

The Odds Were Never In My Favour

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"No one opposes the Exchequer and lives." — The Dark King of the Exchequer

Welcome, Jumper, to one of the most expansive and dangerous iterations of the Wizarding World ever imagined. Ancient mantles of power move through mortal vessels. Two secret organizations far older than Hogwarts are fighting over the fate of the Wizarding World. The Statute of Secrecy itself is threatened by their plans whose fulfillment would remake everything. Alexandra Victoria Potter, daughter of the traitor James Potter, has just joined Hogwarts in the same year as the Boy-Who-Lived Neville Longbottom.

You have 1,000 Choice Points (CP) to spend. The jump begins in July 1991 — a few months before Alexandra's first year at Hogwarts — and lasts ten years. Choose your allegiance. Choose your powers. And pray the odds are, just this once, in your favour.

Starting Locations

Pick a starting locale or roll for +100 cp.

4 Privet Drive: Alexandra Potter's current home.

Diagon Alley: Center of Wizarding Britain, with everything, including Gringotts, the Goblin-run bank

Hogwarts: Greatest school of Wizardry in Britain, has been descending into mediocrity for some time. The Gryffindors are being molded into future members of the Order of the Phoenix while the Slytherins have several Junior Death Eaters. Alexandra Potter, future Champion of Death, is going to study there.

Durmstrang: Greatest school of Wizardry for Eastern Europe, famous for teaching how to use the Dark Arts. Viktor Krum, best broom rider of his generation, and Lyudmila Romanov, Champion of Chaos, study there.

Beauxbatons: Greatest school of Wizardry in France. Stronghold of the Light, Ra is actively indoctrinating students from there. Fleur Delacour, future Champion of Life, is already a fanatic ready to murder children for the Light, but she is still salvageable and part of the Exchequer's plans.

Scuola Regina: The fourth and newest of the Great Wizarding Schools of Europe located in Venice. Run by Knight Recruiter of the Exchequer.

Library of Alexandria: Secret lair of the Exchequer, containing all the magical lore they have been able to safeguard.

Azkaban: Once the fortress Camlann were Mordred plotted her rebellion, it is now haunted by the Dementors, the soul-sucking wraiths that the deserters of Arthur's armies were cursed into.

Origins

Choose one of the three Origins below. Your Origin determines your starting position, the faction you are associated with, which Origin-specific Perks and Items you access, and which Powers you may choose if you purchase the Champion perk.

Neutral

In this world trapped in a forever war, many people only ask to be free to live their lives free, and to be able to enjoy magic as long as they do not hurt others. Sadly, as dark lords return and the Light ready itself for the next war, no one will be allowed to remain on the sidelines. In this world, power and the will to use it are enough to survive. The knowledge to gain it and when to wield it differentiate from a tool and a free wizard.

Light

For millenia, the Light and its Champions have dominated the world, crushing all Dark Lord and Ladies who rose against them and ensuring a world of Light, no matter the price. They are the minds behind the Statute of Secrecy, the slow extinction of magical creatures and traditions, and the current era of magical stagnation. Led across the world by the Archmage Ra and with some independent Lords like Dumbledore, it is the path to a world led by one will and all divergent magics wiped out.

Dark

For as long as the Light has existed, the Dark has risen to fight it. From rebels, warlords, traitors and psychopaths, armies have risen against the tyranny of the Light, ready to tear it down no matter what. From the Exchequer to the Death Eaters, they all agree that no price is too high in the face of their extinction or to avenge all those they have lost. Some serve the eons-old Osiris in the world-wide Exchequer, while others kneel before the local power-hungry madmen such as Voldemort and Grindelwald.

Oblivion (200 CP)

Long before the empire of Keter ever rose, Magic gave birth to the Elder Dragons, mighty creatures whose Weir remade reality around them, just as their scales shield them from all things. Lifeless wastelands were all that remained in the tracks of these monsters. Then Apophis came from the stars, with the foulest of sorceries, devouring souls and Magic itself. Against those monsters, no might is enough, only knowledge can bridge the gap.

Races

Pick one.

Pure Human: Just the good old regular human.

Were-creature (100 CP): Every full moon, you transform into the hybrid version of a man and a specific animal such as a wolf or a rat. For the rest of the month, your human form will still be stronger and more durable than the average wizard.

Part-Naga (100 CP): Possessing a tail instead of legs and a cursed venom that ensures bad luck upon the bitten until they die from it, these people can hide under a human form.

Part-Veela (100 CP): Possess a Love aura around them that can charm humans without a strong will. They are naturally potent at fire manipulation and can take a bird-like appearance with savage talons.

Part-Incubus/Succubus (100 CP): The "Dark" cousins of Veela, possessing the ability to shapeshift at will and emitting an aura of desire around themselves. Illegal in Britain due to an event involving Dumbledore, Grindelwald and an Incubus

Part-Giant (100 CP): Standing twice the height of a human, and with a body even stronger and more durable than looks indicate, they are also strongly resistant to magic, near-immune to regular spells.

Basilisk (200, Requires **Oblivion**): Giant snakes several times the size of a human with scales immune to spells and a spiked tail they can use to smash stone. The true source of their deadliness are their venom, incurable by anything less than Phoenix's tears, and their gaze, that they can manipulate between to be instantly deadly or petrifying.

Dragon (400, Requires **Oblivion**): Giant flying lizards that can breath fire and whose scales protect them from nearly all magics. This summarizes Dragons, yet fails to indicate the fear these creatures inflict. These are the apex predators of the planets, as only the youngests of them do not require small armies to be defeated. And they never stop growing, until they are big enough to obscure the sun itself.

Perks

Perks are divided into General Perks and Origin-specific trees. Each Origin perk is discounted by 50% for that Origin, except the 100 CP who are free.

General Perks

Magical Core (Free/400): You have the baseline magical ability of a Hogwarts student — a functional magical core, the ability to use a wand, and the ability to learn and cast all spells from the standard British magical curriculum, up to NEWT level as long as you study and practice. Superior spells might be learnt through greater efforts; however, the quality of British magical education have sharply dropped over the last decades as Dumbledore and the Ministry ban all magics viewed too dark for them. The core can grow with training and rituals, but this perk alone will never allow you to equal Dumbledore or even Bellatrix. Without this perk, you are a Squib.

For 400 CP, you possess a magical core operating at the level of the wizards called Lords or Ladies of Magic. This is tier Dumbledore, Grindelwald and Voldemort inhabit, beyond the capacities of an ordinary witch or wizard. This doesn't enhance your talent for learning magic or your fighting abilities, however, your raw magical power, the strength of your spells, your magical endurance, and your capacity for complex ritual magic are all elevated beyond what the best trained yet regular wizard is capable of (unless boosted with highly immoral rituals). Alone, this is just potential, it needs will, hard work and intellect to transform into real power..

