

By Pokebrat_J

A lot is happening within the Wizarding World during the year 1890, though not all of it good.

A goblin by the name of Ranrok seeks to go to war with wizard kind for their treatment and countless transgressions against goblinkind, and is ruthless against even his own kind. Meanwhile, many thieves, poachers and dark wizards have banded under Victor Rookwood's crime ring, causing an unprecedented wave of criminal activity within the area. There are even rumors of these two factions joining an alliance, the implications of which would be terrible to comprehend if true.

Meanwhile, a young fifteen year old has just learned that they possess magic of their own, far later than it typically manifests. After a number of days under the tutelage of the Hogwarts professor Eleazar Fig trying to catch them up, they will soon leave to attend the most prodigious school of witchcraft and wizardry in all of the British Isles.

You receive **1000 cp** to help you find your way in the wizarding world.

ORIGINS

Age and gender may be chosen freely.

Explorer: The wizarding world has so much to see, so much to experience, is it any wonder you can't just stay in the castle? From the highest peaks to the deepest parts of the Forbidden Forest, you want to see it all, and nothing will stop you. Just be warned, that for as many mysteries as there are to uncover and sights to see, there are just as many dangers lurking just around the corner.

Student: All across the British Isles, young witches and wizards are enrolled in Hogwarts in order to harness their magic in a safe environment, and that's exactly what you're here for. Some may like to sneak around the castle finding every secret, or determine who makes the greatest pranks, but all are ultimately here to learn. It's just a matter of what classes you actually pay attention to.

Professor: Despite having long since graduated yourself, you've been drawn back to this castle in order to pass on your hard earned wisdom and knowledge to the next generation of witches and wizards. Keeping your students safe, teaching them what they need to know, and disciplining the troublemakers are all part of your job description, but why can't you have any fun while doing it?

Tradesman: Everyone needs to make a living somehow, and there's not a lot better than having others pay you for what you're good at. Be it making wands, brewing potions, or the care of magical beasts and selling their byproducts, there are quite a few niches that you could fill. Of course, you may want to be more discerning with what kind of characters you cater to nowadays.

Dark Wizard: The power of the Dark Arts is a desirable one, beckoning all manner of witch and wizard to follow this treacherous path. Perhaps you were pushed to it when there were no other options left to save those you loved, or were forced to go down this path from a malicious family, though it's just as likely that you were driven by your greed and lust for power. You'd be surprised as to the darkness within the human heart.

Hogwarts House

Which of the Houses do you belong to?

Gryffindor: Founded by Godric Gryffindor, this is the house for the brave and chivalrous, perfect for those with a tendency to leap before they think. Their dormitories are on the seventh floor of the east wing, guarded by a magical painting known as the Fat Lady.

Hufflepuff: Founded by Helga Hufflepuff, this is the house for the loyal and hard working, there are few places as homely within the castle than amongst the badgers. Their dormitories are located in the basement somewhere near the kitchens, hidden beyond enchanted barrels.

Ravenclaw: Founded by Rowena Ravenclaw, this is the house for the intellectual and individual, it is the perfect place for those who sate their thirst for knowledge. Their dormitories are located in a tower on the west side of the castle, and must answer a riddle in order to enter.

Slytherin: Founded by Salazar Slytherin, this is the house for the cunning and ambitious, home to those who keep reaching for more and more. Their dormitories lay beneath the Black Lake near the dungeons, and appear to others as a stone wall.



General Perks

Spark of Magic [Free]: One cannot be accepted to a school of witchcraft and wizardry if they weren't capable of magic. As such, you now find yourself capable of casting spells often through wand movements and incantations. To start off with, you already know a basic magical attack that does not require an incantation, as well as the *Revelio*, *Lumos*, *Protego*, and *Stupefy* charms. In time and with enough dedication to honing your spellcraft, you may even be able to learn how to silently cast spells or use magic without a wand entirely.

Magical Soundtrack [50]: Music is a truly beautiful thing, enjoyed all across the world and in all cultures. Should you wish to never go without music, then with this option you possess a mental playlist of music from the Harry Potter series that you can pull up at any time. A perfect way to liven up a battle, emphasize a location's natural beauty, or something to enjoy on long, lonely broom rides.

