster you and your allies? Will you bring down a particularly annoying obstacle in your path? Or maybe you could even incite the people themselves to fight back against the government above them?



# Officer

## **Foe-Glass | 100**

A rather useful tool for just about anyone, a Foe-Glass is a Dark Detector that, by all accounts, seems to be little more than a simple hand-held mirror. Of course, if you know anything about magic, things are always far from what they appear to be. Simply speaking, a Foe-Glass is a special type of mirror. Unlike a normal mirror, this shows you not your reflection but that of your foes'. At first, they will appear to only be shadows but as they get closer and closer to you, their reflection shall be made all too visible.

And do not worry. When facing against foes who pose a threat to you from afar, this little device will work all the same. The more they pose a threat to your life, the clearer their image within the mirror shall become. Of course, do remember to keep an eye on the mirror every now and then. If you aren't looking at it, all it'll be is a fancy paperweight.

## **Sneakoscope | 100**

But if you want something more obvious, then this is just the Dark Detector for you! Created by one Edgar Strougler in the 18<sup>th</sup> century, the Sneakoscope takes the form of a small spinning glass top, its name proudly emblazoned upon it. Place it in your pockets and you won't even feel the weight! Of course, the Sneakoscope is still a magical thing, and it certainly won't let you forget. In the presence of untrustworthy fellows, the Sneakoscope will light up, spin and start whistling, preparing you against any nasty surprises headed your way.

Unlike an ordinary Sneakoscope, however, you can modify the Sneakoscope, changing its sensitivity, from detecting things as simple as students cheating at their exams to only activating against those who would be threats to your life. You can even adjust the range, from only working within a small room or covering a mile around it. But most importantly, you can make sure that only you can see and hear when the Sneakoscope is working, ensuring that your foes will be surprised when you turn the tables on them.

## **Dark Detector | 200**

Dark Detectors come in many shapes and sizes and as the name indicates, they are meant to detect traces of dark magic, allowing Aurors and their ilk to track users of the Dark Arts wherever they might be. However, danger comes in many forms and you will not be so fortunate as to have them all possess or even make use of dark magic.

But that's where these fancy Dark Detectors come into play. Despite the name, these Dark Detectors are ripe for modification and so, they are meant for far more than just detecting dark magic. You see, so long as you can expose them to a particular brand of magic or energy, these Dark Detectors will modify themselves so that they may be able to detect said brand of energy as effectively as it does with dark magic.

Now you can hunt down criminals of every kind, not merely Dark Wizards!

### **Mad Eye | 200**

There's a reason why Alastor Moody is known as Mad-Eye. Well, multiple reasons actually, but in this particular instance, you only care about one of them. Namely, his magical eye. Alastor lost his eye in battle against the forces of darkness and in its place, he now has a magnificent replacement that would further supplement his own prowess and paranoia. Hopefully, it'll do the same for you.

With this eye, you will now be able to see all around you, even things at the back of your head. And you won't even be confused by your newfound line of sight. More importantly, this eye can also see through walls, no matter what they're made of. You could even see through Invisibility Cloaks. And don't worry. You don't need to replace your eye with this. You could even use it as a sort of third eye or even like a security camera.

### **Goblin Armor | 400**

Whatever wizards and witches may believe about goblins, fools dare to underestimate them at their own peril. Look no further than their craftsmanship, a skill so heavily guarded by goblins and vaunted by witches and wizards across the world. Clad yourself in this armor and witness for yourself just how mighty a goblin can be.

Forged from goblin silver, this magnificent set of armor has been enhanced with magic beyond what goblins are ordinarily capable of. You see, by channeling your own magic through the armor like you would with a wand, the silver shall glow a malevolent red as the corrupted ancient magic within come to life. Not only will you have a hefty resistance against most spells, almost equal to what a proper Shield Charm can provide, but so long as you continue to channel your magic through the armor, you will have a vast array of newfound abilities to use against your foes.

### **Location Orb | 400**

A government that cannot watch over its people is no government at all. And while both mundane and magical administrations shall find such a task to be quite the challenging endeavor, it is only the magical world that has a suitably magical solution to the problem at hand. If you've been to the headquarters of the French Ministry of Magic before, you'll surely recognize this. Behold the Location Orb!

While the name may not be the most creative of such nor does it really tell you much of what it can do, it'll surely help you along in your endeavors. You see, the Location Orb is a massive globe of the world you're on, being many times the size of an ordinary man. Whenever magic is cast in the world, this shall be able to detect it, representing it as a glowing dot on the globe.

There are, however, some limits to this. For one thing, the Orb has a limit to its precision, only capable of pinpointing where magic is cast down to a mile in diameter, making it difficult to track down who exactly is casting the spell, especially in magic-heavy places such as the wizarding schools or Diagon Alley. Not only that, but those knowledgeable enough will be able to cast concealing spells over a certain area, like an Unplottable charm or even the Fidelius.

Still, such people are few and far between, their numbers low enough that this Orb should suffice for most. And if you have access to other forms of energy, simply expose it to the Orb and it shall be able to detect it in turn. Quite useful when the foes you face are not exactly the magical sort.



# Explorer

## Moleskin Overcoat | 100

If you're going to be out and about in the world, you'll need to have more than just your wand in hand and the clothes on your back. Which is why something like this has been offered to you. Weaved with moleskin, this special overcoat is a shining example of how wondrous magic can be. Enchanted with magic, the pockets within this overcoat are far larger than they appear. You could fit in teapots, sausages, an umbrella, keys, an entire birthday cake, and many more. Wear this upon your shoulders and you'll never need to fear running low on supplies with just how much you can pack into this thing.

## Dragon Models | 100

Dragons are tremendous and powerful magical beasts, a creature capable of laying waste to the countryside with ease. Dragons are almost never taken down alone, taking nearly half a dozen wizards just to stun them. These... are not those dragons. Instead, these things are dragons made miniature, a model of them used to do little things like roast chestnuts or impress a few friends. You have a model for every kind of dragon that can be found in this world. If you want more, you also have a small book detailing how to create new ones based on any other beast you encounter.

Still, like the miniature dragons, any of the beasts you create will generally be far, far weaker than the original they're based on. Even when based on something as deadly and lethal as the Basilisk, the miniature you create will only be a mild annoyance to any trained witch or wizard. Still, nothing says you can only make one.

## Monster Book of Monsters | 200

Written by one Edwardus Lima, the Monster Book of Monsters is a rather interesting tome. While being a very informative guide on creatures that can be found in the world, the thing is named *Monster* for a reason. The book is in fact a living thing that will bite and gnaw at anything it can get its jaws around. Fortunately for you, the book likes you and will let you hold and read it as much as you desire. The same can't be said for everyone else though.

Moving on to its benefits, the book already contains a veritable treasure trove of knowledge of every creature that can be found in this world. It details their strengths, weaknesses, habits, temperaments, and so much more. Basically, if it can be found in a high-class encyclopedia or bestiary, this book will have it. Of course, it also has a special feature just for you. In every new world you find yourself in, this tome shall update itself, writing down new pages of information for every manner of beast to be found within such worlds.

## Gubraithian Fire | 200

The concept of an everlasting flame is not an original concept. Many witches and wizards have tried to create such a thing but only the most talented and skilled can do so. When people see you brandishing this torch, they immediately see you as one who bears immense talent, showing you considerably more respect. And yet this item's true worth shows itself only when given away.

To every sapient being, this is an item worthy of respect. And so, by gifting it to someone, you will earn their favor, enough that they would be willing to do for you a single large favor or multiple smaller ones. But there are some caveats. For one thing, they have to be at least neutral to you. And for another, they cannot fulfill an impossible request or one that would go against all they stand for. Moving onwards, should you give away this item, you will receive another in six months.

### **Nab-Sack | 400**

Behold the Nab-Sack! The perfect magical tool for anyone seeking to protect magical beasts and creatures everywhere! Simply open the bag and it'll suck up any beast you might encounter, from mooncalves to hippogriffs and even dragons! And you won't ever have to worry about running out of space in the bag. You can stuff as many animals as you want inside and you won't even have to worry about them getting hurt or growing old.

Of course, the Nab-Sack isn't perfect. You can't just point it any old creature and expect them to get sucked right in. No, it takes time for that to happen and while you can suck in mooncalves in five or so seconds, that time will only grow longer and longer for the larger the beast grows. Something like a Thestral will already take nearly a minute. Imagine how much longer a dragon will take.

Finally, if you are pursuing a more criminal line of work... well, a never-ending black hole of a bag certainly sounds useful for such things, don't they?

### **Jumper's Hollow | 400**

Exploring the worlds means leaving behind the comforts of home and all the luxuries and amenities that go along with it. If one plans on being an explorer, that means quite a bit of preparation, enough that the time spent preparing might seem just as daunting as the exploration itself. At least, that's how the process goes for Muggles. The magical folk have a few tricks up their sleeves.

Whether it be a tent, a bag, a suitcase, or even something as small as a purse, you now have something that's been heavily enchanted with a powerful and massive Undetectable Extension Charm. In fact, the charm is so extensive that the space within is enough to encompass quite a few square kilometers worth of land.

For any wildlife enthusiasts, this place will be the perfect home to keep them safe. After all, it isn't just the Extension Charm that's been cast onto this place. To make it a better home for the many beasts that you might bring inside, the place has been made... mutable. In simpler terms, it means that you can make this place look like any other natural locale you might find in the world.

Already, there is a small yet homely cottage set up for you that serves as your entrance to this lively vivarium of yours. Beyond this home, you can set up the rest of this place so that it has the looks and features you desire. From hillside plains to a polar tundra, this place can have it all. If you want to change it up, all you need to do is wave your wand and think of what you want it to be. If you want a jungle right next to a desert, go for it! It's your home after all.

Finally, you'll notice this place growing bigger and bigger over the years. Ten or so years could easily see another few kilometers worth of land being available to you. Quite useful if you have plans for any creatures like dragons or graphorns.



# Villain

## Banners & Uniforms | 100

You may be on the other side of the law but that is no excuse for dressing rather shabbily. You are a villain, not a mere filthy peasant. You deserve to dress in style and so do those who follow you. So, to help cement your proper place in history, you have a cabinet within your Warehouse. And within this cabinet, you will find all tools you will need to make a great first impression.

For one thing, the entire wardrobe is filled to the brim with clothes and banners of your own design, including masks if you so desire. And it'll never run out, no matter how many you take from it. While they may not be made from the hardest of fabrics and materials, they certainly represent you well enough. After all, those who see these clothes and banners will instinctively know that they represent you and your deeds. And the greater your impact upon the world, the greater the awe and terror these clothes shall leave upon the people.

## A Flask of Silver | 100

Magic is a dangerous thing. There are no shortages of stories showing witches and wizards suffering unfortunate fates whenever it comes to experimenting with the arcane arts. And a sizable portion of said folks have even met their untimely end over the course of their practices. In preparation of such an occurrence, or because of such an event, you have this flask.

Filled with what seems to be molten silver, the flask and the liquid within are nevertheless cool to the touch. More importantly, the liquid is enchanted in a rather special way. By pouring the liquid over a lost limb, be it an arm or a leg, the silver shall take on the shape of said appendage, replacing it with something greater. And don't be afraid of running out. The flask itself always fills back up at the end of the day.

On a final note, should the thought of betrayal even cross the minds of those you've gifted with silver limbs, their newfound limbs shall turn against them, doing their utmost best to kill their host. You can control how lenient the gifted hands are on betrayal. Useful if you don't want your followers dying from simple idle thoughts.

## Ryusaki's Amulet | 200

Apparently, Dai Ryusaki was not content with simply creating one magnificent artifact that could stand the test of time. In truth, this amulet was not purposefully made. Rather, in the throes of his final moments, Ryusaki cursed it, infusing with all the rage and hate burning in his soul, forever turning the once bright and beautiful amulet into a thing of darkness.

While wearing the amulet, you will find it slightly easier to use abilities of a darker nature but you will quickly find that is not where its true power lies. For you see, this amulet shows its true colors when worn by another, one that might not be so inclined to the Dark Arts.

When worn by another, the curse upon the amulet shall make itself known. Within moments, it shall begin to influence the wearer's mind. Day by day, the wearer's will shall be tested and they will find themselves more and more willing to use the Dark Arts. And when their path towards the Dark is complete, the amulet shall leave their clutches and find its way back to you.