A True Champion's Worth (100 CP): You have the knowledge and practical skill in every Hogwarts subject — Charms, Transfiguration, Potions, Defence Against the Dark Arts, Ancient Runes, Arithmancy, Herbology, Care of Magical Creatures, or any other recognised magical discipline — at sufficient level to compete at with the champions of the European Magical Tournament. This is top-of-class NEWT performance, equal to Cedric Diggory; But if taken with **Magical Prodigy**, it becomes the kind of deep, flexible, combatively tested expertise that makes you a terrible foe against any wizard lesser than Lord-class fighters or Champions of Magic. The following are only examples of what wizards of this level can do:

- Defence Against the Dark Arts: Storms of lightning able to shatter entire houses
- Transfigurations: Bringing statues to life or reshaping your surroundings to block and attack others
- Charms: Levitating a truck-sized leviathan and repulsing it with the speed of a car
- Ancient Runes: Replicating every known wand spells through runes
- Potions: Creating potions under pressure potions able to melt through walls and wards

Animagus (100 CP, Requires **Pure Human** or **Champion of the Powers**): You have accomplished the rituals and exercises to gain and master an Animagus form, although restricted to non-magical animals — a stag, a wolf, a hawk, and so on. You can shift at will, but have also gained permanent traits of this animal, such as night vision, enhanced smell, underwater breathing, etc... Your form is fixed at purchase.

Champion of the Powers (600 CP/800 CP): One of the Powers, through one of their Aspects, has chosen you as its Champion. Choose one Power from the list in the Notes — any Power except Fate. Neutral Origins may choose from either Light or Dark Powers. Light Origins may only choose a Light Power. Dark Origins may only choose a Dark Power.

- All your magical abilities are substantially boosted by your patron's attention. Pleasing the Aspect that embodies your Power will push them to intervene on your behalf, empowering spells and rituals, sending omens and visions, revealing lies and other blessings. Do not call upon other Aspects of your Power.
- You can sense the state of your Power, your strength as a Champion waxing and waning with its influence. In places and times where it is strong, your Power can fuel you into a tireless juggernaut.
- If you have the Animagus Form perk, it is upgraded: your form becomes a magical creature associated with your Power — a Phoenix for Life, an Unicorn for Innocence, a Lernean Hydra for Death, a Fenrir wolf for Chaos, etc... usually with a potent regeneration.

- Each power offers specific abilities such as Chaos' freeform shapeshifting or shadow monster summoning, Death's mass-murder ability or command over the deads (not undeads).
- The Powers oversee the world across all timelines, and seek to save as many as possible. To do so, if you have proven that you are the individual that can save the world from catastrophes that have ended most timelines, you will receive warnings and assistance from those who also succeeded, or who failed but gained the correct information (like visiting the world where a ritual reduced all life to ashes to find the ghost of your alternate self who failed). You are expected to reciprocate if other dimensions call for help (unless they serve the Archmage of Light).

You will be tested, drawn into conflicts between Champions, and occasionally directly addressed by your patron. If you displease your Power, it will abandon you, but not kill you. You will regain its favor at the start of the next jump. If you select a Power with a Champion mentioned in the Notes, they will be chosen by a different Power.

The drawback Gaze of the Avatars is mandatory.

For 800 CP, you are no Champion, but an Avatar. You no longer need the Aspects as intermediary, as you directly command one Power in its entirety. You cannot be the Avatar of Fate, yet it is the Power whose relationship with its Avatar has been the clearer:

- Ra committing kinslaying against the previous Avatar of Fate cursed him to never rule again. Every kingdom he attempts to build or rule will know ruin within a decade or two.
- Ra focused all the magical reserves of the Plane of Light to fuel Fate's interventions, weakening the other Powers of Light to ensure he couldn't lose. It usually acted as if the targets had taken Felix Felicis, executing their tasks perfectly, Armies travelling in days when they should have taken a month, perfectly timed betrayals, surviving fatal wounds, etc...
 - Ra never learned from his failures, mistakes and pyrrhic victories while Osiris did, and Ra was just a terrible ruler and general. So eventually, Ra started obtaining only pyrrhic victories, even Fate being barely able to offer him victories
- Unleashing incredible spells of untold might. Ra was able to destroy all things Dark in Keter (meaning not tied to the Powers aligned with the Plane of Light), banish the Avatar of Darkness out of Keter when Osiris was about to slay him, seal 3/7th of Apophis within Osiris after having been defeated by Osiris then Apophis.
 - For all his faults at everything else, Ra is described as one of the greatest wizards to ever exist, and it is not just because of his long life.
- Arianna Dumbledore had not finished her ritual to fully become the Avatar of Fate, yet she was able to control magic itself within a room.

By becoming an Avatar, you are marked for death by the Light and the Dark. The Light because Ra will kill every being on this planet before allowing anyone else to rival him. The Dark because Osiris cannot allow a second Ra to further damage the world. And if you have taken a Dark Power, you have weakened him and opened this Power to falling under Ra's control while taking a Light Power may have ruined his plans against Ra as the archmage of Light will be more paranoid than ever instead of the lazy confidence over his dominion of Fate.

The second level of the drawback Gaze of the Avatars is mandatory.

Archmage (1000 CP): You are old. Older than most creatures on this Earth. You have lived millenia, and you spent them exploring the depths of magic, creating new spells, ritual and artefacts. From the last ruins of Keter to the hidden vaults of the Exchequer, few secrets have escaped your lust for knowledge. This perk serves as a Booster for the following perks:

- For **A True Champion's Worth**, you are a master duellist, having fought for your life against countless wizards and magical beasts. You stand among Lord-Class Wizards like Champions of Magic stand among regular wizards of their age.
- For **Animagus**, you have executed a similar ritual to Ra and Merlin, gaining an Animagus form similar to a Phoenix and keeping you immortal as long as the Light or the Dark can fuel it.
- For **Magical Prodigy**, you may not be able to invent or copy spells on the fly, but you instantly recognize any spell, ritual, potion or artifact that you have previously studied, seen or heard of. And should it be something new, you will fully analyze it with just a glance, easily finding how you can destroy it or reproduce it with the means available.
- For **Providence made Reality**, the well of power fueling your "providence" is much deeper, though it doesn't regenerate any faster. It stores a hundred years worth of providence to begin

with. Personal victory costs a year's worth of providence, while overall victory for your side costs a decade's worth. The difference is that you can force victories in quick succession by burning more of your stockpile, but remember that it can run out just like Ra's did.

- For **The Long Game**, in addition to being able to declare one plot per decade retroactively, your other plots and treacheries become almost impossible to discover. For local plots directly affecting less than a whole country, even more experienced schemers will discover them only after the plot runs its course, such as with Osiris finding his underlings betraying him many times. For world-wide plots, they will only be discovered at the very last step so that only a very small group of people could hope to react to them in time, such as the champions scrambling to stop Ariana.
- For **Corruption from the Stars**, you can slowly feed on anything you corrupt, much like the soul-piece of Apophis in the Grail could feed on anyone drinking from it, to grow more powerful. Unlike rituals and most other means to grow your power, the benefits from this might be slow but stack. You only gain a part of the target's power through this but if you ate an entire magical world's population? You could become another horror like Apophis himself... and if you already had power to rival Apophis somehow, you could grow even stronger.

Neutral

Not in Slytherin? (100 CP): You have the adaptability and political instincts of someone who has never been able to rely on a faction to protect them. You read power dynamics in a room instantly, identify who is dangerous and who is posturing, and know when to push and when to disappear. Enemies will underestimate and ignore you as long as your successes do not outshine their problems and older rivals.