Veela Blood [50]: Even if you weren't related to the fey beings in Bulgaria, people will certainly think so with looks like yours. Your visage is almost supernatural in its appeal, enough to put most starlets to shame. This beauty may manifest however you want, be it as a delicate doll or a chiseled hero, but all can agree that you are more than pleasing to the eye, and even scars do nothing to mar your visage.

Animagus [100]: Through a complicated process requiring skill in potions and transfiguration, it is possible to turn oneself into an animagus, someone capable of transforming themselves into an animal. You are one such individual, now with the ability to transform into any mundane animal of your choosing. This could range from something as small as a rat or beetle, to as large as an elephant or giraffe. Additionally, you can decide to keep whatever is on your person or leave them behind in the transformation.

Expert Flier [100]: It's such a shame that quidditch was cancelled this year, because anyone with eyes could see that you're a natural on a broom. Well, anything that flies, really. Even while riding a beast such as a hippogriff or under your own power, only the professionally trained would be able to match your talents in the open sky. As an added benefit, you could ride these beasts or a broom for hours on end without any discomfort or soreness on your part.

Arcane Dash [200]: There are a lot of ways to avoid being harmed by some dark wizard or an ornery troll, but few are as effective as being anywhere else. In a rare showing, you've learned how to transform yourself into a mass of arcane energy, propelling yourself around ten meters in any direction. Useful for going through a hostile troll's club, or to cross large gaps with ease.

Deep Pockets [200]: Should one go exploring Hogwarts or the valley surrounding it, they'll be sure to find all manner of goodies and treasure. In order to not leave as much of these valuables behind, you've found yourself in possession of twenty slots to store items, even stacking the same kind of items in a single slot, such as potions. You can call upon these items at any time, summoning them to either your hands or on your person if the item in question is wearable.

Ancient Magic [400]: As time matched forward and magic became more standardized across the wizarding world, there were some magics that were simply left behind, forgotten. However, it seems as though you possess a powerful connection to this ancient, primal form of magic. Seeing traces of this ancient magic is the least of what you're capable of, providing devastating options in battle or transfiguring the world around you. The more notable property is that your magic is now tied directly to your emotions, the more potent your feelings the stronger your spells become.



Explorer Perks

Discounts for Explorer are 50% off, with the [100] perk being free.

Treasure Seeker [100]: When you spend all your time running around the Scottish Highlands, delving into every abandoned tomb, it's nice to have your efforts rewarded. Now whenever you're out there adventuring, you'll find yourself constantly finding valuable loot and plenty of money. Even a quick jaunt into a random cave could see you walking out with a new coat or a few galleons richer.

Helping Hand [200]: Everybody needs something done, some kind of problem they need solved, and they'll often be more than willing to have someone else deal with it. You seem to be the perfect person for these troubled souls to seek help from. Fear not, though, as the rewards are often worth it, with you receiving something in return that matches the effort you put into the aforementioned task.

Lost Track of Time [400]: So many classes to attend, people to help, places to explore, collectable to gather, and oh so little time to do it. At least, not anymore. When you've got some extra errands to run or preparations to make, you can put off major events simply by willing it, everyone seemingly waiting for you before anything can happen. This can't be used to put things on hold forever, though you will be warned when you're about to push things too far, more than enough to finish what you're doing and get into position.

Crossed Wands [600]: It's not all fun and games, especially with as many poachers and rebellious goblins running around as of late. Thankfully, you're more than capable when it comes to combat, regularly taking on a dozen opponents at once and easily emerging the victor. The secret to this is not just your skill with rapidly and reliably firing off spells, but the sixth sense you have for when it's safe to attack, when it's good to shield yourself, and when it's best for you to dodge entirely. Keep a cool head, and there's no foe you can't overcome.



Student Perks

Discounts for Student are 50% off, with the [100] perk being free.

Study Sessions [100]: For as fun as casting spells and using magic is, this is still a school, and most students aren't very fond of studying. This isn't exactly your problem, as you'll see a massive improvement in both your memory and recollection, allowing you to clearly remember something you read in some obscure book years ago. This also helps you sit down for long periods of time without discomfort.