And the best part? Unless they know about the amulet's curse, they'll never even notice that they've found themselves on a darker path. Like moths to a flame, or clay to be molded, by you.

### Skull-Hookah | 200

While Dark relics don't necessarily need to look the part, like the one above for example, this one certainly does. Bearing a heavy resemblance to the skull-hookah Gellert Grindelwald once possessed, this aged and yellowed skull has been emblazoned with engravings and markings of symbols of the Dark Arts and of your own.

And much like Grindelwald's own, you can use this skull to project the visions within your mind over a vast area, large enough to encompass a colosseum. Useful if you need to impress the masses or perhaps convince them of the righteousness of your cause. However, the skull has one more fascinating ability to it.

If it is broken, either by your hands or that of another, the magic within the skull shall rush into the next spell you cast. In doing so, the might of this spell shall be massively improved. A fire that burns down a house, for example, will become one that shall burn down a town. Once broken, you will receive a new one at the start of the next week.

### Jumpergard Castle | 400

The Dark Wizard Gellert Grindelwald once built a magnificent and grand castle by the name of Nurmengard. And said castle served as both his home, his base of operations, and a prison for those he declared his foes. It was a dark and grim place, a prison of pain and anguish much like Azkaban itself. And so, by taking cues from Nurmengard and Azkaban both, you have built and devised your very own prison of torment and suffering.

But beyond serving as a prison, your castle is a place of darkness, its very aura a dark and dreary thing. Such darkness has made it the ideal breeding ground for the likes of dark beings everywhere. More importantly, it is the perfect home for dementors. Even now, with its empty cells, dementors sprout out like fungi, a new one coming into existence every two weeks or so. With the more poor souls imprisoned within, that rate of birth shall only grow ever higher. In time, a horde of dementors shall be at your command for all your dark desires.

### Magick Moste Evile | 400

Magic holds many secrets and there are those who would say that there are some secrets that are so dark that they should never again see the light of day. You are not one of those fools. Instead, you have chosen to delve deep into the mystic arts, to tread into depths that so very few have borne witness to, let alone mastered them.

Written by Godelot, a former wielder of the Elder Wand, *Magick Moste Evile* is, as the name suggests, a tome detailing all the wonders and power that the Dark Arts can grant to someone like you. Such a treasure trove is already quite invaluable on its own, but the book has one more special property to it. Infused with some ethereal form of dark magic, the book has a way of taking in information from the world around it. And every so often, the book shall be rewritten with new spells, rituals and potions making their way inside for every new world you find yourself within.



# Muggle-Born

## Camera and Album | 100

Muggle technology is so fascinating and useful that you almost feel sorry for the stuck-up purebloods too ingrained in their ways to ever take advantage of it. Take a look at this camera for example. Looking at this, it doesn't look much more like one of the many mass-produced Polaroids you can find lying around the Muggle world. But it is magical camera and don't let anyone tell you otherwise. Just take a picture and out comes an animated snapshot. You don't need to worry about anything like film or animating the photos yourselves.

To help you store your newfound photos, you also have an album for them that's fitted with a special charm so that it never runs out of pages or get any heavier. On another note, it seems that photos of your most significant and triumphant moments can be found within the album, even if you never took a picture of them in the first place.

## Revealer | 200

Invisible ink is already common within the Muggle world, especially with all their conspiracies, machinations, plots and secrets lying around. Can you imagine then what the magical folk can get up to? So, to save you some trouble, you have this! Looking like a regular, if large, two-colored Muggle eraser, the Revealer is anything but. All you have to do is rub it onto invisible ink, doesn't matter what kind, and it shall be revealed. It doesn't just work on ink alone either. You can use it to rub off the invisibility of just about anything. Sadly, this only gets rid of their invisibility temporarily, around a few hours or so. But what about the other side? Well, if you rub the other side on something, you can make things invisible, even on things that aren't ink. Finally, the Revealer itself hums whenever something invisible is nearby. Useful when you forget where you place your invisible cloak.

## Resurrection Stone | 600 CP

In a sense, it could be said that the Resurrection Stone is the most powerful and unique of the three Deathly Hallows. After all, invisibility cloaks and wands are a dime a dozen and despite all the tales told of their power and might, in the end, both of them are simply stronger versions of tools that already exist within this world. But is there any other artifact that allows one to commune with those who have already passed?

The Resurrection Stone is one-of-a-kind, even if it may seem like it. After all, to the uninitiated, the stone is merely a well-crafted black jewel. Pretty to look at but such things are quite common to both Muggles and magical folk. But all you have to do is to think of a dead soul and turn the Stone in your hand thrice. And voila! You have summoned forth a soul from the beyond!

More solid than a ghost, these spirits can be likened to that of the echoes called upon in the rare instances of *Priori Incantatem*. You could even see a resemblance to the Patronus, especially once you consider that these images repel Dementors with their very same effectiveness. But more importantly, these spirits are truly who they appear to be. They have all their memories, all their knowledge, all their secrets.

And while they may not be able to bring it bear, especially when only the bearer of the Stone can even see or sense them, the vast majority of them will always be willing to share. No longer shall the secrets of others ever be lost to the cold hands of death. But be careful not to fall into the same trap as Cadmus Peverell. It does not do to dwell on those who have passed and might have been.

# Half-Blood

## **Omniscoculars | 100**

Considered to be the wizarding world's equivalent to binoculars, you'll find these to have a few more useful functions to them. Like telescopes and binoculars, omniscoculars can magnify one's vision. In fact, with these, you can quite clearly see the writing on one's clothes from across an entire Quidditch pitch. But unlike its Muggle counterparts, an Omniscocular has a few features more reminiscent of a camera.

With omniscoculars, you can replay the things it's seen before, see them in slow-motion, or you can even have the omniscoculars flash up a play-by-play breakdown if you need to review anything. It'll even show you the names of any maneuvers any sports players perform if you see it through the lens, whether it be Quidditch or football. Not bad for a couple of galleons, eh?

## **Two-Way Mirror | 200**

Throughout history, men have always sought ways to make communication easier for themselves. In more ancient times, they relied on couriers and messenger birds while today, you'll rarely find a person with no idea of what a telephone is. Wizards and witches are no different. Owls are a common sight in the wizarding world but even they have their limitations. After all, owls take time to travel from place to place.

And so, for more urgent matters, this will do quite nicely. What you have in your hands are a pair of small handheld mirrors. Through magic, these mirrors have been linked together, even across vast distances. Simply speak the name of the mirror's bearer and you will be able to communicate with them as if you were right next to each other. And if you need to communicate with more people, simply break the mirrors. Their shards will possess the same enchantment and you won't have to worry about fixing the mirror. Both of them will be as good as new in the coming week.

## **Cloak of Invisibility | 600 CP**

To many, the Cloak of Invisibility is the least desired of the mythical Deathly Hallows. After all, what is invisibility compared to invincibility in battle? What use is invisibility compared to the chance to talk to the souls of the dead? But like the youngest yet wisest of the brothers, you know there is a reason for why this simple cloak is perhaps the best choice amongst the Deathly Hallows.

You see, this is no simple traveling cloak imbued with a Disillusionment Charm, a Bedazzling Hex or woven with the hair of a Demiguise. This is an artifact rumored to have come from Death itself. The invisibility it casts upon you is perfect and eternal, no matter what is brought to bear against it. Furthering that, the cloak is also entirely indestructible, capable of blocking spells and blows that would destroy anything else they struck. It is even incapable of being affected by spells such as the Summoning Charm or things like the Thief's Downfall.

Unfortunately, there are a few limitations. For one, it does not muffle the sounds you makes nor does it hide you from more indirect ways of tracking such as through something like the Marauder's Map. And while it may be quite enduring, the same cannot be quite said for the person underneath. Do not try to block a Killing Curse with cloak while it still lies upon your shoulders.

But even with all of its faults above, a wise man shall always be able to see the value of this legendary artifact. After all, of the three brothers, it was only Ignottus Peverell whose life did not end in pointless tragedy.



# Pure-Blood

## Liquid Wealth | 100

Many pure-blood families carry with them centuries of history and with such age, comes wealth borne from the passing of time. And whether pure-blood or not, you've gotten your hands on a substantial amount of wealth indeed. 50,000 Galleons worth to be exact. Used wisely, this should be more than enough money for you to live off comfortably for the rest of your days, even without taking into account that you have magic and that you'll be receiving this amount of money every ten years or so.

## Flying Car | 200

While a great portion of pure-bloods hold tremendous disdain over the likes of Muggles and their technology, there is one notable exception to their aversion. Cars. There have been many an occasion of a pure-blood claiming to have never even touched a Muggle artifact and yet upon further investigation, they were found to be in possession of a magically modified Rolls Royce. And now, so do you.

The car's model is up to you, but you can rest assured that your car is quite the piece. At its base, the car is already fast enough to fly from London to Hogwarts in less than 8 hours but it's also been enchanted with an Extension Charm, enough that you can already fit in an entire family of eight with room to spare. It's also durable enough that you can slam it full force into a tree and it'll still be drivable. But most importantly, the car is *very* receptive to new modifications, whether magical or mundane. Surely you could take advantage of that, right?

## Elder Wand | 600 CP

Of the three fabled Deathly Hallows, it is the Elder Wand that has made the most prominent mark in history. Known as the Deathstick, the Wand of Destiny, and many others, the Elder Wand is a greater than any other, a wand truly worthy of one who has conquered Death. And over the centuries, the wand has found itself embroiled in the bloodiest of battles as wizards and witches all over the world sought out its unimaginable power.

While the wand in your hands may not be the original, it is nonetheless a perfect copy. So long as it lies in your hands, your magic shall be far greater than before. A shield charm that would've broken underneath a single wizard's assault could now find itself standing against over a dozen wizards striking it all at once. And not only is your magic mightier in terms of force, you will even find it capable of performing what was once thought to be impossible, such as repairing broken wands and who knows what else.

And while I did say that this is perfect copy of the original, that isn't exactly true. You see, your Elder Wand has one big difference. Unlike the one you can find in this world, your Elder Wand is well and truly loyal to you. Oh, it still respects strength above all else but anyone who seeks to use this wand against you shall find it backfiring on them very swiftly and neither shall its allegiance ever change.

# BEASTS

As you explore this world, you'll come across wizards and witches of all shapes and sizes. And many times, you'll find such witches and wizards accompanied by beasts, their animal companions. There's no reason for you to be any different from them. And so, you'll have the opportunity to own and tame a beast of your own, perhaps even one of the magical beasts of this land. For this section, you'll have a **100 CP** stipend. And if you wish, you may purchase multiple of the same beasts if you have the CP for it.

## An Owl | 100

The classic animal companion for witches and wizards everywhere. It's only natural after all. With their natural affinity to magic, owls are perfect for delivering letters and parcels to other witches and wizards, especially when they can find them without even being given an address. Plus, they are rather intelligent as well, enough that they can understand other people without even needing to be trained for such a thing.



## A Cat | 100

Popular in both the Muggle and Wizarding world, cats are quite the common sight here. Not as much as owls but then again, few pets are. Regardless, cats are still useful, especially this particular one given that its half-kneazle, making it larger than ordinary household cats. And to differentiate between its lesser brethren even further, this one seems to have a knack for sniffing out untrustworthy fellows. It's not perfect but then again, few things are.



## A Toad | 100

Among the three pets allowed at Hogwarts, toads are by far the least popular. In fact, they've very much gone out of style years ago. In fact, you likely won't find more than a handful of toads as pets regardless of where you go. Still, that does not mean they do not have their uses. They make remarkable test subjects for magic, especially potions given that they can absorb the potions through their skin rather than having to drink it like people do.