The Hogwarts Experience (200 CP): Your body is trained for high intensity efforts with stamina to spend several days fighting and the pain tolerance to have bones broken and repaired several times. You have the combat reflexes and fighting instincts of someone who has been forged by real danger rather than practice duels. Your instincts and reaction speed in combat are exceptional — you read incoming spells early, almost feel when wands are pointed at your back, move before the first spell is fired, and find openings in your opponents' tactics.

Networking for Moderates (400 CP): If the Light recruits by indoctrinating people into mobs of fanatical crusaders and the Dark by giving survivors the knowledge to become dark lords, those stuck between them must forge alliances the old-fashioned way, with trust, understanding, shared values and pragmatism. You know how to forge the first two, even with people wary of you or naturally distrusting, and you are gifted (and lucky) at finding individuals with the latter two.

Magical Prodigy (600 CP): You are a genius at learning and internalizing magical skills and knowledge. What takes an exceptional student months, you grasp in days; what takes days, you absorb in hours. More valuably, you adapt. When you encounter a new magical system, tradition, or technique — Egyptian runework, Elemental battle-magic, the Dark Arts, etc... — you memorize the teachings, find the underlying logic quickly and begin practicing it at a functional level far faster than anyone should. More than that, you have the will and motivation to force yourself to work and to never rest on your laurels.

Light

The Boy-Who-Thought (100 CP): Unlike so many minions of the Light, who blindly buried the Dark under their corpses at Ra's behest, you have cultivated enough genuine self-reflection to recognize and resist most forms of propaganda, flattery, and ideological manipulation when they are targeting you or people close to you — whether by Dumbledore's rhetoric, a Champion's divine influence, the Exchequer's seductions, or the ordinary social pressure of your surroundings. You may still choose to comply. But you will know the difference between a free choice, a managed one and prideful stupidity. This doesn't protect you active magical brainwashing such as the Grail's.

The Face of Innocence (200 CP): You have mastered the art of appearing to be the good guy. To those who have not suffered by your hands (and even some who have), you read as principled, benevolent, and trustworthy — even actively working against their interests wouldn't break the deception. You also know how to recruit and indoctrinate young talents. How to identify the idealistic, the foolish, the brave and desperate. How to twist their minds toward fanaticism and how to make yourself the center of their lives.

The Light of Ruin (400 CP): You have a talent for the acts of systematic erasure upon which the Light has built its civilisation. You can efficiently erase knowledge from individuals and institutions, work to eliminate bloodlines or traditions deemed dangerous (to you), and navigate the legal and political machinery required to turn the familiar to taboo — as Dumbledore did with the traditions of Wizarding Britain, as the Army of Light did with magical creatures that couldn't submit to the Statute of Secrecy, as Ra did to all wizard cultures who refused his Light. You are very good at ending things and either leaving no traces or vilifying the victims.

Providence made Reality (600 CP): Through Fate, the Will of the Light, the faithful are protected from the consequences of their mistakes — for a time at least. You have the extraordinary capacity to recover from disasters and near-defeats that by any rational assessment should have destroyed you, and to barely avoid catastrophes that every circumstance conspired to produce. Like Dumbledore weathering scandal after scandal and still rising, the Exchequer being always betrayed at their moment of triumph, or the armies of Light defying all odds and reason — you cannot be finished, and your enemies cannot execute a decisive victory. Careful, for this protection is fueled by a reservoir of magic that refill slowly. If saving you only requires your personal victory, then this protection could be used once or twice a year. To turn a setting-wide war from a crushing defeat into pyrrhic victory, this would consume all available energy for the next 10 years, and would require to not have used the lesser intervention in at least a year.

Dark

Iron Will (100 CP): For thousands of years, the Dark has endured the Light, fracturing its domination through countless sacrifices, forcing the Light to win pyrrhic victories upon pyrrhic victories, slowly draining Fate itself. You share Osiris' endless determination and iron will, allowing you to keep fighting and never lose motivation, no matter the losses and defeats. This willpower also allows you to resist the corruption of Dark magic and the brainwashing of Light magic inflicted on their practitioners as well as other, more direct mind-affecting magics. Compulsion spells, Legilimency, the Imperius Curse, and similar intrusions find you harder to compromise — you will know when an attempt has been made, and can resist sustained assaults with effort.

The Persecution's Dividend (200 CP): The Exchequer is an organization of the strongest Dark magic practitioners, that has assisted some of the cruelest Dark Lords in history and has never hesitated to sacrifice millions for their goals. Yet they have never ran out of recruits, for the purges of the Light always left vengeful survivors. You know how to turn your enemies' aggression against them. Persecutions, purges, crusades, occupations and all other tools of tyranny are fertile ground for your minions, as you know exactly how to leverage these atrocities — radicalising survivors, backing neutral parties into corners, building loyalty through protection and successful vengeance, and forging a coalition built on wrath and ambition into a true alliance. As with the Exchequer's exploitation of the Army of Light's attacks on Alexandra, or the recruitment that followed Lucrezia's brother's death: being the lesser evil is never a bad choice.

The Worth of a Knight (400 CP, Repeatable): You have pushed one aspect of magic to the same rarefied height as one of the Exchequer's twelve Knights — pushing a field of magic to heights almost unseen. The knowledge and intuition you possess are genuinely impressive even for Champions of the Powers, skills surpassing might. This perk may be taken multiple times, choosing a different subject each time. The following are only examples of what the Knights of the Exchequer can do:

- Knight Necromancer was a Lich, able to regenerate her entire body from orbital bombardment in 24 hours. She also unleashed a world-wide Inferi attack, regular hordes reinforced by undead magical creatures like giants and basilisks forcing world-wide intervention of the Exchequer and the Champions as even the cooperation of the Muggle and Wizard governments was not enough.
- Knight Alchemist remains the only wizard to have created and used several Philosopher's Stones.
- Knight Summoner controlled a salamander-shaped Balrog that killed entire armies of goblins and professional curse-breakers and hit-wizards within fortresses built with the best available wards.

This perk alone doesn't give the power to actively use that knowledge offensively.

The Long War (600 CP): Camlann was the last attempt by the Dark to win through open conflict, changing their methods to a death by thousand cuts, exhausting the Light against countless lesser Dark Lords all across the world while preparing for 15 centuries the Ritual of the 13 Seals. You can see how current events will shape the decades or centuries to come, your predictions only made incorrect by unexpected variables or direct interventions. You understand the consequences of the actions of others and yourself, knowing short term gains are worth it or not. You are extraordinarily talented at preparing the battlefield years or generations in advance — placing agents, building infrastructure, manipulating events so that when the moment comes, everything is already in position. Once every 10 years, you can retro-actively reveal your master plan that has been at work in the background since before the start of the jump. But it requires keeping companions, followers and items in your warehouse since the start of the jump.