An Unusual Case [200]: There are always those troublemakers in every year, from the harmless pranksters to the malicious bullies. Wherever you may think you end up on that spectrum, thank Merlin that the faculty have a soft spot for you. You'll find that even after graduating, those in power will give you a bit more leeway, letting you get away with far more than you really should. Just remember that there are some lines that you really shouldn't cross, that you won't be able to avoid the consequences of.

Silver Tongue and Gold Lies [400]: People tend to forget the power of the spoken word, that a conversation or two is enough to save someone or completely ruin their lives. With your persuasiveness, not only could you change the minds of all but the most stubborn individuals, but you're quite the bargainer, convincing others to give up better rewards after doing some favors for them. Sadly, some people just aren't willing to listen, even when you only want what's best for them.

A Rare Aptitude [600]: Magic is just like any other skill, there are those with more talent in certain areas than others, and then there are the freaks of nature like you. Your natural aptitude towards the arcane is mind boggling, perfectly casting a spell just after being taught it once. Even if starting five years after everyone else, you'll quickly reach their level and soon eclipse them in just under half a year. Should you actually push yourself, you'll soon overcome even grown adults that have been practicing their entire lives in the same amount of time.



Professor Perks

Discounts for Professor are 50% off, with the [100] perk being free.

Lesson Plans [100]: If you want to keep your job, you need to spend the majority of your time actually teaching these children. Even if you aren't the most powerful individual, nor even the most knowledgeable, when it comes to designing efficient lesson plans that pass on everything you know to your students. Even if it may take years, at least you can be sure that your students will know what they're doing.

Fascinating Lecture [200]: Be it some thinking that they know better than those older and more experienced, or just loving to sleep during class, all of your students will have no choice but to sit up and pay attention when you speak. When you do speak, especially when doing so to them specifically, they will actually listen, your words sticking with them long after the school year is over.

Respected Authority Figure [400]: Every student has their favorite teachers, trusted educators that they feel safe around. You may very well be one of the most beloved teachers in all of Hogwarts, finding it extremely easy to cultivate the trust of others in you, and having them confide their secrets and potentially dangerous actions to you. This isn't limited to just your students, or those under you, even if it is more effective with them, but rather anyone you may encounter.

Best In Your Field [600]: Hogwarts is often considered the greatest of the wizarding schools, and with instructors like yourself it's easy to see why it has such a reputation. Your understanding of one branch of the wizarding world is truly sublime, be it Charms, Herbology, Astrology, or History. Not only do you know more about your chosen subject than almost anyone else, you'll find yourself possessing a similar level of competency and knowledge within your chosen field, or the closest equivalent, in every setting you find yourself in.



Tradesman Perks

Discounts for Tradesman are 50% off, with the [100] perk being free.

Customer Service [100]: Though it may be overlooked by some, an essential part of running your own business involves making sure your customers keep coming back for more. With an attitude like yours, that certainly won't be very hard. Being an extremely personable individual, it's quite easy to get others to like you, even befriending them. It won't be long before everyone in the hamlet knows who you are, friend.

Discerning Gaze [200]: With the Highlands so littered with ancient tombs and forgotten secrets, it's very likely some enterprising adventurer will come to you with what they claim to be a valuable relic. You'll certainly be the judge of that, and an accurate one too. Figuring out the true monetary value of an object is as easy as looking at it, calculating how much you can get for something at a glance.

Supply and Demand [400]: If you want to make a profit, you'll need to make sure that your target audience actually has need of what it is you're selling. Thankfully, you are a talented individual, possessing a seemingly sixth sense for where certain products of yours would be more profitable, as well as for how long. Sure, a village in the middle of a drought would appreciate any food and water they can get, but they won't be needing acromantula traps nearly as much as the next village over.

Golden Touch [600]: Even with all the poachers and Loyalists running around, there's still some profit to be made if you are brave enough to venture out there and put in the work. Efforts of yours like this are often richly rewarded, far beyond what anybody would reasonably expect, with both money and profitable business ventures falling into your lap when you actually go looking for them. If you managed to get past the angry troll by the river, you'll find that it was guarding an abandoned silver mine still rich with ore, or an out of the way hamlet willing to let you open up a shop after a pleasant conversation with the town head.