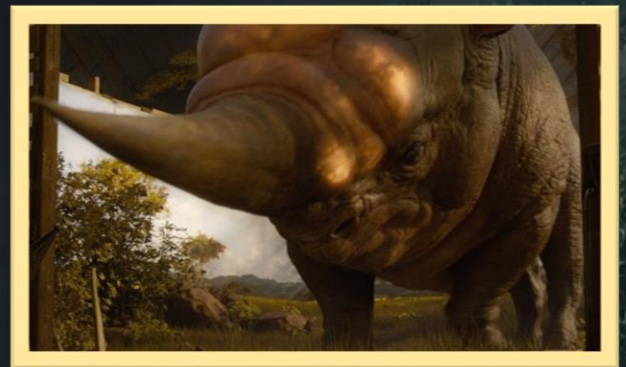
### Blast-Ended Skrewt | 200

Hmm... However did you get your hands on this creature, Jumper? Born through a half-giant's attempts at breeding Fire Crabs and Manticores, Blast-Ended Skrewts are special brand of magical beast. Resembling a sort of deformed scorpion, despite how... mangled they appear to be, Skrewts are nonetheless a surprisingly deadly and dangerous beast.

Ten feet long and around a third as wide, like the Manticores that sired them, Skrewts are remarkably durable with a shell that repels all but the fiercest of spells. Only their underside was vulnerable, uncovered by any armor. As to why these creatures are called Blast-Ended Skrewts, simply look at their backside. From their ends, they fire off blasts of flame that could easily set a wizard alight. Do be careful. Skrewts can be rather aggressive and they can eat just about anything, with a preference for flesh.

### Erumpent | 200

At a distance, the Erumpent looks to be an odd and abnormally large rhinoceros. But up close, you can see just how different it truly is. Around five times the size of a hippopotamus, an Erumpent is a durable beast. With a hide capable of repelling most charms and curses and a vicious horn, the Erumpent is no trifling beast to be messed with.



Speaking of the horn, said instrument of destruction is packed with something wizards call Exploding Fluid. Anything pierced by this horn and impregnated with the liquid within will quickly explode as the fluid rushes into them. Needless to say, that is a rather deadly occurrence. So take care of the Erumpent and it'll take care of you.

### Quintaped | 200



Should someone ever tell you that magic is safe, simply tell them the story of the Quintapeds to prove them wrong. Otherwise known as Hairy MacBoons, Quintapeds did not come about naturally like many other magical beasts. Found only on the Isle of Drear, a small Unplottable island by the northernmost tip of Scotland, Quintapeds can trace their origins to a rivalry between two families, the MacBoon Clan and the McClivert Clan.

On one fateful night, Quintius MacBoon slew Dugald McClivert in a drunken duel. And in retaliation, the McClivert Clan transfigured each and every member of the MacBoon family into five-legged beasts, all wreathed in red fur like some sort of demented spider. This proved to be a mistake for the Macboons had become more dangerous than before.

Whether or not this story is true, it cannot be denied that the Quintapeds do exist. Remarkably durable and utterly immune against most spells, a Quintaped is a ferocious creature that can quickly spell the end of any witch or wizard. And though they may be small, it would be wise not to underestimate them.



### Thestral | 200

To look upon a Thestral is to see a visage of death, a glimpse of the Grim Reaper itself. A winged horse it may be but a Thestral bears little resemblance to its kin. With vast, leathery wings like those of a bat's and skin so taut and tight like a lizard, a Thestral can certainly be quite frightening.

Visible to only those who have seen death, a Thestral is a magical beast indeed. With its wings, a Thestral can soar through the skies far beyond the speeds of even the fastest brooms. And like an owl with letters, Thestrals have a fantastic sense of direction. Just tell it where you want it to go and it'll take you there, even if you don't know where it is. It's also rather strong, enough that it can carry something as heavy as them with not even a drop in speed.

When it comes to taking care of them, it's important to note that Thestrals are carnivores, with a preference for birds. Capable of tracking the scent of blood and flesh from miles away, a Thestral will have no trouble hunting for its prey, but it never hurts to give it a helping hand.



### Runespoor | 200

Native to the African country of Burkina Faso, a Runespoor is, in essence, a three-headed snake with an average length of six to seven feet for adults and a highly venomous bite, enough to bring down even mighty beasts. It is a popular pet amongst Dark wizards, who, much like potioners, often find plenty of use with its eggs and fangs.

Each head serves a different function. The left head serves as the planner, deciding where to go and what to do next. The middle head serves as a dreamer, and the right head acts as the critic, evaluating the efforts of the others. Naturally, they often come to blows and it is common to see a Runespoor with a missing head, often the right. And so, it is very rare for a Runespoor to live to a great age. But this particular specimen is rather unique. Unlike most Runespoors, the three heads have come to an understanding and so, they move and fight as one. More importantly, such an understanding has allowed this Runespoor to live longer than most. Already the beast is fifteen feet long and yet it only grows larger with every month. Who knows how massive it can be in ten years?

### Unicorn | 300

Perhaps one of the most iconic magical beasts alive, there are few souls who have not heard of the mythical unicorn, even amongst the Muggles. A horse with either a coat of the purest white, enough to make freshly fallen snow seem gray, or the most lustrous gold and a beautiful horn upon its head, unicorns are symbols of purity and gentility. But do not underestimate this wondrous beast.

Capable of outrunning werewolves with absurd ease, each and every part of a unicorn is magical. But its most precious component is its silvery blood. By drinking of it, you can keep yourself alive even if you are but an inch from death. And though, it would ordinarily curse the drinker, this particular unicorn will give you its blood of its own free will. You will suffer no curses if you partake in its most precious and valuable blood.







### Graphorn | 300

At a distance, a Graphorn, a creature most often within the mountains of Europe can be mistaken for some sort of malformed saber-tooth tiger but that couldn't be any farther from the truth. Large enough that fully-grown Mountain Trolls could comfortably ride on their backs if only the beasts would let them, Graphorns are majestic creatures that can comfortably be called mighty.

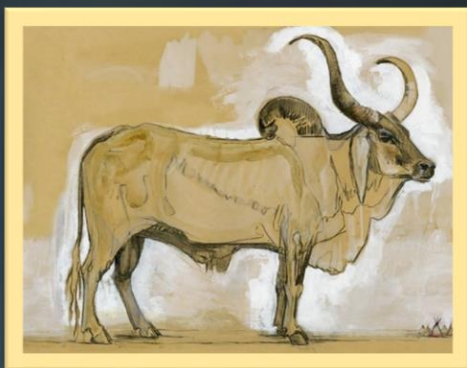
With a hide tougher than even a dragon's and a head harder than even tempered steel, a Graphorn's presence is enough to tell the beasts of the world that there is a challenger for the king of the land. Difficult to tame and difficult to fight, a Graphorn can barrel through the efforts of entire groups of wizards with a contemptuous sort of ease. And with this tamed Graphorn at your side, you may rightfully call yourself a Lord.

### Lethifold | 300

Otherwise known as the Living Shroud, the Lethifold is a very strange creature, even amongst the menagerie of magical beasts around in this world. Closer to a Dementor than any other living creature, a Lethifold resembles, as its other moniker suggests, a black cloak half an inch thick. Through some sort of magic, the Lethifold glides across the ground, much like dementors it so closely takes after.

Considered to be a Dark creature, the Lethifold's favored prey is humans. It strikes at them when they are asleep, enveloping them within its body, suffocating them as it slowly digests them over the night. You might not think these beasts very dangerous if this is how they hunt but you would be very wrong.

A Lethifold possesses durability unmatched. The only spell known to have ever driven off a Lethifold is the Patronus Charm, a tremendously difficult piece of magic that so very few wizards have ever learnt to cast. No other creature can boast such defenses. Do what you will with that.



### Re'em | 300

Found in the wilds of North America and the Far East, the Re'em bears a heavy resemblance to an ox. That is, if said ox was larger than an elephant and possessed a shimmering golden hide. Classified as a XXXX-Class Beast, a Re'em is strong and hardy enough to face against dragons and even come out the victor. But that is not why they are prized by wizards and witches everywhere.

You see, Re'em, like many other magical beasts, has a plethora of magical body parts. But for a Re'em, the most magical part of them is their blood. By imbibing their blood, one can stand to gain tremendous strength, enough to match a troll. Although such strength is only temporary, when you have a Re'em at your side, how temporary will such a thing actually be?



### Snallygaster | 300

Classified as a XXXX Beast, Snallygasters are magical creatures that make their home in the New World. Unlike many other magical creatures, Snallygasters an innate form of curiosity, one that often gets them into more trouble than one would suspect.

Moving onto its physical characteristics, Snallygasters were once thought to be some sort of dragon, but further study has proven this theory false. Rather, the Snallygaster appears to be some form of bird/reptile hybrid with serrated steel for teeth, which it uses to tear apart its prey. More than that, the Snallygaster even possesses a bulletproof hide and is rather useful against spells as well.

And so, you'll find the Snallygaster to be a perfect beastly companion. Just make sure you keep it on a tight leash. You don't want to break the Statute of Secrecy now, do you? Or, maybe, you do?



### Zouwu | 400

A mythical creature of China, the Zouwu is, at first sight, a terrifying five-colored feline creature almost the size of an elephant, with the strength and durability to match. But, to those with experience handling magical beasts, they'll find that the Zouwu's behavior is very much at odds with its disturbing appearance. At least, if you do not give it a reason to attack.

After all, a Zouwu is still a magical beast and like many of them, it is dangerous to fight against. With claws that can shred through steel as easily as it does flesh and a hide that can repel most spells, these factors alone would make fighting one a foolish endeavour.

But as with many beasts, that's not all the Zouwu has up its sleeves. It's also incredibly fast, capable of traveling over a thousand miles a day. That doesn't even take into account its ability to Apparate and like a phoenix, its ability to Apparate cannot be stopped through the standard protections against Apparition used by the Ministries of Magic.

### Phoenix | 400

The noble phoenix, a magical creature famed throughout the land. An avian clad in crimson feathers and claws and beaks of gleaming gold, a phoenix is seen as a symbol of rebirth throughout both the worlds of Muggles and wizards. A phoenix's appearance is clear to all, especially with the soft and radiant gold glow it emits.

There are many things a phoenix is known for. First is their tremendous strength. A single phoenix can carry four grown men and fly with ease. Secondly, a phoenix's song bestows upon those whose hearts are good with courage and strike fear into evildoers. Thirdly, a phoenix, like the Zouwu, can apparate through a burst of flames, bypassing every attempt to block it.

But its two most famous characteristics truly define the phoenix. Whenever a phoenix would die, it combusts in a burst of flame, only to be reborn seconds later as a chick, ready to grow once more. Finally, the tears of a phoenix will be able to cure any wound or sickness, no matter how Dark.





### Manticore | 400



There are two types of Manticores known to the wizarding world, and though both of them are related to each other in some way, they could not be any less alike. The first one is the probably the first thing that comes to mind when you think of a Manticore. That is, a monstrous beast with the head of a man, the body of a lion, and the tail of a scorpion.

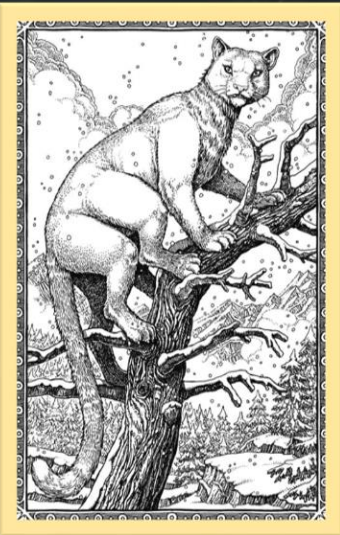
And despite its monstrous appearance, this version of a Manticore is devilishly intelligent, even capable of speaking as people do. Coupled with a hide that repels all known charms, a sting that delivers instant death, and its tendency to sing as it devours its prey, a Manticore is a formidable foe indeed, one that any wizard worth his salt would do well to approach cautiously.

And yet, the second variant of the Manticore is perhaps even deadlier, even if it may not possess the same razor-sharp intelligence. Resembling something closer to an utterly massive scorpion, as large as a dragon, with three stingers. Like the Blast-Ended Skrewt, this version of the Manticore can fire off a tremendous torrent of fire against those foes it cannot simply grasp with its gigantic pincers.



Finally, a Manticore of this breed can give birth to thousands of its children at a time. However, these children quite a while to grow and caring for them is certainly an arduous task. Nevertheless, you believe yourself up to the challenge. If so, the Manticore is perfect for you.