Oblivion

Deathly Maw (100 CP): All the creatures feared by wizardkind have one thing in common. One trait that no matter their forms is viewed as why they are more feared than the mighty giants and cunning vampires. From the Dementors' soul-sucking maw and the Basilisks' venom to the dragons' firebreath and the hydras' lightning breath and adaptable venom, wizard-killers terrify wizardkind through their maw, just as much as through their magical resistance. At the start of each jump, you can select one form of death emitted from your mouth, independent from your alt-forms:

- Firebreath
- Lightning-breath
- Soul-sucking
- Venom able to gain the properties of other venoms it is exposed to
- Venom able to melt through some of the best magical protections

Shaped by Magic Itself (200 CP): Modern dragons are born like all animals on Earth, but at the dawn of life on Earth, they were the children of Magic itself. This descendance offers dragons bodies that are nearly impossible to slay with spells. Not only are their scales able to nullify even the Killing Curse, but the flesh underneath is so infused with magic that many Killing Curses would be required before you even start feeling ill. But this is resistance, not invincibility. While it is possible that enough wizards would gather to overwhelm your resistance, it is far more likely that they would gather the bones of other dragons and forge them into weapons able to pierce your scales and rend your flesh till they reach your vital organs.

Weir (400 CP): The reality-shaping aura of the Elder Dragons has as many uses as its creator has desires, it can turn the land into a magical paradise of endless fertility, into a burnt-out wasteland or a dark swarm of abominations. All lesser magics break when faced with this primeval form of magic older than mankind, even a glancing blow enough to shatter the strongest shield of a Champion of Magic. But as a magic tied to change and corruption, it cannot affect those shielded by purity and innocence. Virgin girls and those empowered by a Champion of Innocence are immune to the wrath of the Weir, needing only to fear its fire, claws, teeth, tail and strength. You possess your own Weir, shaping magic and your surroundings like clay. The size of your Weir is dependent on the age of your body, a teenager only able to extend it across a few blocks, while a centuries old individual could reshape a small country to their desires.

Taking this with the Dragon Race makes you an Elder Dragon. The Archmage of Light, Ra, will never allow an Elder Dragon to exist. **Take Gaze of the Avatars as a mandatory drawback**

Corruption from the Stars (600 CP): Millenia ago, during the Golden Age of Keter, a great calamity fell from the stars. It wielded power beyond even the Pharaoh of Keter, the greatest wizard to have lived, master of all thirteen magics of the Powers. But more feared than its world-shaking spells was the alien nature of its magic, a spreading taint different from the Power of Corruption. All spells carrying this foulness make reality scream, easily shattering magical protections, while flesh imbued with it possesses an unnatural resistance to magic and can twist as you desire without any drawbacks, even surviving the wrath of multiple champions. Creatures infused with this eldritch corruption are twisted into parodies of themselves and bound to the corruptor's will, in an alien imitation of an Elder Dragon's victims. Although you can infuse your spells and your body with this sickly white energy, you can also hide it, appearing to all as a wizard/magical creature aligned to Light or Dark.

Items

Items are divided into General Items (available to all) and Origin-specific sections. The 100 CP item is free to its Origin, the rest are discounted.

General Items

Wand from Ollivander (Free): A wand well-suited to your magical affinity, from a reputable wandmaker — Ollivander, or an equivalent international craftsman. Nothing exotic, but reliably responsive.

Wizarding Wardrobe (Free): A full set of Hogwarts robes or equivalent school uniform, dress robes, casual Wizarding attire, and one set of practical travel clothes with basic weatherproofing charms.

The Lord of the Rings (Free): To ensure you understand all the references Alexandra makes whenever she is disappointed about the magical world.

The Elder Wand (200 CP): Crafted by an ancient Champion of Death, this wand is not an invincible stick, fated to bring victory on the battlefield, but the result of a lost mastery of enchanting and rituals. The Elder Wand is the only magical foci able to channel the maximum magical capacity from a wizard's core without any transfer loss, something even Fragarach and Excalibur do not. Secondly, the wand manipulates probability to ensure the near-certain success of any spell cast by the wielder, even if used for the first time.

The drawbacks are an addiction to possessing and touching the Elder Wand, the inability to use any other magical foci to its full potential and that every other wands will feel inefficient, unwieldy and unreceptive.

A Knight's Lifework (600, Free with **The Worth of a Knight**): The Knights of the Exchequer are not just dangerous because of the spells they know, but because of the magical wonders they have created. This is the result of decades spent practicing magic beyond most Lord-class wizards. For example, necromancers would receive a Phylactery and massive hordes of Inferi, led by sapient undeads and including magical creatures retaining the powers they had in life.

Neutral

Gringotts Account (100 CP/200 CP/300 CP): If there is one thing Alexandra Potter can thank her father for, beside conceiving her, it is for the Potter Vault. Forget the seat on the Wizengamot, it gives far more trouble than it is worth. But money? From rare spell books for spells against Basilisks to just buying a trebuchet to launch highly destructive potions at a warded fortress, only money can offer this. For 100 CP, it is a modest but functional vault at Gringotts — enough for school supplies, reasonable purchases in Diagon Alley, and small bribes. For 200 CP, it is equal to the money Alexandra earned after slaying two Basilisk and selling the body for potion ingredients then suing Dumbledore for not giving her back the Invisibility Cape. For 300 CP, it is the vault worthy of a noble family like the Blacks, within the top 10 richest wizards of Britain.

Hogwarts Student Letter (200 CP): Dumbledore made many mistakes, but one that repeatedly came back to haunt him was not killing Alexandra Potter before she became a student at Hogwarts. Like her, you are officially a student at Hogwarts, making Dumbledore unable to harm you and forcing him to protect you from outside threats, from September to June, as commanded by his Headmaster oath. Not even his ideological ally Ra could force him to act against it. In future settings, this will adapt to give you a similar safe haven from your enemies.

Hogwarts 2.0 (400 CP): Built on the fields of Camlann to hide the remnants of the battle, Hogwarts' original fortress was also a prison, where the remnants of Mordred's army were imprisoned. From the Basilisks to Nidhogg, they were neutralized, feeding their magics to the spells protecting the school, until Voldemort, soon followed by Exchequer, started messing with the prisons. Although the first Headmasters had the knowledge to maintain the prison, empowered by the wards, the centuries took their tolls, slowly erasing the knowledge. You are now in possession of a similar magical castle, built on the prisons of

several highly dangerous creatures. You are connected to the deepest enchantments of the castle, making it answer to your will: maintaining automatic defenses, creating alarms, fueling your spells with the creatures' magic, enforcing magical oaths on the inhabitants, etc...

The Network of the Non-Fanatic (600 CP): A web of contacts spanning every major faction of the Wizarding World, built and maintained across years of careful relationship work. You have friends across the different Houses of Hogwarts and through them their parents in the different factions of the Wizengamot, a contact among the higher ups of Gringotts, a friendly Auror who agrees with your views, a Hogwarts teacher always ready to refine your abilities, and an Exchequer operative ready to help as long as it doesn't oppose his King. This item adapts in future jumps.

Light

Keter's Book of Innocence (100 CP): An ancient, preserved tome from the days before Ra's ascension. Although written in hieroglyphs older than the first recorded Egyptian dynasty and only understood by two beings on the planet, it contains the first spells of Light, before the six other Powers were enslaved to the Light. Translating and learning this book will allow you to use protective enchantments with no known counterspells that will resist all magics except for the Killing Curse.

Decades of Favors (200 CP): While the Light usually acts through tyranny, fanaticism and reducing others to mediocrity, Dumbledore wields his power more softly, seeking the same ends through decades of gathering influence. Even outside of those who fell to his propaganda, the headmaster has gathered favors on all sides from governments and ex-students since the day he defeated Grindelwald. So have you. This is a list of dozens of people in different part of your government (and a few in other countries). Those people are not your allies, but they owe you enough to further you political plans, help financially or cover your mistakes. But each will do it only once.