Dark Wizard Perks

Discounts for Dark Wizard are 50% off, with the [100] perk being free.

Bad Company [100]: The vast majority of people would rather not have things devolve into violence, and for very good reasons. Unfortunately, there are those like you who are more than willing to take advantage of this. The way you carry yourself leads others to naturally fear you, making them more willing to comply with your demands. Of course, some people will only see a challenge, but that just means you can have some fun.

Dirty Secrets [200]: All it takes to keep people in line is to have a reason for them to listen to you, something more than being just another scary face. Be it bribing just the right people or finding some juicy secrets on a certain target that they'd rather never see the light of day, you're very talented when it comes to keeping people in line, in keeping them under your control.

Beyond the Ministry [400]: All of this would be completely worthless if the Ministry of Magic comes down on you and your operations, bringing in their highly trained Aurors that the average mook wouldn't stand a chance against. The solution to that is simple then; make sure they never find out. All of your operations and illegal actions are much more likely to be kept away from the attention of law enforcement. Even if that fails, you'll be sure to find a way to make it difficult for them to actually do anything about it.

Unforgivable Mastery [600]: When you've been pushed to the edges of Wizarding society, where countless magical beasts, hostile creatures and vigilantes are a constant threat, you need something to ensure you have the upper hand. Well, you have that edge, in the form of curses and dark magic. Your knowledge of the Dark Arts is second to none, capable of such feats as linking the lifeforce of all you strike, momentarily sharing damage across all of your targets, or even permanently crippling one's ability to use magic. Of course, this also comes with mastery of the Unforgivable Curses, those three most feared spells in the whole of the Wizarding World.



Gryffindor Perks

Discounts for Gryffindor are 50% off, with the [100] perk being free.

Brave at Heart [100]: Being brave does not mean one is without fear. Those who are brave act in spite of the fear they experience. As one of the students in Gryffindor, it does not matter if you feel yourself a coward, because those around you can see just how brave a soul you actually are. The air of bravery and confidence around you actually has an effect on others, inspiring them to be braver when in your presence.

Meddling Kid [200]: Why does it seem like no one is doing anything about Rookwood's hang of poachers and thugs? No one except a couple of school children at least, ones that are surprisingly effective, all things considered. Much like these brave children, you seem to find yourself a major thorn in your enemies' sides, seemingly showing up in the right place and at the right time to disrupt their operations. They may try to plan around you in the future, even sending thugs your way, but the damage has already been done.

Godric's Heart [400]: Love is a powerful thing, pushing us to be the best we can when those we care about depend on us. Which makes it all the more tragic when what we love is ripped away, a gaping wound in the heart that feels like it will never heal. But given time, slowly but surely, things will get better, the pain easier to work around, the knowledge that the deceased would never want to see you like this motivation to see you push forward. This grief, this pain is something you can push past, and help others in the path of healing as well. After all, sometimes people need a shoulder to cry on for their heart to heal.



Hufflepuff Perks

Discounts for Hufflepuff are 50% off, with the [100] perk being free.

Just and Loyal [100]: Everybody needs friends, especially ones they can relax around and be themselves for a bit. Perhaps one such friend could be found in you, considering the calming presence you appear to possess, one that other people and even beasts are affected by. Why waste time being angry at one another or stewing in one's anxiety when you could instead spend time with those you enjoy?

Shoulder To Lean On [200]: It takes a special kind of person to get others to share parts of themselves, to allow themselves to be vulnerable. This is the exact kind of person you are, one that others seem to instinctively trust. You'll find that others are more willing to open up to you, sharing their dreams and fears, their hopes for the future and woes of the past. After all, if they can't trust a trusted friend to support them, who would they share these with?

Helga's Dedication [400]: Some may look down upon the House of the badger, but they would be foolish. After all, one need only look towards you to see the values of loyalty and hard work truly shine. When you stick to your principles, do things the hard way and continue on even when it would be wise to do so otherwise, you will find your efforts rewarded despite what obstacles were placed in your path. Your dedication to the difficult path will also inspire others to do the same, to follow in your example and face life's myriad of challenges one step at a time.