### Wampus Cat | 400



Native to the lands of Appalachia, the Wampus Cat's appearance belies its magical nature. To the uninitiated eye, the Wampus Cat appears to be nothing more than a cougar or perhaps a mountain lion. But incur its wrath and you will see just dangerous it truly is.

On a physical level, the Wampus Cat far surpasses its mundane counterparts. While it may not be any more durable, it is far smarter and far faster. Not only is it capable of standing on its hind legs, but its speed also far outpaces even the fastest animals on land, outrunning arrows with grace unseen in most creatures.

And to further complement its physical capabilities, the Wampus Cat also possesses a bevy of wondrous magical abilities. For one thing, the hair of a Wampus Cat serves as an excellent wand core, creating wonderful wands. Not only that, but their tears are also wonderfully potent and yet quite dangerous. Be careful not to drink it. Even a single drop would be enough to wipe away a few of your precious memories.

But the real *crème de la crème* lies in the Wampus Cat's golden eyes. For you see, the cat possesses a mastery of both Legilimency and hypnosis. With all of these traits combined, a Wampus Cat is nigh impossible to slay. There is a reason the Wampus Cat is a symbol of Ilvermorny.

## Dragon | 500

Classified as an XXXXX Beast by the British Ministry of Magic, dragons may not be the deadliest of such beasts, but they are certainly one of, if not the most well-known amongst them. Owing to their size and hides, a dragon is nigh-impervious to most spells, requiring almost half a dozen trained witches and wizards in order to merely stun them. And while XXXXX Beasts are said to be untamable, you have always been a special sort.

Though there are a vast variety of dragons in this world, they share many things in common. Monstrous in size, mighty in strength and possessing a hide durable enough that only a dozen skilled wizards working in concert could hope to stun it, a dragon is a beast of magic that few could ever hope to match. Even the very components of a dragon are sought after by many for all the magical properties they possess, from their flesh, their scales, their blood, their claws and more.

You may decide what exactly the species of your new pet dragon is, from the monstrous Hungarian Horntail to the more peaceful Antipodean Opaleye. Just know that taking care of a dragon is no easy task. You'll need to think of food, of space, and of so much more. But rest assured. A dragon is well worth the price. Still, I wish you luck.





## Acromantula | 500

Spiders have always been a common fear within the hearts of men. Wizards and witches are no different and, in their case, such fear is considerably more justified. After all, unlike Muggles, wizards and witches have to deal with spiders the size of cars, and those spiders aren't even fully grown! And like the spiders of Muggles, there are many kinds of magical spiders out there but there are none more famous and none more vicious than the terrifying Acromantula, a terrifying magical spider closer in size to a house.

Native to the rainforests of Southeast Asia, Acromantulas are wizard-bred spiders that were made to guard the treasure troves and homes of many a wizard in the past. Unfortunately for many, these spiders possessed a taste for human flesh and could easily snap a man in half with a single bite from its massive pincers. And if they survived that, they'd need to contend with the spider's vicious venom. To make matters worse, Acromantulas were, unlike many other spiders in the world, social creatures. Where Acromantula made its home, there would be dozens more nearby.

More importantly, Acromantulas are dreadfully intelligent, more than enough to converse and match wits with the people of the world. They could even speak if they wanted to. And like people, they can learn to develop a bond with each other. Perhaps that is how this wondrous specimen of an Acromantula came to stand by your side.

On a final note, if your Acromantula is female and gets pregnant, be prepared to care for a nest of spiders hundreds strong. And while they won't attack either you or your Companions, the young spiders can be very aggressive when in search of a meal.





## Basilisk | 500

There are countless beasts and monsters that roam this land of ours and yet, there is none more curious or more deadly than the Basilisk, the veritable King of Serpents. The Basilisk's roots can be traced back to Ancient Greece and the machinations of the one of the most infamous Dark Wizards of all time, Herpo the Foul. Through his mastery of the Dark Arts and of the language of serpents, Herpo the Foul forced a chicken egg to hatch underneath a toad, bringing forth the very first Basilisk.

And following in the footsteps of Herpo the Foul and Salazar Slytherin, you are the proud parent of a Basilisk of your own. Still young and possessing none of the fearsomeness an adult Basilisk has at its disposal, it will grow rapidly. In a year or two, the beast shall grow to a size of over thirty feet and by your tenth year here, it shall be utterly gigantic, possessing a length of fifty to sixty feet. More than that, the basilisk shall possess a hide as mighty and as enduring as a dragon's.

But more importantly, by your second year here, its magical abilities shall be fully realized. Its fangs shall deliver a venom so deadly and vile that only the tears of a phoenix could ever heal one bitten by a Basilisk. All other attempts to heal such a thing will certainly fail. And yet, poison is perhaps the least of its death-dealing abilities.

For all those who gaze upon the Basilisk's eyes, they shall suffer a certain and instant death. This is the true might of a Basilisk. Even gazing upon its eyes indirectly will be enough for one to be affected, becoming afflicted with petrification rather than death. Nevertheless, a petrified foe is quite vulnerable to a Basilisk's predations.

And so, I implore you to be careful. While the Basilisk shall never harm you on purpose, even instinctively closing its eyes whenever it is in your presence, the rest of the world shall not be so fortunate. Of course, you should protect your serpent as well. Basilisks have one fatal weakness, the cry of a rooster. Try and find a way to stop that, for the sake of your beast.





## Nundu | 500

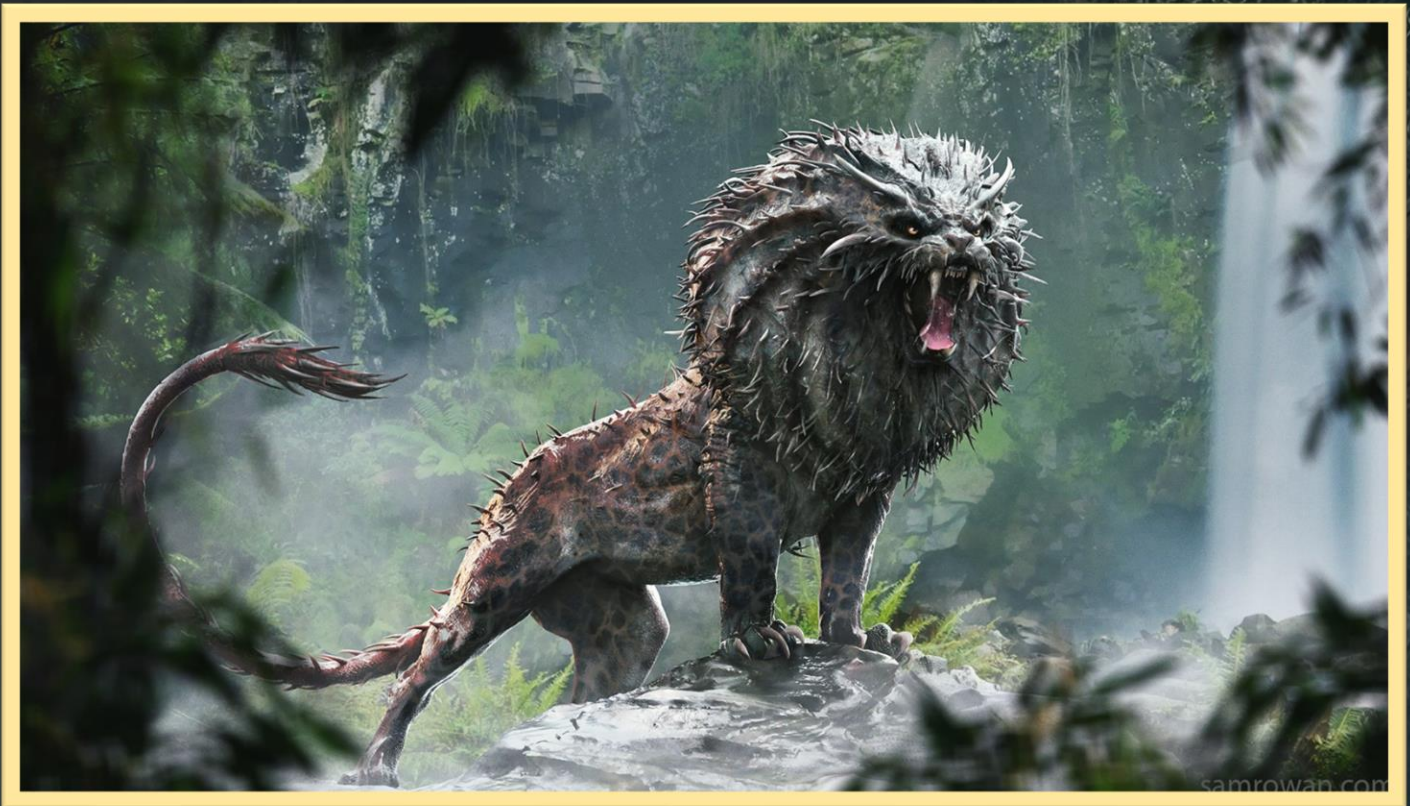
When one thinks of a dangerous magical beast, more often than not, the first thing to pop into their minds would be a dragon. And many would say that it is the dragon that is most dangerous magical beast of all. These people are wrong.

No, the honor of the “most dangerous creature” goes to the Nundu, a beast native to the land of Africa. Resembling a cross between a pufferfish and a jaguar or a lion, depending on whether or not its “mane” is puffed up, if said feline was as large as an elephant, the Nundu is truly monstrous.

Even despite its size, a Nundu can move as swiftly and silently as a shadow. But mere stealth would not afford the Nundu of its title. For you see, this beast’s most potent weapon lies in its noxious and poisonous breath. Filled with all manners of plagues and diseases, there are more than a few villages whose entire population found themselves wiped out by a Nundu’s virulent breath.

Of course, if this was the only thing they had at their disposal, Nundus wouldn’t be quite so feared. No, beyond all else, a Nundo possesses a hide so tough and enduring that it outshines all other creatures in this world. Whereas a dragon can find itself brought low by half a dozen highly trained wizards, the number of times a Nundu has been taken down with anything less than a hundred wizards working in concert can be counted on one hand and still have plenty of fingers to spare.

Rest assured, if you want a beast that it’ll deliver death to your foes and remain standing after facing a veritable army, the Nundu is the beast for you.





## Thunderbird | 500

Unlike its inspiration of Hogwarts, the Ilvermony School of Witchcraft and Wizardry bases its four Houses upon four different magical beasts. These four beasts were the mighty Horned Serpent, the tricky Wampus Cat, the ever-helpful Pukwudgie, and the majestic Thunderbird, a relative to the fiery Phoenix. And now, you can discover just how majestic and beautiful the Thunderbird is for yourself.

Dwarfing its lesser kin, the Thunderbird is, quite simply, superior to the many mundane birds of prey that roam the world. With its six wings, a Thunderbird strikes a wondrous sight as it soars through the skies, its iridescent feathers shifting colors from a luminous gold to an electrifying blue and so much more.

And yet, such beauty is only a footnote to the Thunderbird's own magical capabilities. You see, there have only been a rare number of witches and wizards who have ever been able to change the weather. But a mighty feat for humanity is but a casual deed for a Thunderbird. With a flap of its vast wings, the Thunderbird can bring forth a storm, complete with lightning and thunder. And if you had something such as the venom of a Swooping Evil, you could even add its properties to the storms of the Thunderbird.

As for its other ability, while it may not be as grandiose as a storm, a Thunderbird is capable of sensing danger quite accurately which is very useful and only an idiot thinks otherwise. If needed, your Thunderbird can subtly warn you of people and things that may pose a threat to you and your companions.

Finally, should you have need of it, the feathers of a Thunderbird can serve as powerful wand cores, especially when it comes to matters of Transfiguration. In fact, wands wherein a Thunderbird's feather resides are often capable of warning their wielders of dangers or even cast curses on their own.





# COMPANIONS

## **Canon Companions | FREE**

There are so many interesting folks to find in this world. Simply walk a couple of steps and you'll be sure to meet a rather memorable figure, whether they be good or bad. It would be a shame if the friends you've made here would be left behind. As such, so long as they agree, you can bring along anyone with you as a new Companion in your journey through the worlds beyond.