Excalibur (400 CP): Built by Ra and Merlin as their final weapon to crush Britain, this is a weapon directly summoned from the Plane of Light and imbued with the seven Powers of the Light. In the hand of a Light wizard, Excalibur is all but indestructible, cutting through all spells and matters, brainwashing any witness to serve the Light and the wielder, summoning those sworn to it to its wielder's defense and breaking any curse stopping them from following their oaths. Those who hold it will also see Fate backing their every actions, a Squib casting spells or a novice becoming a master swordsman. But no working is perfect. The sword is unbeatable as long as the situation can be described as "The Hero against the Dark Horde", but in a duel? Or when a lone Dark Wizard faces alone the legions of the Light? Such situations will lessen the power of the blade. And while Excalibur empowers its wielder and heals any of their wounds, it can be overwhelmed by multiple magical poisons and curses of the Light.

The Grail of Plagues (600 CP): The Light's most terrible weapon, Ra's answer to successful resistance. The Grail of Plagues does not heal — it cleanses, with all the violence that word implies when applied to scale. Any disease, curse, corruption, or contagion poured symbolically into the Grail is amplified and then released as a targeted plague that will spread across the continent, only sparing those filled with Light magic or protected by the innate magical energies of an adult dragon. It cannot be stopped once released. If a Light wizard drunk from it, they would be transformed into their bodies at its best and instantly be able to use and master all magics they have potential for. Although it would cost them half of their lifespan and brainwash them into complete loyalty to the Grail's owner. If damaged and not repaired within the hour, it will become an instrument of annihilation, releasing a wave of Light magic strong enough to nuke Venice and kill all beings not magically attuned to Light magic between London and Moscow. In future jumps it can be adapted to use another type of magic.

Dark

Salazar's Last Pet (100 CP): Deep within the Chamber of Secrets lied in stasis two Basilisks, whose magical energies were used to fuel the wards of Hogwarts. Tom Riddle used them in his foolish war on Muggleborns, then they were killed by Alexandra Potter (with an eye-ripping bat from Brasil, the mythic sword Clarent and collapsing the entire Chamber). But Tom's foolish attempt 50 years ago disrupted the stasis, allowing the Basilisks to reproduce and lay eggs. This is one such egg, and it will hatch within a few days. It will take the Basilisk a few years to reach adult size. The beast sees you as its parent and will be able to control its deadly gaze, usually preferring to eat alive yet petrified victims, and can bite without using its venom. But it will need to be trained, else it might attack people you'd prefer alive. Comes with the book "Parseltongue for Dummies".

The Library of Keter (200 CP): The war between Light and Dark started in ancient Keter, with a cataclysmic war that pulverized a fertile, magitech-based civilization that had uncovered the secrets of the Powers and their Aspects into the Sahara. Although much lore was lost, Osiris tried to safeguard as much as possible from Ra's madness. Although his goal was Ra's death, he tried to do the same for the many civilizations that met the same fate as Keter. This magically sealed library contains untold amounts of magical lore, all written in different languages from different times and locations of the setting. Once a year, you can unlock a section of the library that will be dedicated to a specific field of magic, but you will receive no help finding the spells, potion recipes or secret lore that you desire, nor in translating the books.

Fragarach Perfected (400 CP): Fragarach, once a sword made by the Aspects, was reforged into Clarent by Morgane Le Fay as a counter to Excalibur. But the sword was imperfect, and Mordred was merely able to hold her own against Arthur. This sword is Fragarach reforged once again, but by you and for you. Its minor attributes include being a perfectly attuned magical foci that could replace your wand, an indestructible sword that cannot be blocked or parried by regular shields or wards and forcing a question asked with the blade at someone's throat to receive an honest answer. Its main attribute is its ability to counter Fate, making Chosen Ones, Fated Heroes and wielders of Excalibur just as susceptible to failure as any other human.

The Thirteen Seals (600 CP): The Thirteen Seals ritual was the culmination of the Exchequer's manipulations, opening gateways to the elemental planes (Light, Dark, Metal, Fire, etc...) and attuning them to a specific power. Beside unleashing cataclysms that distracted the Army of Light and weakening the Statute of Secrecy, the Seals allowed to weaken the hold of the Light and the Dark over the Powers, separating the Power of Life from Light and connecting it to Fire before doing the same with the Power of Desire, from Darkness to Water. This item is the equipment and instructions needed to recreate a similar ritual, or the one attempted by Knight Necromancer: ritual and spell descriptions, potions recipe and ingredients, runic languages, best locations, required participants, etc.... In future jumps, this equipment will adapt to allow similar rituals altering the very fabric of magic.

Oblivion

Cursed Grail (100 CP): Despite being shattered and sealed, the soul shards of Apophis kept searching ways to free themselves from their prisons. The first to break free was the Grail fragment, as its prison was turned into a weapon by the Avatar of Light. Feeding on the life force of those blessed by the Grail or of its plagues' victims, the soul fragment grew in power until the slightest mistake by Ra was enough to destabilize the Grail and start a chain reaction that would set it free. This is not the Grail, but an item that could easily be enchanted into something just as great. Depending on the talents of the enchanter, it could become a tool of great destruction, or empowerment, or both. Every being blessed or cursed by the Grail will feed it part of their life force/magic, which you would then be able to claim by touching the artifact.

Overambitious Fools (200 CP): Ragnarok is not just the work of monstrous abominations, it is also the result of madness, foolishness and ambitions. Not even one generation had passed since Apophis' arrival and Ra ensured that not only would the world never be able to resist the Great Enemy as well as Keter did, but also made the liberation and reunification of Apophis' soul fragments inevitable. The first six months after the countdown to Ragnarok started couldn't be dedicated to preparations, because everyone was too busy stopping Knight Necromancer from causing her own Ragnarok. You are similarly assisted by your enemies, as several of their strongest and most influential agents are consumed by pride and envy. While they would never willingly assist you, these corrupt individuals will consider themselves as the only real solutions to your threat, prioritizing their own survival and the destruction of your wiser and less megalomaniacal enemies.

Chariot of Foulness (400 CP): The Great Enemy was not birthed by the magic of Earth, but by some foul place in the great dark beyond the sun's reach. It was by a Star-Chariot, where most of the energy harvested from massacred civilizations is stored, that Apophis arrived in our solar system. This chariot remained hidden where the ninth planet once existed, but its master is still able to call upon the reserves of foul magic within, all the way from Earth. In a similar case to the Devourer of Hope, you possess a Star-Chariot that you can use to travel from world to world and store enough quantities of magical energies to shatter several planets. As long as you are in the same solar system, you can summon either the ship or feed upon its reserve of magical energies. Should you die, you can use your death curse to mark the world you are on to make the Star Chariot crash upon it. Such impact would wipe out all living things on and in the planet. The ship is defended by wards and alien tech-magics beyond the level of most civilizations, protecting it from anything less than the power to destroy a planet or decades of studies focused on it.