Ravenclaw Perks

Discounts for Ravenclaw are 50% off, with the [100] perk being free.

Wit Beyond Measure [100]: When it comes to academics, you won't find many better than those of House Ravenclaw. As a member of this House, it should be fairly obvious that even if you act like a know-it-all, there's a very real chance that you actually do know what you're talking about. This air of academic excellence you possess will encourage others to more likely take your word at face value, so long as you have the confidence to back it up.

Mind Games [200]: Just as Quidditch players must practice on their brooms in order to be in peak condition, the mind must also have stimulation in order to keep from stagnating. The easiest way to do this would be through puzzles and riddles, of which you are a natural at. What may stump others would take moments for you to work out, so long as you have even the slightest hint as to the mechanics of the mental challenge placed before you.

Rowena's Wisdom [400]: Though intelligence is highly regarded within any educational institution, being smart is not the same as being wise. Your insight to the world around you makes you appear experienced beyond your years, seeing new paths that others would be blind to follow, new solutions to problems that defy all odds. It helps that you're able to frame your viewpoints in such a way that others will have a hard time disagreeing with you, as all but the most stubborn or unstable can't help but see the logic in your words.



Slytherin Perks

Discounts for Slytherin are 50% off, with the [100] perk being free.

Great Cunning [100]: The true mark of being the most cunning and ruthless amongst a whole House full of them is not in how often your schemes actually play out, but in how easily you can get away with it. You'll find it surprisingly easy to convince others to give you the benefit of the doubt, or even make excuses for you when you're found out. Some people might not trust you simply on principle, but more than enough will.

Parseltongue [200]: A rare ability attributed to those related to Salazar Slytherin's bloodline, as well as practitioners of the Dark Arts. Capable of speaking the language of serpents, not only can you talk to and understand them as though they were your fellow man, and vice versa, but you can force your will upon them, commanding them to do your bidding. Those of truly exceptional strength may even control the mighty basilisk, though good luck finding or making one without the Ministry knowing.

Salazar's Ambition [400]: You have looked around at the wizarding world and have come to a conclusion; others are content to remain comfortable, too accepting of their place in life. Yet is magic not about looking at the world and deciding it isn't good enough? That one could change it with the right dedication and power? You'ff come to find that when it comes to plots and schemes, of figuring out how best you might achieve a goal with the resources at hand, there are few who could match you. Even manipulating others into following your lead, to play their intended parts even while not knowing all the details, is something you're a deft hand at.



Items

All Origins receive an additional **[300]** *to spend in this section only. You may discount one item from each price tier, with discounted* **[50]** *and* **[100]** *items becoming free. You may freely import any related items you own at your discretion.*

School Supplies [Free]: Even if your luggage was eaten by a wayward dragon, that's still no excuse to attend school unprepared. Not only will you be given a school uniform and a set of robes, but you'll also be receiving your very own wand. Regardless of whether you picked out each and every facet of your wand, or left its composition up to chance, you'll be able to cast magic from it without issue.

Arcane Aesthetics [50]: This is a world that has captured the hearts and minds of countless people, both magical and muggle. If you want to bring with you the feeling of magic, then you can apply this not only to your Warehouse, but any property you own. Paintings and pictures will move and react in their portraits, the statues stick their tongues out at passersby, and all of it gives off a feeling of wonder and enchantment.

Galleon Pouch [50]: If you're ever headed down to Hogsmeade, you'll be needing enough to actually purchase a mug of butterbeer, or that fancy new robe in the store window. If you want to afford these luxury goods, or maybe finance your personal crusade against the poachers, you'll be needing these weekly payments of five hundred galleons.

Material Refiner [50]: Unlike the rock known to Muggles, moonstone is a special kind of crystal that works well with transfiguration, taking on the shape and qualities the spell caster wants and staying that way, be it as a decorative statue or luxurious furniture. This ensures that you'll never run out of this precious material, producing twenty moonstone crystals a week and storing it for you to use later.

Potion Supplies [50]: If you wish to practice the most precise and delicate art of potion crafting, you'll find it difficult if, while in other lands, you have no access to potion ingredients you've learned about in Hogwarts. Now you'll never have to worry about that happening to you, as from now on you'll be receiving a shipment containing ten of each ingredient you may run across in the Highlands.