## **Companion Import/Order of the Jumper | FREE**

Of course, perhaps you had friends or family before you came into this world. If so, it would be unfair if they couldn't accompany you here with all the same... privileges you yourself received. And so, this shall be the perfect option. With this, you may import any of your previous Companions into this world.

Once imported, they will not have any CP to use but you, the Jumper, may freely donate your own CP to them at a 1:2 ratio. To make up for this detriment, they may freely choose their own origins, including their Heritage, for free, receiving all the appropriate freebies and discounts of their choice. However, no matter how much CP you give them, your Companions may not purchase any Companions or take any Drawbacks. Those are reserved solely for you.



### Time-Traveling Tim | 200 | Discount: Drop-In

*Magic should not be bound by the laws of men and the world. Magic is a boundless force and I shall make it so, no matter how arduous or painful the journey may be.*

Time has always been a rather complicated subject amongst scholars of every kind. Even back in the olden days, there were always folks who had more talent than sense, willing to experiment with just about anything to further expand their own repertoire of knowledge. Sometimes these experiments bear fruit, considerably juicy fruit at that. Ones that everyone can make use of. And in other times, these experiments... backfire. This is one of those times.

Meet Tim. Tim is—by all accounts—quite the eccentric fellow. Preferring to dress in clothes formed from the amalgamation of multiple cultures and times joined together in ways that don't really blend very well, he certainly strikes a dashing, if rather obvious, figure. It doesn't help that he changes just about every facet of his outfit every day, even the color of both his hair and his eyes.

But moving on from his eccentric yet unique appearance, Tim is certainly quite the knowledgeable man. After all, he's always viewed the limits of magic as something to be tested, something to strive towards and then, break them. To that end, he's taken to performing experiments as much as he can. In fact, that's how he got here in the first place.

Yes, Tim has experimented with time travel. In fact, he's done it enough to surpass the count of every other magical experiment he's performed, except for those involving fire. Tim likes fire very much. But moving on to the subject of time, Tim actually hails from around the 16<sup>th</sup> century and through a mishap with his personal Time-Turner, he's found himself here.

Unfortunately, his Time-Turner was busted in the accident and so he lacks the means to go back to his own time. Not like that's much of a problem for him. He's far too enthused in this new world and he's counting on you to be his guide. But don't think he has nothing to offer you in return.

For one thing, as mentioned before, Tim is a veritable master of fire. Capable of conjuring blue flames with not even a wand in hand, and once you see his flames take the shape of chimeras and other magical beasts, you'd think he conjured up Fiendfyre instead. And he isn't alone. By his side is his trusty friend, the bloody Rabbit of Caerbannog, a vicious beast with all the ferocity and brutality of the most violent and depraved beasts out there.

But beyond combat, you'll find Tim to be an able hand when it comes to magical experimentation. He has plenty of experience doing so and if things do go wrong, Tim has an uncanny knack for managing to turn what would be catastrophic failures into something more manageable and maybe even quite helpful. Hopefully you two can have some fun on whatever experiments you find yourself performing and enacting.



*It doesn't matter how dangerous my potions are. So long as they're still alive after drinking it, they're fine. So, stop being a baby and just drink the damn thing!*

Ah, the folly of youth. It is the time when people are most foolhardy, believing themselves to be far more prepared to face the world than they truly are. And more often than not, such youths are proven wrong, sometimes with very disastrous results. Few folks exemplify the foolishness of youth more than Maddalyn Magier, a young and beautiful lass with a penchant for potions.

As a precocious child, Maddalyn had always been fascinated with the subtle science and exact art that is potion-making. And so, like many a reckless youth, before she even went to school, she sought to experiment. With Polyjuice. You know where this is going.

Already time-consuming and complex, Maddalyn created a modified version of Polyjuice, one that was meant to allow the drinker to transform into an animal. It did not work. Instead of transforming her into an animal temporarily, like an Animagus, the potion changed her body entirely. But how has it changed her?

Well, for one thing, given that rather than using mundane animal bits for her potion, she instead used the crushed remains of a Horned Serpent's jewel. And so, she's grown four horns on the sides and top of her head along with a few patches of scales all across her body. Not that it detracts from her beauty in any way. It actually makes her look quite exotic.

But more than that, her potions experiment has bestowed upon her a few unique abilities, ones that others would be more than happy to kill for. Like the stories told about Horned Serpents, she possesses the ability to turn herself invisible in a manner most reminiscent of the basic Disillusionment Charm, but most uniquely, she possesses the power of flight. Like the Pegasus of myth, Maddalyn can soar through the skies with her own power, unassisted by things such as brooms, charms, or even wings.

And despite all the changes to her body and all the discrimination now rallied against her, she does not seem to mind. She remains the same aloof yet confident girl she's ever been. After all, she simply sees this transformation of hers as proof that magic has taken a liking to her. To further prove this hypothesis of hers, she has taken to focusing on improving her skills as a potioneer, devising more potions to further modify her body.

So far, she hasn't really had much success in her endeavors, aside from finding a few shortcuts on more common potions like the Edurus potion and the Thunderbrew. But she's confident that she'll be able to make her mark in history as the greatest Potions Master in history. Perhaps you can help her with that, either as her partner or just as someone to keep her from delving too deep into her experiments. She is rather reckless after all.

*Come on. That can't be all you've got. But if it is, don't worry. I'll be glad to help you learn.*

*After all, practice makes perfect.*

It is never too late to learn, never too late to grow. This is the philosophy of the Domini family, a belief that has served them well through countless generations. And though they have fallen onto hard times nowadays, their latest scion, one Eleve Domini knows that they can rise again. And with his knowledge, it certainly seems quite possible now.

Even as a student, Eleve Domini had excelled, acing every class and course he had taken. And this was not limited to classes within the wizarding world. He took summer classes as well, but not ones on magic. Rather, he took classes on Muggle sciences and culutes for even if he was a wizard, he knew he would be a fool to ignore the advancements of Muggles.

And now, years after his graduation, his studies have borne wondrous fruit. Settling into a life as a traveler of the world, Eleve Domini makes his mark in history by doing what so many philosophers of old have done. By teaching.

Whether it rich or poor, muggle or magical, civilized or wild, human or not, Eleve is willing to teach them for as long as they are willing to learn. Already, he has tutored the children of many of the richest families across the world along with giants and merfolk. And those he has tutored have nothing but fond memories of him and his teachings.

And like a certain slug, his students are more than willing to thank him for his lessons. Whether it be through gifts or favors, Eleve has quite a bit of political power hidden up his sleeves. But fortunately for many, Eleve is content with a life of teaching. He desires nothing more than to spread his knowledge across the land. That is why he has joined you.

With you, Eleve sees the opportunity to become an even greater professor than before. And Eleve has always sought out such things whenever he sees one. Do not worry about the danger. Like many others, Eleve would not have lasted this long if he did not have any skills to back it up.

Having worked as a street magician in his younger years, Eleve in combat can best be described as an entertainer. While facing off against his foes, he instructs them on the mistakes they make and shows off how to rectify such errors, often with a painful demonstration. He'll also do the same to you if you ever deign to spar with him. And such lessons can be quite useful indeed. There are folks with Eleve's eye for instruction after all.



## Man of Gold | 200 | Discount: Tradesman

*People are idiots. Chasing relics and artifacts from the past is not how one can change the world.*

*If you want to change the world, create something new, something that will last forever.*

At times, it seems as if the greatest magical creations of the world are often those created by people of the past. Ancient artifacts, mysterious relics, it seems that there is no end to the items of power hidden in the shadows of the past. It's almost as if the ancients had far greater magic than what people of today possess. This is not true. And Aurus Faber shall prove it.

Born as the sole child of a Muggle family, Aurus Faber has always had interest in craftsmanship, even when he was just a small child. As a young boy, he spent his time carving out small trinkets of wood and watching as his father forged wondrous jewels to provide for their family. One day, while learning from his father, an accident led to molten gold splattering on him.

Imagine then the shock as the family watched the gold spread around his arms, coating them, transforming them until he found himself with arms of gold. It was on this day that Aurus discovered that he was a wizard and some would say that this was when he set upon his path of becoming the greatest craftsman in the world.

Nowadays, Aurus makes a living crafting majestic works of art for anyone who can afford them. Whether they be paintings, sculptures, or something more esoteric, Aurus provides to the Muggles and the magical folk alike. But in his downtime, you will often find him in his workshop, tinkering on some sort of relic or contraption.

In fact, in his workshop alone, you can find a wealth of interesting artifacts and inventions. And most of them are crafted with his golden hands alone, shaping the metal into something greater than they were before. Though many of them have never seen the light of day, you simply know that once word gets around, there will be no end to those willing to steal these wonders away, whether through thievery or battle.

Speaking of battle, while Aurus Faber may not truly excel in the art of magical Defense, he more than makes up for it with his vast knowledge on Charms and the set of armor worn upon his person. Fashioned to resemble a medieval version of the popular Muggle character known as Iron Man, yet leaving his golden hands exposed, Aurus once used this armor to take down giants.

Capable of belting out goutts of fire or ice or turning invisible, with his armor on, you don't need to worry about Aurus falling behind. He can do far more than just keep up, especially considering his armor is hardened against both the mundane and the magical.

And now he's joined forces with you. With you, he sees the path to the creation of ever-greater wonders. You'll be surprised at what he might just manage to create.

*Nobility possesses the greatest power and so too do they possess the greatest responsibility.  
As such, it is my duty, my burden, to raise all others, as high as they will go.*

The concept of *noblesse oblige*, to put it simply, is the concept wherein the nobility, those with wealth and power, should do their best to fulfill their social responsibilities and to honor the people around them, to provide for them, and most importantly to protect them.

In these times, especially within the world of wizards and witches, the pure-bloods have forgotten and abandoned this once venerable and honorable responsibility. But there are those rare few who have not forgotten their roots, those who understand the value of honor, of responsibility, of love. Alphonse Edel is one of those rare few.

Born between the union of a Muggle and a Pure-Blood, Alphonse has always been a talented student, excelling in all his subjects and graduating with twelve O.W.L.s. But beyond the practical and theoretical, Alphonse excelled the most in the social aspects of life. Rare was the time when he could not make friends. In fact, Alphonse was the type of student who was liked by everyone. You could hardly find someone with a bad thing to say about him.

And as he grew older, this talent of his never left. More than that, it proved to be quite a boon in his line of work. After all, a politician needs the support of the many if he truly wishes to enact any long-lasting changes within society, especially in something as insular and stagnant as the wizarding world.

Even now, he spends his time campaigning against the sordid and horrendous treatment of muggle-borns, half-bloods and even Muggles. This is not entirely unusual. After all, Alphonse is hardly the first half-blood to wish for better rights. What is unusual, however, is that the people are listening. Already, there are many amongst the Wizengamot who have struck a sort of friendship with the man or, at the very least, some sort of begrudging respect.

Beyond his skills on the battlefield that is politics, Alphonse is also an able combatant. He may not specialize in any particular branch of magic, Alphonse nevertheless holds a great grasp on the fundamentals. You might even be inclined to call him a jack of all trades, and as the saying goes, “*a jack of all trades is a master of none, but oftentimes better than a master of one*”.

And finally, like any proper politician, Alphonse has a large fortune to fall upon, a fortune built over the generations, hailing from two families of prodigious wealth indeed. But his fortune is not the end-all and be-all. That lies with you. Perhaps with your help, Alphonse could become a Minister of Magic, a true symbol for all the downtrodden and oppressed.



## Vampiric Vigilante | 200 | Discount: Officer

*I've always loved comic books, and I always loved the heroes.*

*Now that I have the chance to be one myself, why wouldn't I take it?*

So long as there's a government left standing, there will always be criminals lurking within its shadows. From simple thieves and lollygaggers to the darkest and most depraved of them all, you will always be able to find criminals so long as you know where to look. And you are not the only one looking.

Exceedingly beautiful, even by the standards of the Veela, this young man with hair and skin as pale as snow is as far from a Veela as possible. You see, Valdis, is in fact a vampire. But, given the vast variety of vampires you might come to encounter within your travels, what exactly makes someone like Valdis stand out amongst the crowd?

Well, for one thing, despite the discrimination he faces as a vampire, Valdis has amassed quite the fortune, enough for him to live quite comfortably for the rest of his days. And then comes what he does with said fortune. Tell me, have you ever heard of the Muggle character known as the Dark Knight, the Caped Crusader, the Batman?