Shattered Into Seven (600 CP): When the Great Enemy first appeared, it couldn't be slain, not even by the greatest mage to ever exist, a thousand dragons and all the mortal mages that could fight. But he had one weakness left, and his soul components were separated and sealed. For millenia, Ragnarok was kept at bay, Apophis' shards dormant in their host, waiting for an opportunity to free themselves and reunite. And so it is for you. Whatever being you are, you were once a being of awesome might, shaking the world with your spells. You are merely one of seven soul components scattered across the setting and the other six wait for you. Some will be hosted within some of the greatest local magic users, while others will be sealed within legendary artefacts that none would let you damage. Each fragment reunited with you will boost your power, absorbing two being enough to duel all but the strongest entities of your current setting. Absorbing all seven would raise you so far above all other beings that the combined might of the setting's thousand best magic users wouldn't be enough. Their only hope would be to invent a specific counter for each of your abilities, then use all these mages as a distraction while unleashing a never seen before spell or artifact specifically targeting a blind spot of yours.

See the note **The Great Enemy: Apophis** for examples

Companions

Import & Export

You may import up to eight existing Companions into this jump. Each imported Companion receives 600 CP to spend on Perks and Items from this document and chooses an Origin appropriate to their background. Imported Companions may not take the Champion perk unless they were already Champions in a previous jump — the Powers choose their own. At jump's end, all Companions may continue with you into the chain, retaining all perks and items purchased here.

Bonded Owl (Free): An intelligent, magically bonded owl that resists interception and will refuse to deliver your mail to anyone attempting to tamper with it.

Recruiting from the Setting

Characters from the story can be recruited as Companions. Standard characters cost 100 CP; Champions, Knights of the Exchequer, and other major figures cost 200 CP. Ra, Osiris and Apophis cannot be taken as companions.

Drawbacks

“You’re A Wizard, Jumper” (+100 CP): Welcome to the wizarding world, you arrive with no magical knowledge and only Muggle instincts. Your magical knowledge perks will unlock slowly over your first three years — every concept must be learned from scratch, other students are ahead of you, and some will notice the gaps.

Blood of a Traitor (+100 CP): The war against the Death Eaters was terrible for Wizarding Britain, decimating their population. Although you were not proven to be a Death Eater, a close family member, a parent or sibling was sent to Azkaban accused to be such, alongside a long list of murdered or tortured victims. And do not expect help from the other side, as another family member escaped conviction by helping send several Death Eaters to Azkaban for life. The Wizengamot and all sides of the pureblood aristocracy are actively hostile to you throughout the jump. Legal mechanisms, social pressure, and public reputation attacks hound every major action you take in Britain.

The Arrogance of Winners (+100 CP): The apparent domination of the Light has brought out the worst sort of hubris within its servants. Ra’s fanaticism, Alexander’s megalomania, Dumbledore’s scornfulness and Neville’s vanity are all different stages of unrestrained pride. You suffer from a similar affection, believing yourself to be the main character of this story. You are still salvageable, as friendship, love and humiliating defeats are excellent ways to deflate your ego. But this will be a constant battle against yourself, and if you let yourself go, you would soon see yourself ready to purge any who dare defy your vision for this world.

The Rage of the Dark Creatures (+200 CP): In the years between the defeat of Grindelwald and Voldemort’s uprising, Dumbledore imposed many laws targeting anything he viewed as Dark creatures, for example ordering the complete extermination of succubi and incubi in Britain. With the survivors rallying behind Voldemort, the tension only worsened. And now, the situation has reached a breaking point. Recruiting in mass from the Muggle population, Vampires and many were-creatures have entered open rebellion against the Ministry. And when Fudge insults the goblins of Gringotts one too many times, a new Goblin Rebellion will start. Under all this chaos, the achromantula colony of the Forbidden Forest will attempt to spread beyond its borders and the Dementors will start leaving Azkaban to raid the mainland.

Dumbledore’s Suspicion (+200 CP): Dumbledore is a raging bastard against sapient non-humans beside werewolves, most magical traditions older than the XIXth century, wizards practicing Dark magic and generally anyone that could diminish his power. He believes that you belong to one of these categories and is taking steps to deal with you. Depending on your age, he will use his powers as Headmaster of Hogwarts, his various political offices in Britain and with the International Confederation of Wizards. If those are not enough, or if you lasts long enough for the Exchequer, Voldemort, the Malfoys, Crouch Senior and Alexandra to break his political power, he will use the Order of the Phoenix, attacking you personally, or call upon Ra to send forces your way.

Joining the Adult Table (+200 CP): In the main story, Voldemort and the Death Eaters stop being a real threat at the end of the second year, Alexandra, the Exchequer and the Army of Light overpowering them at every following encounter. This is no longer the case. Bellatrix stayed loyal to Voldemort, freeing the rest of the Inner Circle, forcing the Malfoys in line and rebuilding the organization. Reabsorbing his Horcruxes allowed Voldemort to regain his sanity and full magical power. They will start waging a full war on Dumbledore, the Ministry and anyone trying to intervene. If allowed to grow, the Death Eater movement could grow into a world-wide terrorist organization able to survive against the Army of Light and the Exchequer, targeting any “blood traitors” they can find.

The Rise of the Elder (+300 CP): A Dark wizard has attempted the ritual to become the Avatar of Fate by binding himself to an Elder Dragon. The Army of Light intervened to stop them, but they made a mess of the situation. The Dark wizard was slain, but the Elder Dragon was allowed to be fully restored and escaped. This creature is far from the invincible, world-ending threat that Knight Necromancer is planning for her own ascension, but its Weir is still a potent weapon of mass destruction that if allowed to grow will

destroy a country. The Exchequer's current plans have ensured neither them nor the Army of Light is in position to hunt down the beast, while Muggle and Wizard governments lack the weapons, numbers and lore to even wound it. It will lair somewhere you can't just ignore it, for one reason or another.

The Open Tomb (+300 CP): Someone has successfully discovered and entered the tomb of Alexander the Great and been possessed by the megalomaniacal Wizard-King. Once the apprentice of Ra, he rebelled against the Light and tried to become the Avatar of Light and Dark. To defeat him and his empire, Ra had no other choice than to create the Grail of Plagues and unleash it. Currently seeking a worthier host, as the current one only allows him to draw upon a shadow of his former might, he has decided that both you and his descendant Alexandra Potter are worthy vessels. In the case of Alexandra, this is true and would allow him to once again be one of the most powerful mages to ever exist. He can only be destroyed by destroying his phylactery, the Ark of the Covenant, which would release a part of Apophis' soul, or by infusing it with the Power of Death.

Gaze of the Avatars (+300 CP/+600 CP): You have become an important piece in the war between Light and Dark. Too important to be left alone. One side will use you, manipulating you until you have no choice but to kneel before them, while the other will relentlessly hunt you down. The Exchequer is an organization able to exterminate an entire goblin fortress without leaving a proof, while the Army of Light has forced the Exchequer into hiding. Should you resist their Knights and Champions, the Avatar of Light or Dark will come for you personally. Nothing in this jump would allow you to defeat one of the brothers in a direct confrontation, merely escape with your life.

For 600 CP, both sides want you dead. There is no chance to negotiate with Ra or his minions, and the minions of Osiris will face a fate worse than death if they betray/disobey their King. But if you help kill Ra, do not attempt to take over the world or enslave Magic and prove vital to fighting the Great Enemy, you could make peace with Osiris.