Stargazer [50]: This fancy telescope looks almost brand new, made with goblin cut glass and first-rate optical enchantments. It's perfect for viewing the moon and the stars and anything else one might find in the night sky. Now you'll be able to clearly see what it is that has captivated humanity for countless ages.

Transmogrified Outfit [50]: Even if there is a sort of school uniform one must stay within the bounds of while on the campus, that doesn't mean there aren't those with a bit of their own style. Less of an actual outfit, this transmogrification charm will automatically apply itself to your current apparel with no loss in effectiveness or protective capability, making it look however you want.

Broomstick [100]: The most popular mode of transportation in all of Magical Britain, it's almost a necessity to own your own flying broom. The many enchantments placed on it actually make it fairly comfortable to fly for long periods of time, and can reach speeds of up to sixty kilometers per hour.

Enchanted Tent [100]: For the wanderers of the roads, those adventurous souls trekking far from civilization, or those hiding away from proper society in the middle of the woods. What may seem like a fairly colorful tent that, once placed on the ground and sets itself up, is much larger on the inside. This one has enough space in it to comfortably hold thirty people, along with all the furniture and supplies needed.

Field Guide [100]: A book owned by the British Ministry of Magic, it was bewitched to help young witches and wizards advance in their studies faster than usual if they fell behind. Imbued with the power to look out into the world and help the one using it to discover different opportunities to learn and grow, it filled itself out with new pages as the user learns new things.

Magical Beast Care [100]: It can be a bit daunting, keeping track of all the various dietary requirements of the many fantastical beasts to be found here. Should you wish to simplify the process, then these will be most useful. A never ending supply of delicious pellets that change to possess all the required nutrients for any given beast or animal it's fed to, even the more exotic kinds, coming in the forms of a handheld sack as well as a large trough. With this also comes an enchanted brush, one that can take care of the grooming and cleaning of any given creature with just a swish of your wand.

Potion Recipes [100]: The art of potion brewing is a deceptively complex thing, as even a single mistake with how one stirs could lead to an elixir either rendered ineffective or positively explosive. As such, it would be best to have these tomes, filled with all manner of recipes for potions that can be found here. Of course, included are possible alternatives, should you find yourself lacking access to many of the reagents found in the Wizarding World.

Spellwork Scrolls [100]: Transfiguration can be quite a tricky subject, especially if you desire your changes to become permanent fixtures. This collection of scrolls will assist you in making sure you can craft a wide array of decorative and structural objects, ones that can be made permanent through either utilizing moonstone crystals or with extreme magical effort on your part. From phoenix statues to stone walls to

Enchanted Loom [200]: There is a fine line between looking good and wearing practical clothing. With your purchase of this loom, you'll never have to give up one for the other. Utilizing materials taken from magical beasts, it's possible for you to apply magical effects to clothes, as well as enhancing their pre-existing qualities far beyond what they would normally be.

Floo Network [200]: An extremely convenient form of travel, you will find that your Warehouse now possesses its own Floo Flame Network. With at least one of these flames appearing in every major location of a given area, as well as a number of minor ones, you just need to locate them before being able to directly appear at a given flame. A great way of cutting down travel time, especially if you're in a rush.

Identification Station [200]: Not every enchanted scarf or magical boot will be obvious in what it can do, and in some cases could even be very dangerous for the wearer. To help avert any issues before they pop up, this enchanted desk will allow you to determine the quality and arcane properties of any item you bring to it. An especially helpful tool if you find yourself heavy with loot with nary a clue of what they are.

Magical School Books [200]: It may not be the sum total of all knowledge that can be found in the Wizarding World, but it's more than enough to have a good grasp of the foundations. This rather large bookshelf is absolutely filled with all of the books and tomes required for the full Hogwarts educational experience, from years first through seventh. An especially useful thing to have if you've managed to skip a few years.

Nab-sack [200]: A safe and humane way of collecting fantastic beasts and storing them for later relocation, this charmed bag is essential for any dedicated to the protection of beasts. It is capable of sucking in animals and beasts of all kinds, even those as large as a graphorn, and holding them in stasis for an extended period of time.