Of course you have! And so has Valdis. You see, Valdis has always been a big fan of comic books, even when he was a wee little lad. But his favorite of them all, by far, are the stories revolving around Batman and his companions. Billionaire philanthropist by day, heroic vigilante at night.

With such a fascination, Valdis has made it his life's goal to become just like his greatest hero. He's already amassed a fortune, fulfilling the first part of his goals. But as he'll gladly tell you, there is no end to the criminals of the world and so, he continues to travel the world, apprehending every criminals of every kind, from simple poachers to ruthless Dark wizards.

Clad in a specially crafted cloak of invisibility and armed with a never-ending utility belt filled with all manner of useful tricks of the trade like Instant Darkness Powder or the Hand of Glory, Valdis is certainly quite the frightening sight to evildoers everywhere. That doesn't even take into account his own skill in magic, where he favors both Charms and Defense.

So what now, Jumper? Will you be his Robin? His Catwoman? His Bane? Or maybe even the Clown Prince to his Caped Crusader?

### **Centauride Champion | 200 | Discount: Explorer**

*The other centaurs were all so boring! They wouldn't let me fight with my spear or even let me talk to wizards. You're much more fun to be around.*

The centaurs may be classed as “Beasts” by the Ministry but that is far from the truth. Centaurs are beasts in name only for their minds are an equal to any “Beings” across this world. With the body of a horse combined with the head and torso of a man, a centaur is a far cry from any mere beast you might encounter.--

But just like how every human is different from one another, so too are the centaurs. And while much of their kind seem to prefer sticking to forests, this particular centauride has chosen to go out into the world, donning an ornate suit of custom-made goblin-wrought armor and wielding a spear enchanted with Gubraithian Fire, an everlasting flame.

With flowing golden hair and sapphire eyes, Praelia fancies herself as a chivalrous knight of old, seeking adventure and glory wherever she may find it across the world. And she is certainly quite the beauty. In fact, there are those who would say that she is even half-Veela, a rumor she never seems to deny. And with how graceful and elegant her every move is, there just might be some truth to such a claim.

Moving on from her attractiveness, she is a *very* able combatant. Capable of running faster than even a Nimbus 2000 can fly, Praelia also has the reflexes to match, blocking arrows from her spear and hitting them out of the air with her own. And with her strength, she's even capable of bringing down a troll with a single well-placed blow. Coupled with her goblin-forged golden armor, she is even harder to bring down, her armor providing her a hefty resistance to most spells.

Still, despite her *many* advantages, she is far from invincible. For one thing, while her armor is very much useful, it doesn't cover her entirely and leaves behind many areas ripe to be targeted. And as fast as she is, her large size and horse-half are not exactly the most agile. Finally, beyond her extensible knowledge in the art of divination, she doesn't actually have much experience with magic, either in fighting against it or using it. Maybe you can help her out with that.



*I want to see the world. I want to know who I am... what I am.*

*I want to make a friend.*

Dementors are some of the foulest creatures to ever roam this world. Their very presence is a blight upon all that is good and happy, glorying in decay and despair. It is only natural then that such creatures would join forces with the foulest people of all.

But for someone like you, a dementor is not quite good enough. Enter Delira. With hair as black as night and inverted eyes of black and white, she is certainly a beautiful sight to behold. But beyond her beauty, she is special in one other way. Whether she was born naturally, made as a product of a long-dead dark wizard, or even a deranged experiment from the Department of Mysteries, Delira is somehow, someway, half-dementor.

Accompanied by an aura of fog and frost, Delira's mere presence turns her surroundings dark and cold. And as she gets closer and closer, the greater this aura becomes until every passing moment has her taking away her foes' positive emotions until nothing is left but their darkest and worse memories. If they cannot stop her, she would even be able to take away their souls. And even more like a Dementor, Delira is capable of gliding through the air, unbound by the laws of gravity.

Unfortunately, despite her unique abilities, Delira suffers from the consequences of being only half a dementor. Like her dark brethren, she is uniquely vulnerable to the magic of a Patronus, its sheer presence an anathema to all that she is, more than enough to keep her at bay or even push her away. And unlike dementors, she is not amortal. She is still part-human and so, she will be affected by most other spells that would affect regular people.

Still, underneath all of that, is a young girl who seeks only to learn, to grow. Whatever her goals may be, it seems that she's latched herself onto you in hopes of accomplishing them. Treat her well, alright? She may not act like it, but she is still rather young and due to her... unique condition, she's always had a rather hard time making friends.

# DRAWBACKS

## **The Adventure Continues | +100-400**

Ten years is not long enough to explore the Muggle world, let alone the world of magic within. So why not add a few years to your time here? In fact, you'll even be paid for it. For every ten extra years you spend in this world, you'll receive an additional **100 CP**, up to a maximum of **400 CP**. You may take this option more than four times but you will receive no additional points for it.

## **No Shame | +100**

It was said that before the advent of indoor plumbing, witches and wizards simply defecated wherever they stood and vanished their waste away. Now, whether or not these stories are true, you are now in possession of the shame these wizards and witches had, or to be more accurate, the lack of it. Not only are you the type of person to wear the most garish and extravagant clothes, you are also the kind of person who is fully willing to defecate in public with nary a care in the world.

## **Tactless | +100**

Sometimes, you'll just come across people who, despite all their knowledge and skills, end up with their foot in their mouth more often than not. And many times, it's not even their own fault! If you haven't come across such people, you may want to take a long look at yourself. Especially with this. Whenever it comes to interacting with people, you can take a safe bet on you finding a way to somehow insult them and their families, without even meaning too. Fortunately, many folks here can be rather forgiving and if you have friends, well, they can do the talking for you.

## **Scarred | +100**

It seems that you've had a rather unfortunate encounter with the Dark Arts. And it has left its mark on you. Your body is riddled with scars, all of which have been caused by some sort of dark magic, making them unhealable. While you may not appear as hideous or as mangled as some Aurors out there, the scars are still quite obvious, and they don't really make you look pretty. To make matters worse, every now and then, these scars ache. Not enough to be a danger, but more than enough to irritate you.

## **Beast Fodder | +100**

Ah. There are such fine beasts to be found in this world. Such wondrous and marvelous creatures of the wild. It's such a pity then that the beasts do not reciprocate to your attempts at friendship. Beasts of every shape and size simply do not like you on an instinctual level. Just walking by them is enough for them to start hollering at you to get out of their sight. Good luck trying to touch one. On the other hand, unless they were aggressive before, you can expect them to just drive you off instead of killing you.

## **Old Bones | +200**

The Philosopher's Stone, or more specifically the Elixir of Life, can bestow upon the drinker eternal life for as long as they keep imbibing upon the magical liquid. But as the Flamels can attest, eternal life does not always come with eternal youth. And while you may not have eternal life, you certainly have the same problems as the Flamels. Your body is ancient and wizened and as such, it is very much fragile and brittle. Even a simple handshake could break the bones in your hand. And while magic can alleviate some of these problems, these measures are entirely temporary for time is one of the many things in this world that eludes mastery.



### **Lycanthropy | +200**

Wherever you go, you can find that many of the folks here are not very fond of werewolves, to the point that most of them won't even talk to a werewolf, let alone respect them. And while some of their reasons may be understandable, that does not excuse the fact that you may very well be subject to that very same discrimination. You are now a werewolf and that comes with baggage.

As a werewolf, you will transform into a monstrous and dangerous beast every full moon, a beast with no regard for the lives of other and in fact seeks to kill or turn them. While there are no ways to prevent this transformation, if you imbibe the Wolfsbane Potion, you will at least keep your mind. Of course, that does not stop the discrimination and while it may be a secret for now, anyone observant will be able to tell, especially when they notice your cravings for red meat and raw flesh and how you will likely have to be somewhere away during the nights of a full moon.

### **Obliviate! | +200**

It's a bit unfair that you're coming into this world with knowledge of what's to come and powers beyond this world. So we're going to even the odds a little bit. You see, upon your arrival here, you were struck by a very powerful Memory Charm. While it did nothing to your other powers, it has effectively blocked off all of your memories before you came into this world, at least for the entirety of your time. So, how do you think you'll do in this world without anything that you know now?

### **The Dark Mark | +200**

When Voldemort warred against the world, he fought alongside his followers, his Death Eaters. And to those he trusted most, as much as he could ever trust another, he bestowed upon them his Dark Mark, his symbol upon their skin, forever marking them as one of his inner circle. Like these people, you too have been branded with a mark most dark. And so, you will, for your time, be seen as untrustworthy, a dark wizard who would willingly follow the vilest of wizards and witches. To fight back against this preconception would be a foolhardy endeavor. But that doesn't mean you cannot try. Just know that you will have few friends in this world.

### **Late-Bloomer | +200**

Strange. Very strange. It seems that your arrival in this world has come with a... complication of sorts. Your previous abilities are all still there but it seems that they've been locked away from you, along with your magic. But you do not need to fret. At least not overly so. Your powers and your magic will only be locked away from you temporarily. You'll start getting them back by your fifth year here and by the end of your seventh, the full breadth and depth of your abilities shall once again be returned to you.

### **Accidental Magic | +300**

Accidental magic is most commonly seen amongst children. In fact, it is a rare sight to witness a teenager still experiencing bouts of such things and by the time they reach the age of majority, accidental magic becomes, for all intents and purposes, non-existent. Unfortunately, you do not seem to have gotten the memo. Whenever you lose control of your emotions, whether it be by being happy, sad, or angry, your magic also loses control, lashing out unpredictably and often not for the better.

And don't think that this will be easy to control. Your emotions have also become more volatile, more prone to rapid changes. You'll need to get a handle on them before you end up doing something stupid.

### **Admonitor | +300**

The Trace is an interesting piece of magic and it is quite unique at that. With the Trace, the government can track and monitor the use of underage magic across entire countries. But it does have two major flaws. First, when a witch or wizard reaches the age of seventeen, the Trace upon them shall be broken. Second, the Trace cannot be cast upon anyone above the age of seventeen. So, how then does the government keep watch over those suspected of criminal activity.

Enter the Admonitor. Either a metallic cuff or bracelet, these fancy things are meant to help law enforcement watch over its wearer. And now, one has been permanently attached to you. With this, any government of the world can keep track of whenever you use magic, even knowing what spells you cast the moment you cast them. You'll know its working whenever it glows red. For some good news, you get to keep the Admonitor once the Jump ends.

### **Born Blind | +300**

No matter what people say, no matter what words they shout to those who would listen, no one is ever truly born equal. Far from it. There are those blessed with strength, blessed with intelligence, and of course, there are those blessed with magic. And though you may have magic of your own, there are still who would say you are cursed.

Whether it be through a trick of fate or simple bad luck, you were born blind. And whatever magic you use, you will find it impossible to fix, almost as if it were a curse darker than any other. Now, you must learn to live in this world with such a disability. But perhaps you will have your friends to guide you and if not, there is always your wand. Still, if you are not accustomed to such a thing, you will no doubt have a difficult life ahead.

### **Maledictus | +300**

Curses in this world vary from the mundane and easily remediable, such as the Leg-Locker Curse, to ones more complex and even more difficult to cure, such as the shadowy nature of blood curses. One famous example of such a curse is the Malediction. A soul affected by this curse is known as a Maledictus and though it would ordinarily only affect women, you are one of them, no matter what you are.

As a Maledictus, you are cursed, able to transform into a beast much like an Animagus. But unlike an Animagus, your transformations have consequences. The more you transform, the more that part of you shall be lost and in time, you will be nothing more than a beast, one that may be smarter than its kin, but a beast nonetheless. And you will be compelled to transform, enough that should your will be weak, you will be hard-pressed to resist its call.

### **Undesirable No. 1 | + 400**

Just what did you do, Jumper? Like Grindelwald and Voldemort before or after you, depending on when you arrived, you have found yourself as Public Enemy Number One. It doesn't matter what you are before or what you've done since. For your entire time here, you will have a price on your head, starting off at 10,000 Galleons, growing higher and higher the more you fight back against it. It won't even matter if you're still a student. You'll be wanted still.