Guns vs Wands (+400 CP): Ra and Osiris made the wrong move, and now the Statute of Secrecy has broken in all the worst ways possible. An alliance of powerful countries has decided to work together and ensure that Wizardkind will never have the power to inflict such disasters ever again. They do not seek genocide, but wands will be confiscated and they will refuse any organized wizardly governments to remain.

War Is Coming Early (+400 CP): The Exchequer's preparations went awry somewhere, and chaos is spreading across the world. The Grail was unleashed, releasing a terrible pandemic that is decimating both Muggle and wizard populations, while Galahad Reborn is using Excalibur to conquer/enslave Britain. Knight Necromancer's treachery has been revealed, although Arianna Dumbledore has escaped, she has unleashed hordes of Inferi on all continents. Convinced that this is the end of days, many Muggle nations and terrorist organizations have started attacking whichever nations they hate.

The Great Enemy (+1000 CP): Ra and Osiris are dead, the Ark of the Covenant was fused with the Grail and the remaining 3 souls fragments were hunted down. The sealed fragments of Apophis have been released and fused back together. It is a being from beyond the solar system who destroyed all prehistoric magical civilizations on the planet (Asgard for example) until only Keter was left, and all the magitech and war magics of the most advanced magical civilization to ever exist was not enough. The ritual that shattered his soul and trapped the fragments required the sacrifices of all 13 Champions of the Powers. And not only has it been lost, but the few survivors are convinced it will not work again. The only possible weakness that is known is that Apophis came into our solar system with Pluto, and that the false planet contains a portal that it needs to enter before leaving.

Scenario

The scenarios will start once the main jump is finished (to ensure you get all the available informations) and will not be affected by drawbacks. Options in **bold** in the scenario descriptions are kept after the scenario. If already bought, they are reimbursed.

The Odds Were Never In My Favour

Replace Alexandra Potter as her first year at Hogwarts begins, and become the **Champion of Death**. You will have to go through at least 3 years of studying at Hogwarts, become one of the school's champions for the European Magical Tournament and participate in Ragnarok, the scenario only ending once this apocalyptic battle is over.

The overarching goal of this scenario is to slay the Great Enemy and stop his Star-Chariot from colliding with Earth. This Earth must remain inhabitable, populated by more than a billion humans and be able to recover Apophis' wrath. Evacuating to another world, modern human civilization being destroyed or Earth becoming unable to hold life outside of wizard-controlled regions will fail this scenario. You can destroy his soul fragments when they are sealed and his Chariot when it is inactive. But you cannot leave any of them "permanently" dealt with any other way than by destruction.

The secondary goal is the end of the Statute of Secrecy without turning Europe into a magocracy nor causing world-wide conflicts between wizards and muggles.

The tertiary goal is to overthrow Dumbledore's rule over Hogwarts and Britain's Magical Society without resorting to civil war or assassination (of him or of the Ministry's leadership). Concerning Voldemort and the Death Eaters, the Army of Light and/or the Exchequer would deal with them, but you must prevent a civil war from happening. You can assassinate Voldemort and his Death Eaters. Then, peacefully accommodating Wizarding Britain and Muggle Britain into an egalitarian society.

Reward

Saving Earth, Life and Human civilization, no matter how you pulled it off, will earn you the **Ragnarok Survival Guide**. A book containing all the many magical advancements that would have been required to reach this victory. Starting with a detailed set of instructions for all the spells, rituals and artifacts necessary to slay a being like Apophis. It will update to adapt to similar entities in other worlds (Juubi and Kaguya, Scion, Cthulhu, etc...). It will also include how to recreate Shield Cities, heavily-fortified citadels of a new age protected by everything that could materially and magically exist and adapted to the power levels of the future settings (In DBZ, only Freeza's personal attention could break such defenses). And the world-wide anti-Fate barrier.

Ensuring a relatively peaceful end to the Statute of Secrecy will allow you to repeat a similar **Shattering of Secrecy** in future jumps. This will retroactively insert the Wizarding World into the setting. Appearing to all as if the secretive wizards had existed hidden from the rest of the world for centuries and had been just revealed.

Successfully winning the hearts and minds of Britain's magical and non-magical people and reuniting them will allow you to rise as the **Lord/Lady Protector of Britain**. This will allow you to take this version of Britain with you and insert it in future jumps. Either appearing in some empty parts of an ocean or replacing the local British Isles. This will be a society where magic and technology have perfectly integrated. Where the mediocrity of the Light and the cruelty of the Dark have been replaced by progress. And ruled (or at least overseen) by you of course. Hogwarts will be there, although probably quite modernized.

The Cycle of Ruin

You will become Osiris, just after the final battle of the First War. Magically ejected from Keter's ruins, you are alone, all your allies erased from reality by Ra's mad Fate-backed spell to destroy the Dark. But you are still the Avatar of Darkness, as long as Ra lives, and you are already worthy of being called an **Archmage**. It will have to be enough to rebuild your forces and destroy your brother before he instores the Statute of Secrecy by wiping out entire cultures and species that would be unable or unwilling to go along. You have at least a couple of millennia before you.

Your secondary objective is to stop the creation of Excalibur and prevent The Grail of Ages, the Ark of the Covenant, and the Spear of Calamity from being used as weapons by the Light, as such would make Ragnarok inevitable. You must also stop Ra's failed attempts to create more Avatars of Light, such as Alexander and Merlin, from even empowering these individuals.

Your tertiary objective is to avoid Ragnarok entirely. Find a way to destroy the soul fragments of Apophis without letting them reunite

Reward

The reward for preventing a mass extinction of magical species and civilization is the entire **Exchequer**. An entire organization of dark magic users dedicated to assisting your goals. Your inner circle consist of the Queen, a completely loyal witch or wizard of extreme talent in leadership, plotting and other matters required to lead the Exchequer, and the Knights, each a wizard worthy of being called a Dark Lord of Magic and having pushed the boundaries of a field of magic beyond its previous limits. You then have the Rooks Bishops and Pawns, each with their specializations.

If you prevent all these abominations of the Light from being created, you will remain the Avatar of the Powers once aligned with Darkness after this scenario, the Powers deciding that you are worthy of their trust. You will be the **Avatar of Darkness, Blood, Dreams, Water, Air and Metal**, wielding the magics of Chaos, War, Corruption, Desire, Confusion and Death.

For preventing Ragnarok, you will ensure that in every future jump, you will find an **Apprentice** just as powerful, intelligent, hard-working and useful as Alexandra Potter.

The Fall of Keter

You will replace one of Osiris' and Ra's siblings the day after the latter joins the Temple of Life. Your goal is to assist Osiris in sabotaging Ra's rise to power, crush his ambitions in the egg and prevent that bastard from usurping the throne.

Ra is the favorite child of the Pharaoh, and has the backing of many of the most powerful and influential members of the government. He is a magical prodigy, able to invent rituals no one had ever imagined possible. And he has already started his purge of his opponents. Currently, even if he fails the rituals required to gain the full powers of the Pharaoh, he will rule the country the moment his father dies.

Ra must die. Alongside every individual who supported him. Ensure not a single of his Power-rewriting rituals succeed. Try to keep the previous Pharaoh alive until Ra is dead if possible, if only to avoid open civil war.