Pensieve [200]: A stone basin filled with an ethereal silvery liquid, this very rare and powerful magical device is used to store and review memories. While reviewing these memories, it will feel as if you're reliving them, experiencing everything the original felt, though without any autonomy on your part. Additionally, this will come with a scroll detailing how to extract the memories of others.

Cloak of Invisibility [400]: As though pulled straight from a storybook, this silvery traveling cloak may seem plain, but that belies its true nature. Said to have been granted to Ignotus Peverell by Death itself, it offers the user unparalleled levels of stealth. Unlike other such objects, the strength of its enchantments do not fade over time, giving constant and impenetrable concealment, no matter what spells are cast at it. The only way to find one hiding under this cloak would be to physically interact with them, if you'd let them that is.

Elder Wand [400]: As though pulled straight from a storybook, this wand of elder wood and a thestral hair has a long and bloody history. Said to be granted to Antioch Peverell by Death itself, this is easily the most powerful want to have ever existed. Though it will vastly improve the potency of any spells you cast, that is not everything. Should there even be a chance you can cast a spell successfully, it will work exactly as you intended it to. If you can't, then nothing happens. Its loyalty to you shall never be in question, never faltering no matter who may defeat you, should it ever happen.

Hogsmeade Shop [400]: Seeing as the wizarding world never experienced its own equivalent of the Industrial Revolution, many of the goods found here are more akin to artisanal works than mass produced products. If you wish to follow in their example, you can’t get any better than this humble shop. With a cozy home in the upper loft, it’s designed however you like, though it will follow a general theme depending on what it is you wish to produce and sell here. Still, it’s a constant source of revenue even if you were to ignore it, making it the perfect way to finance your many adventures.

Resurrection Stone [400]: As though pulled straight from a storybook, this eight sided black stone may as well be a cruel jest from the reaper. Said to be granted to Cadmus Peverell by Death itself, this artifact has the ability to conjure spirits of the deceased for a time. These summoned shades are more physically solid than a ghost but less so than a living body, and extended periods of being summoned causes the spirits some amount of displeasure. Be it to spend time with loved ones long gone, or learning from revered ancients, do not forget to devote time to the living.

Silver Collar [400]: Countless witches and wizards sought to tame the mighty dragon, resorting to all manner of charms and curses to subjugate those magical beasts. How fitting then, that this creation of those looked down on by wizard kind is capable of doing what they could not. Crafted from goblin-wrought silver, this collar will allow you to gain full control over any animal or magical beast, automatically adjusting in size to better fit the creature in question. Be warned, as if the collar is removed or broken, they might not be all too happy with your treatment of them.

Vivarium [400]: What kind of monster would force such fantastic beasts into cramped, iron cages? You are no such scoundrel, and actually wish to make the lives of those beasts under your protection actually comfortable. Capable of shrinking down to a handheld version, and far larger on the inside, it will simulate any known environment you desire. It can comfortably hold up to twelve beasts, and magically keeps them from potentially harming one another. Wouldn't want your kneazle eating all of the diricawls now, would you?

Animated Sentinels [600]: A series of finely wrought metal statues, you would be forgiven for thinking they are only present for decoration. No, these are fully animated and highly dangerous, as even a single one of these can prove deadly to the unprepared wizard. You will find them scattered about your properties, their only directive being to protect what is yours from all invaders, and will even notice more being added as your holdings continue to expand.

Battle Arena [600]: For those who like a challenge, this enchanted statue depicting a mysterious robed figure will lead the way to an arcane arena like few others. Capable of creating lifelike simulacrums of any enemy you've previously faced, you can challenge them again and again, keeping your skills sharp as ever. Should it prove too much for you, however, death will be of no consequence, as you'll find yourself waking up in front of the statue, none the worse for wear.

Inferi Artifact [600]: An object of Dark Magic dating back to the first millennium, it is fit only for those of a darker nature or the truly desperate. Through it, one will find their talents of necromancy skyrocketing, capable of summoning inferi from seemingly nothing. Indeed, it can be used to control any form of undead, though those with a mind and will of their own will prove resistant to its authority. Additionally, should you offer up a proper sacrifice, it could be used to heal those afflicted with Dark Magic.