You will be hounded and beset on all fronts by those seeking the reward or simply the end of your life. Whether it be hardened Aurors or even dark wizards, do not expect your life to be easy. To make matters worse, the general populace has also turned against you. It will be hard for you to even get help from others, let alone fight for you. Are you sure you want this?



### **A Simple Student | +400**

Unlike many of the folks, especially the students, you probably have a lot of experience with a multitude of supernatural systems. Unfortunately for you, you shall not be bringing this experience along with you. With your arrival here, you will find that all your skill, all your prowess, all your experience, shall be lost. Indeed, your prowess has been reduced to that of a simple student. If you wish to gain the full brunt of your abilities once more, you must be willing to work for it. Even this world's magic is the same. No training, no power.

### **Warehouse Poltergeist | +400**

But hey, even if your powers aren't what they used to be, at least you still have your Warehouse, right? Unfortunately, if you take this option, that will no longer be the case. Best described as indestructible spirits of chaos, poltergeists are very strange beings. Or to be more accurate, like dementors and boggarts, a Non-Human Spirituous Apparition, a non-being, something that was never truly alive in the first place.

And now, such a thing has taken up shop within your Warehouse. But more importantly, the poltergeist has taken full control of it, along with every item within. On the bright side, the poltergeist is bound to the Warehouse, incapable of leaving it or affecting the world outside. Still, unless you plead with the spirit and follow its wishes, you will never be able to wander your Warehouse in peace nor will you be able to make use of any of the items within.

If, after your time here is done, you've formed a bond with the poltergeist, you may bring it along with you as a sort of guardian for your Warehouse. It may mess around with you a bit after but it'll do so more in the manner of a friend joking around rather than someone who wants to drive you insane.

### **A Mere Muggle | +400/600**

Now this? This is far worse than the option above. Instead of merely having your powers weakened yet still available to you with enough time and practice, your powers have now been stripped away in their entirety. It doesn't matter what you were or what you had before you arrived here. You will be coming into this world with nothing more than your Body Mod and whatever you purchased here.

But if you want to receive more, there is a second option. But be warned. If you take this option, you will be nothing more than a mere Muggle. You will have no powers or abilities available to you, not even the magic of this world shall avail itself to you. All you will have with you are the items you purchased here and the non-magical effects of the perks you bought. Just remember one thing. You chose this.

# SCENARIOS

## Hendecawizard Hendecathlon



In the 13<sup>th</sup> century, the Triwizard Tournament began, a tournament established by and for the three largest schools of wizardry within Europe. It was a competition meant to bolster and improve the relations between the three schools. And so, every five years, the Triwizard Tournament was held, becoming both an excellent way for establishing ties between young witches and wizards and giving them all the chance and opportunity to achieve eternal glory.

But such a competition holds many dangers and as the years passed, the toll rose and rose until it could be stomached no longer. And so, when the corpses formed a veritable mountain, the Triwizard Tournament was stopped and became no more.

And yet, with the march of time, the people have come to believe that is time for the Triwizard Tournament to resurface once more for the masses. However, the tournament has been changed, modified to better fit the changing world around it. First of all, an Age Line shall be erected around the Goblet of Fire, the artifact responsible for deciding who shall be the Triwizard Champions.



This shall serve to ensure that only those who have reached the age of majority, seventeen, shall be allowed to participate within the Tournament.

But the first change is immaterial compared to the second and final addition. It has been mentioned before that the Triwizard Tournament was formed to, in essence, unite the three greatest wizarding schools within Europe. But there are more than just three schools across the world, aren't there?

This shall no longer be a Triwizard Tournament.

This shall be something greater.

This shall be a Hendecawizard Hendecathlon!

There are 11 Great Wizarding Schools across the world after all. And so, there shall be 11 Champions who shall face 11 dangerous tasks in a tournament like no other before!

Unless you chose a certain time period to start in, this tournament shall be held on your seventh year in this world. Hopefully, that should be more than enough time for you to prepare.

With the Goblet of Fire, only the best and brightest of each school may be given the honor of competing within this grand tournament. And to succeed in this scenario, you must first become one of these champions.

The first thing you must do is to find a way to take part in this tournament. You must find a way to guarantee that you will be chosen by the Goblet of Fire, whether by being the best possible choice or by fooling the Goblet itself. If you aren't a student, you could even end up becoming a twelfth champion. Whatever method you choose to go about it, this shall be your first test. And be careful of the Age Line. You don't want to end up looking like an old man after all.

Once you've accomplished this task and can call yourself as one of the lucky competitors, only then will the tournament truly begin.

For the first task, you will find yourself within the Quidditch World Cup pitch, a massive stadium packed to the brim with people all aching to bear witness to a once-in-a-lifetime event. And the task here is simple but accomplishing it is another matter entirely. Where competitors and champions of previous tournaments once fought dragons, the task here shall now you find facing against any manner of dangerous magical beasts.

For examples of what magical beasts might be brought to bear against you, you could find yourself facing down a Dragon, a Yeti, a Manticore, a Chimera, a Sphinx, or even a Nundu. Just about any deadly magical beast is up for grabs, even strange hybrids bred for this tournament alone. The only thing you're guaranteed not to face is a Basilisk, a creature that, even by the standards of wizardkind, is far too dangerous for such an event.

Of course, the task is not to bring down the beast, although that does remain an option. Rather, the task is to snatch the necklace tied securely to the beast. It could be on their neck, their leg, or some other appropriate body part. Regardless of where the necklace may be, you merely have to snatch it to achieve victory. But there is still the matter of scoring to consider.

In this case, your score in every task shall be decided by the panel of Headmasters. For the tasks ahead, your score shall be based on how swift, decisive, and how entertaining you were.

Moving onwards, the next task shall be kept a secret from the champions, including you. But if you are the observant and clever sort, you should know that the necklace holds the key to uncovering this mystery. Manage to open it and you will find a seed, a clue to what lies ahead.

The second task may appear less glamorous than the previous one but it is no less dangerous. A special greenhouse, one that stands as tall as the smaller Pyramids of Giza, has been constructed and filled with quite possibly every piece of flora and fungi known to wizardkind. From simple plants such as nettles and ginger to more magical ones such as Devil's Snare, Chomping Cabbages, and even Mandrakes, this greenhouse is a herbologist's dream house.

Your task is here to navigate your way into the very center of this greenhouse labyrinth, all while under the assault of the many plants and even a few of the less dangerous magical creatures such as Dugbogs or Thornbacks. Naturally, those with an expertise in Herbology will find an easier time in this place, their knowledge helping them discover the best paths through the jungle this greenhouse has become.

In the center of the greenhouse, you will find a giant tree and within the branches of these trees lie strange and hard fruits, looking like a coconut mixed with a snail's shell. Grab one of these and the task is complete. Don't worry. The fruits also act as Portkeys, ensuring you don't have to traverse the whole greenhouse again.

Like the necklace before it, the fruit you've taken hold off serves as a clue to the next task. Tap it at the right spot and the fruit will unravel, unfolding to something that looks a lot like a telescope.

If you're smart, you'll realize that the third task will involve Astronomy and it will be a difficult task indeed. This task shall take place in Uagadou and the skies above it shall have been bewitched, and everything has been misplaced. Unlike the previous two tasks, this is not necessarily a dangerous endeavor. After all, all you'll be doing is charting the night sky to create a proper star chart for the new one. The bigger problem lies in the fact that with all low-lying clouds around, you and the rest of the champions will likely have to climb and ascend the school's many towers and walls, all while burdened by the astronomy equipment you will no doubt need.

The fastest four amongst the champions shall be rewarded with a special lens. Like all many things magical, it appears to be mundane, but if you look through it, you will notice that quite a few of your own personal belongings shall be cast in a dazzling light. But what could it mean?

If you do not find out, you will quickly realize once the fourth task starts. Taking place within a vast cavern that bears an eerie resemblance to Gringotts, mixed with aspects from every school, the place is filled with many items, artifacts, and relics. The task here is to retrieve what has been taken from you, a keepsake, an heirloom, whatever it may be, and it shall not be easy.

Many of the items here have been transfigured to look *almost* identical to the stolen item, and if you take or even touch the wrong thing, said item shall revert to its original form. And its original form can range from a lightning bolt, a bursting fireball or even something as dangerous as a rampaging magical beast. Hopefully you know what your stuff looks like. Otherwise, you'll be down here for a while.

The first competitor to find their treasured keepsake shall receive a finely enchanted broom as compensation while all the others will receive a simple by-the-books broom. You know what's next.



Infamous for the great and turbulent storms and seas around its location, the Mahoutokoro School of Magic is a perfect place to learn the grand sport of Quidditch. And that makes it the perfect locale for the fifth task. Whether or not you received the fine broom or found yourself stuck with the spares, the goal here is rather simple. All you have to do is get your hands on one of the many Golden Snitches, all while traversing through what is quite possibly the most dangerous storm on record. And if it's not the most dangerous, it is certainly the weirdest.

You'll have to dodge lightning bolts, hail, and even the occasional flying tree, or car, all while contending with the rest of the competitors, who are very much free to send the raging Bludgers at each other with a Beater's bat. The only rule here is no spells during the match. The match itself will only last for an hour so you better hope you've caught a Snitch by then.

If you've studied Snitches at all, you should know that they have a rather interesting property, Flesh memory. With it, the Snitch you've caught will open up, revealing an old and tattered library card and a signature of one of the Headmasters. Looks like it's time for you to hit the books.

Moving on to the sixth task, this one will test the champions' knowledge on the History of Magic. Within a massive Pensieve, a treasury of memories have been pooled together, all of them some of the most important moments in wizarding history. And yet, many of these memories have been altered, transformed in both subtle and obvious ways. Your task, you and the rest of the competitors, is to use all your knowledge and wits to discover which of these memories have been altered and explain to the judges how they have been modified.

After this task is complete and your scores have been given, you and your competition shall continue to the seventh task. You will be informed of this task three days before it occurs, all so that you may have time to prepare. But nothing says you cannot discover this beforehand.

Still, you better hope you prepared. This next task will find you diving into a watery ravine a thousand meters deep. A trusted companion of yours has been spirited away, locked in an enchanted sleep somewhere deep within the water's murky depths. Your task is simple. Find them, get out of the water, and climb up the cliff. Easier said than done but this tournament has been nothing but tasks like this.

In this case, you'll have to contend with the water's dark denizens, and you'll find that many spells are not quite as effective when underwater. And just like in some of the previous tasks, you might even have to deal with attacks from the other competitors. With a sharp eye, you might notice that, whoever your kidnapped companion may be, they will have something new with them. Something like a ring, a necklace, or a tiara, something that, even by the standards of wizards, is quite luxurious indeed. Get up the cliff first and you'll get to keep the accessory and with it, a clue to the next task. But if you don't get up there first, no fancy-schmancy jewelry for you.

The eighth task, as indicated by the treasure in the previous, revolves around gold, or to put it more precisely, finding gold. A veritable horde of jewelry and gold now lie before you and the rest of the champions. But this treasure is fake, only borne from the effects of the Gemino Curse. Even now, agitating them too much causes them to duplicate once more.

The champions' task is here is simple. Navigate your way across mountains of galleons, rivers of jewels, and towers of relics to find the only true treasures within this vault of wonders. Magic will avail little here for the treasures have been enchanted and so, your best hope is to follow the Nifflers, the mischievous little buggers. Try not to get buried underneath the golden tide.

To those with a perceptive view of the world, you might have realized that the treasures that the Nifflers guided you to are all some form of cauldrons, whether it be gold, silver, or even simple bronze. If you were at all a good, or even just decent student, it should be obvious what comes next.

Potions! As much of a useful tool as a wizard's wand, champions such as you and the others should be more than familiar with how to identify them and more importantly, how to brew them. That is the ninth task. Each champion must brew a potion of the judges' choosing but they will not be provided with the ingredients. Rather, each champion must delve into the Forbidden Forest of Hogwarts, seeking out all the necessary ingredients and whatever they believe shall make their potion grander than the rest.

And now it is time for the tenth task. Only one more to go but let's focus on this one first. As a rule of thumb, wizards and witches only start learning how to Apparate by their sixth year of schooling, mainly on account of how dangerous Apparition can be. So, it is only proper then that Apparition shall be the main focus of the penultimate task.