Reward

You have rewritten history, saving the greatest magical civilization to ever exist. You are now the **Pharaoh of Keter**. You are basically the Avatar of all Powers, with the knowledge to wield all magics from each Power, making you the equivalent to an Archmage.

You can also import the **Kingdom of Keter** in future jumps. It is a mighty civilization where muggles, wizards and magical creatures, even Elder Dragons, live in harmony. Where magic and technology work together. When Apophis arrived, Keter had barely any time to prepare, yet they not only defeated the abomination, but managed to rebuild in a generation. It will replace the Sahara desert or another such desert.

Stay Here: You remain in this world permanently. All purchased perks and items are retained. Your relationships with Companions recruited from this setting continue. The chain ends here, but the story does not.

Go Home: You return to your world of origin. All purchased perks and items are retained and come with you.

Move On: You continue into the next jump. All purchased perks, items, and recruited Companions travel with you into the chain.

The Powers and Their Champions

The thirteen Higher Powers are abstract cosmic forces, not gods. They are the fundamental alignments of magic itself. The divine figures mortals have worshipped throughout history — Ares, the Morrigan, Loki, Athena, Kali, Horus, and all the rest — are merely aspects of these Powers: the faces they wear, the masks mortals gave them.

The Powers were once each aligned to one of the Elemental Planes (Fire, Water, Light, Darkness, etc...) which served as energy source to their respective Power, until Wizards forcefully realigned them toward Light and Dark. This mean that all Dark Powers share the same source of energy, same for all Light Powers.

The six Dark Powers are:

- Death (the end of all things, necromancy, the Veil — aspects include The Morrigan, Hades; held by Alexandra Potter, unavailable to Jumpers)
- Chaos (disorder, trickery, entropy, transformation — aspects include Loki, Eris, Set; current Champion: Lyudmila Romanov)
- Desire (lust, obsession, seduction — aspects include Venus, Aphrodite, Ishtar; current Champion: Lucrezia Sforza)
- War (slaughter, martial fury, conquest — aspects include Ares, Sobek, Sekhmet; current Champion: Romeo Malatesty),
- Confusion (deception, madness, alcoholism, the unravelling of certainty),
- Corruption (decay, poison, the rot at the heart of institutions).

The seven Light Powers are:

- Innocence (purity, protection of the vulnerable, healing — aspects include Vesta, Hestia, Brigid; current Champion: Eleanora de Riva)
- Order (law, hierarchy, structure, civilisation)
- Unity (kinship, alliances, the bonds between peoples — aspects include Frigg, Juno, Hera)
- Life (growth, vitality, nature, fertility — aspects include Saint Michael; current Champion: Fleur Delacour)
- Wisdom (knowledge, foresight, craft — aspects include Athena, Thoth, Odin)
- Judgement (retribution, karma, the settling of debts — aspects include Nemesis, the Erinyes, Horus)
- Fate (the woven thread of destiny, prophecy — briefly held by Neville Longbottom then Ariana Dumbledore, unavailable to Jumpers).

Champions of Light and Dark are not forced to serve the Light. They have been chosen because their actions and personalities please an Aspect of a Power and said Aspect can take away what they gifted. However, the Archmage of Light has developed many ways to enslave/brainwash Champions of the Light without having the Aspects leave. And Ra's constant genocidal hunt for the Champions of the Dark, no matter their ages, ensure they will go to the Exchequer.

If Ra and Osiris stopped being Avatars, the Powers could be realigned to other Elemental Planes, no longer sharing the

The Avatars of Light and Darkness

Osiris and Ra were once mortal wizards, born to the pharaoh of Keter, the oldest and most advanced magical civilization to ever exist. Ra murdered his father, exiled Osiris and exterminated all their siblings. He had once been a priest of Innocence, the Power aligned with the Light, until he turned to Judgement and through sacrilegious rituals started linking the other Powers to the Plane of Light. Rebels called upon Osiris to assist them, and he did so by aligning any Power he could reach to the Plane of Darkness, which would protect them from any Light-based ritual.

The following civil war wiped out Keter until the Sahara Desert was all that remained, the few remaining survivors rebuilding around the valley of the Nile, the shadow of fragment of what they were. Both brothers survived the war, Ra continuing his genocidal crusade to make a perfect world of Light where

every undesirables will have been exterminated and Osiris dedicating himself to killing his brother, no matter the cost.

Through their direct connections to the Powers, bypassing the Aspects, Osiris became the Avatar of Darkness while Ra became the Avatar of Light. Both are ancient beyond reckoning, immortal in ways never reached by any other methods, wielding incredible levels of magical energy and each knowing more spells than every other being combined.

The Great Enemy: Apophis

It arrived in the solar system long ago, destroying the ninth planet and hiding its chariot where it stood. Once it had reached Earth, it unleashed an incredible level of destruction all over the world, erasing any magical civilization that had existed outside of Keter. The ruins of Asgard are still haunted by its spawns.

When it came to Keter, it was met by the combined might of the most powerful and knowledgeable wizards to ever exist. Keter was ravaged, but it survived. At the cost of all but the Pharaoh who led the army, father to Ra and Osiris, Apophis was sundered, its soul scattered into several host:

- Khaibit: sealed within the future Ark of the Covenant
- Ânkx: Sealed within the artefact that will become the Grail
- Ba: Sealed in Ra
- Ka: Sealed in Osiris
- Haty: ???
- Ren: ???
- Djet: ???

The Ânkx is feeding on the life-force of those who drink from the Grail as well as the victims of the Grail's plagues. Should the well-fed Grail be placed within the Ark, these parts of Apophis will reunite and be freed, immediately hunting for their other soul fragments. The Ânkx just needs a few more drinkers before it can begin to damage the Grail until it destabilizes and cause a continent-killing shockwave of Light magic. The only way to stop the Grail's explosion is to put it into the Ark

Apophis can be defeated, but the only timeline that managed it had Osiris still operational after defeating Ra and the local Potter, Champion of Death, take over Europe and dedicate it fully to fighting Ragnarok. Special Shield-Cities were built, and they were the only places to not lose 90% of their population. It didn't stop Apophis' death curse from slowly killing life on Earth nor from ordering "Pluto" to collide with Earth. So they had to build dimensional gates and flee to Terra Secunda.

Here is what Apophis could do simultaneously while immobilized, cut off from his Chariot's magical reserves and bombarded by the thousand best mages of Earth:

"Three ancient volcanoes reawakened.

Six massive earthquakes roared and opened canyons so big entire cities disappeared in them.

Then a giant tsunami struck most of the American continent, and the slaughter was total."

"The Great Enemy most of the known world had been introduced to as Apophis still continued its rampage. In Asia, ten thousand black thunderbolts incinerated plains as easily as they triggered gigantic cataclysms by breaking mountains. In Africa, lakes were emptied and displaced spatially to drown entire parts of the tropical forests.

In Europe, ancient volcanoes woke up and erupted with the force of the nukes this world had dismantled once they realised how little use they would be for Ragnarok.

Earth convulsed, and millions of humans died along with other living species. Animals and plants were made extinct. Fishes and sea mammals fought for survival as abominable monsters were conjured by the Great Enemy."