You, along with the rest of the other champions, shall be presented with a marvelous landscape painting depicting a picturesque locale overlooking a peaceful sea. Your task is to find your way to whatever place is shown in the painting by yourself. You can run there, fly there, or for the skilled, you can Apparate there. The only rules are that you can't ride a beast, use Floo Powder or have someone bring you there. Every other method is fair game. So prepare yourself for an Amazing Race around the world.

There is no reward for getting there first. Rather, the eleventh and final task shall only begin once all the competitors are in place. And so, you better not be the last one there if you want to have time to prepare and recuperate.

And now, we have reached the end of the tournament. And it is only fitting that it ends in a grand spectacle, one that shall be remembered throughout the ages. Rest assured that though there may only be one victor, each and every champion shall surely be remembered throughout all of history.

To top things off, the final task shall be a battle royale and the wizarding world shall be watching. Within a special arena reminiscent of the Roman Colosseum, you and the other champions shall battle it out, all while the arena slowly gets smaller and tighter with every passing moment.

In the end, it is the last one standing who shall be the victor. The only rule here is no killing. This is your chance to demonstrate to the world just how far you've delved into the depths and secrets of magic.

If you choose to partake in this tournament, know that though the other champions may be young, they are nonetheless still some of the finest witches and wizards you might come to encounter. To win this tournament, you must possess knowledge and a mastery of magic so rarely seen throughout all of history.

Do you consider yourself one such master of magic? Only you know the answer to that question and whether that answer is true shall be proven here.

On a final note, by choosing Scenario, your memories of the Scenario shall be taken from you. You will know that there is a Triwizard Tournament you must join but you will not know what has changed about it. It's only fair after all. The other champions don't have your other advantages after all.



When all is said and done, and the tournament has finally come to a close, it shall be for your rewards to be handed out.

First things first, regardless of your ranking within the tournament, you have the chance to invite the other competitors to join you on your journey. If you do take them along, they'll be counted as a singular Companion when it comes to perks and other matters.

But if you won the tournament in its entirety, well, there are certainly plenty of rewards for you to receive. First of all, as is customary, you will receive a monetary prize. Unlike in previous tournaments, where the prize money usually hovered around a thousand galleons, the monetary reward for the Hendecawizard Hendecathlon is far bigger. As your prize, you receive **500,000 Galleons**, all for yourself. You could live like a king for the rest of your life with money like this.

However, you likely aren't the type of person who'd be satisfied with simple money, as useful as it may be. No, you have your eyes set on something greater, something more... magical. If so, the final reward is perfect for you.

Serving as proof of your victory, the **Tri-Wizard Cup** is a magnificent trophy. Shining with a beautiful blue glow, almost as if a piece of the sky itself was used to make it so, forged from goblin silver and carved into a grail bearing elements from every school, this trophy has no equal. But more than that, it is bound to you, for now and forever. For each and every single one of your triumphs, every accomplishment, every victory, the Cup shall change, taking in new aspects and forms, all to prove to the world beyond that you have done great things indeed.

But more importantly, beyond acting as proof of your success, the Tri-Wizard Cup is imbued with a strange form of magic. It is a repository of knowledge, a collection of information harvested from the foremost masters of magic over the ages, or at least, the masters hailing from the eleven Great Wizarding Schools. But accessing that knowledge is, unfortunately, not so simple.

To learn from this cup is not as simple as dipping one's head into a Pensieve. No, the cup is closer to the Sorting Hat of Hogwarts in that it is intelligent thing, one with its own thoughts and desires. But it is loyal to you and should you ask, it shall teach you what it knows, but it will start with the basics of the subjects in question. The Cup is much like a teacher and like any good teacher, it wants to ensure that you have fully understood its lesson before moving forward.

And though its knowledge may not be as deep as what some of the other items may provide, it certainly has its worth proven with the sheer breadth of information contained within. Magic holds many secrets, and the Cup shall certainly not be found wanting.

# The Jumper's Calamity

*This Scenario can only be taken if you have been to a minimum of 10 Jumps.*



**THE**  
**WIZARDING**  
**WORLD**  
**IS AT RISK OF**  
**EXPOSURE**  
**WE NEED YOUR HELP**



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*This Calamity is, well, quite calamitous. Everything that anyone has ever feared, revered, or held dear in the wizarding world — people, things, even memories — have been stolen and displaced, tossed about across the world. We've got to return what is lost, and quickly. The Statute of Secrecy is in danger of being broken.*

In the year 2019, a “confounding” spell was cast, a piece of chaotic magic that tore through time and space itself. And thus came the Calamity. Borne from quite possibly the mightiest magic the world has ever known, the Calamity ripped apart the very fabric of space and time. It was a magical disaster unlike any other, beyond the likes of even the Wizarding World Wars.

With the Calamity in play, wizards and witches could be found dealing with artifacts, creatures, people, and even memories everywhere within the world. Not one inch of the world was left untouched by its magic and to make matters worse, there is a terrible sentience to the Calamity.

And now your arrival into this world has brought it forth. Within your first year here, the Calamity shall begin, regardless of your attempts to stop it. This process will not be subtle, not even close.

The Calamity shall be heralded with a crashing and thundering sound that will be heard all across the world, almost as if it wanted to be heard by all who lived. And then, nothing. Everything will seem perfectly fine and dandy. But all is not as it seems. Day by day, things shall start to appear across the world. Artefacts, people, creatures, even memories.

One day, a wandering wizard might come across a certain gigantic three-headed dog despite that same dog still guarding a trapdoor in a certain school. On another day, a witch could find a massive drill machine, as pristine as the day it was made, right at her front door, something that's been lost and destroyed for nearly a century.

=[WIP]=

For surviving in this calamitous world and bringing about an end to the Calamity, you shall be provided with two rewards, an item and a perk. Let us begin with the material reward first.

As your first reward, you will find yourself in possession of the **Book of Calamity**, the very same book that would have been the source of all this madness had you not intervened. Within this book lies the secret to bringing forth a Calamity wherever you go. By studying this tome, you may begin to learn how to harness the Calamity for your own purposes. Instead of merely turning the world into a madman's paradise, you will instead be able to conjure up localized Calamities affecting only the areas you wish for it to affect, whether it be something as small as a school or as large as a city.

Breaking the Masquerade/Fixing the Masquerade

# ENDING

Your time in this world has come to an end. But before you go, there is still one more choice left to make. Maybe you already know what this choice is. Maybe you don't. Either way, think wisely, dear Jumper, and look back to the lessons you've learned over your life. Only then should you make your final decision.

## **To Greet Death as an Old Friend**

The Tale of the Three Brothers is an old story, and yet, you will find that there are many out there who never truly take its final lesson to heart, the importance of greeting death as an old friend. There comes a time when one's journey must come to an end and for you, that time is now.

It may not be death, but the principle remains the same. It's time for your Jumping days to be over. It's time to go back home. But do not worry. All that you have gained shall be by your side, a reminder that your journey across the multiverse was real and not just a figment of your imagination.

## **Building a Better Future**

But what if you've built for yourself a life in this world? Are you just going to leave all of that behind, the friends and family you've made along the way? Not only that, but this world still has plenty of secrets and wonder to discover. There is still more magic to be found, more magic to be created, and more magic to bring forth. You've made your decision. You'll be staying here and build upon the life you've built. For a better future.

## **The Next Great Adventure**

*"To the well-organized mind, death is but the next great adventure."*

It is a saying of Albus Dumbledore, but perhaps the saying applies to you as well. You may not be dying just yet, but you have plenty of more worlds to explore, plenty of more things to learn, whether it be magical or mundane, but most importantly, there are far more adventures to be found. It's time to say goodbye to this place. It's been fun but you've got your eyes set on something new now. Something more... magical.



# NOTES

By default, Transfiguration changes an object permanently. If you turn someone to a ferret and kill them, their body will remain a ferret.

Gold seems to have interesting properties when it comes to magic. When Voldemort struck a golden statue with a killing curse, the statue remained unharmed and even deflected the spell.

As a general rule, the larger something is, living or not, the more difficult it becomes to affect with magic.

The Killing Curse is the only known spell that is unblockable through magical means. Even spells like the Summoning Charm or other spells that do not necessarily have a projectile have been shown to be blocked by a Shield Charm.

**Magical Maestro** affects all magic, not just the magic of this world. It, however, does not grant you the ability to perform them. It makes you greater in the art but that means nothing if you do not actually possess the capabilities.

**Obscurial Harmony** gives you the abilities of an Obscurial. Beyond just the flight and the transformation it provides, your transformation is an amorphous thing, capable of phasing through solid objects and by simply letting your power flow, you can cause the objects around you to begin levitating as they are affected by your magic. With practice, you may even be able to control the Obscurus independently from yourself.

You cannot choose the Dodo as your Animagus form.

You may decide the form of your Patronus. Your Patronus may take on the form of any animal, including magical beasts. This does NOT provide your Patronus with any other additional abilities beyond what it is already capable of.

You may selectively toggle who will be affected by the **Little Boy** perk.

**Master of the Art** may be purchased multiple times for each branch of magic available to it. The branches of magic this perk applies to are as follows:

- ❖ Defense Against the Dark Arts
- ❖ Potions
- ❖ Herbology
- ❖ Charms
- ❖ Transfiguration

**On The Job Education** does not grant you new supernatural powers. If your job requires powers you do not have, you must find another way to deal with it.

**Just Another Face In The Crowd** differs from **Acting Skills** by virtue of being more suited for traveling amongst the people, not for infiltrating close-knit groups or spy work.

The boost to your magical power provided by **Pride of Uagadou** is a one-time thing. It does not form a feedback loop.

The income of **The Knight Bus** is generally dependent on how many sapient magical beings are within the world you inhabit. In a world like this, you might get around ten to twenty Galleons a week but in a less magical world, you might only get around one or two Galleons, if even that. But you will always receive something, even on worlds with no magic at all.

Regarding the **Horcrux** item:

- ❖ Should your Horcrux be destroyed, it will be fixed and returned to you at the end of the Jump or when ten years have passed, whichever comes first.
- ❖ Regarding the soul fragment within your Horcrux, if it fails to take over somebody, the fragment will not be lost or destroyed. Instead, it will remain within the object, safe and sound.
- ❖ If the soul fragment does manage to take over someone, you do not have to worry about them turning against you.

**Goblin-Forged Sword** does not need to be the same kind of sword as Godric Gryffindor's. In fact, it doesn't even need to be a sword at all. It could be a dagger, an axe, or even a mace.

**The Hopping Pot** is incapable of reducing the brewing time of potions. For example, if you want it to make something like Felix Felicis, you'll have to devote six months for brewing solely that.

Regarding **A Set of School Books**, the information ranges from better instructions, more refined knowledge or even just outright corrections of the mistakes within the original books. You will also rarely find information that does not really pertain to the book's subject matter. For example, you might just find a rather useful spell on a book about Astronomy or Potions.

Unlike ordinary Conjurations, the items you create by using **Conjuration Spellcrafts** are permanent. You do not have to worry about them disappearing.

The **Thief's Downfall** is capable of washing away most temporary enhancements such as a Disillusionment Charm, Transfiguration, and even the effects of Dark Arts such as the Imperius Curse. It will, however, not wash away the effects and enchantments of powerful artifacts such as the Invisibility Cloak of the Peverells, the Sword of Gryffindor, and others besides.

**Goblin Armor** allows you to replicate the physical abilities of the goblin enemies within Hogwarts Legacy.

**Monster Book of Monsters** does not detail specific beasts or creatures. For example, it will show you information on Basilisks and Phoenixes, but it will not tell you any more additional details about the Serpent of Slytherin or Fawkes. It also works retroactively.

**Floo Flame Network** comes with commentary from Ignatia Wildsmith that may be silenced as you please.

The birth rate of dementors within **Jumpergard Castle** increases based on the number of prisoners trapped within its halls. For every two prisoners, the birth rate of dementors will increase by one. For example, with four prisoners, you'd have three new dementors every two weeks.

Photos taken by **Camera and Album** are not like animated paintings. Think of them as a magical version of a gif rather than an item with a personality of its own.



All **Pets** purchased in the section shall be loyal to you. If they die, they will be resurrected a month later unless otherwise stated.