Magical Repository [600]: Crafted of the finest goblin silver and enchanted with the best of wizarding magics, this massive orb was a leftover of Professor Isidora Morganach's quest to harness Ancient Magic to put an end to all human suffering. It can be used to store an almost infinite amount of magical energy of all types for later use, be it to power a number of ancient wards or strengthening a being to unbelievable heights. It starts off empty, but you'll surely make sure it doesn't stay that way.

Quill and Book [600]: Created by the founders of Hogwarts, The Quill of Acceptance and Book of Admittance are how the facility located and enrolls prospective witches and wizards from all across the isles. Recording the name of every prospective Hogwarts student the moment they first show signs of magic, these will allow you to find those up to the age of seventeen who have some level of magical ability. Of course, you'll have to actually go and recruit them, should you wish to educate them yourself.

Room of Requirement [600]: This unassuming key may not seem like much, but it is what it unlocks that is truly special. By inserting it into any lock, it will open up to reveal this magical room, capable of changing itself to better suit your needs. Be it making itself larger or altering its decorations, you need only focus on what you desire before the room makes it so. Additionally, a side room connected to the main will be filled with a wide array of lost and discarded things, with occasional searches revealing the occasional treasure or artifact of some moderate renown based on the area where you opened the original door.

Magic Castle [800, No Discount]: A grand and towering structure, every bit the equal of Hogwarts itself. With ancient magic and the very best charms and enchantments being used in its construction, this castle is capable of housing over a thousand people quite easily, with a constantly replenishing kitchen run by a small army of house elves, should you wish to retain their services. Due to the protections weaved into its very foundations, to the point where one could not disapparate onto the grounds without your approval. Similarly, muggles you don't allow onto the premises will be unable to even see the structure in the first place. And every once in a while you'll come across a new secret path or hidden area, just waiting to be explored. Sometimes, it feels like the castle is less a building and more a living thing



Companions

Friendly Classmates [50/100/200]: School life would be positively dull without any classmates to commiserate with. As such, you may import or create 1, 4, or 8 companions respectively into an origin of their choice. Each companion receives 800 cp to spend on perks and items. This could alternatively be used to ensure that canon characters join you.

Class of Jumper [300]: Perhaps you'd like to fill out this year's classes, or give some of your friends the same opportunity to enjoy this magical world? If so, you may import as many companions as you want into an origin of their choice. Each companion receives 800 cp to spend on perks and items.

Flying Mount [Optionally Free]: It appears as though you have befriended one of two magical creatures. A hippogriff is a majestic beast with the front half of an eagle and the back half of a horse, while a thestral is a haunting, winged equine beast only visible to those who have seen death. Regardless of which one you've chosen, they will be incredibly loyal to you and will allow you to ride them whenever you desire.

Fervent Flame [50, Free Gryffindor]: With a penchant for fire magic to go alongside her crimson hair, this young witch is driven almost exclusively by passion. To do what she wants, spend time with those she feels are fun, and damning all the consequences. Most importantly, she likes to inflame the passions of others, to push them to be the best selves they can.

Perfume Crafter [50, Free Hufflepuff]: Originating from a long line famous for their potions, this young blonde proudly continues this trend, though not in the same way. While she'd be fine making wiggenweld or invisibility potions, she much prefers to sell perfumes to students in order to fund her experiments. She would be willing to give you a discount in exchange for a few favors, though.

Snowy Wind [50, Free Ravenclaw]: Most wouldn't assume this unemotive girl could easily take on a poacher hideout and enraged trolls by her lonesome, but a hard life under an abusive uncle pushed her to be more effective than most aurors before even attending Hogwarts. While she'd be more happy with her nose in a book, just give the word and she'll be fighting alongside you in the blink of an eye.

Brass Wizard [50, Free Slytherin]: The son of a high ranking Auror, this young man has grown to enjoy the finer things in life. Dramatic flourishes in his spellcasting, beautiful women to spend time with, and a spell that conjures animated brass armors to defend him from threats. Despite his foppish demeanor, he is quite willing to go above and beyond for those who he considers friends.

Phoenix [100]: The Phoenix is an elegant, rare bird that possesses powerful magic. It is reborn from its ashes after bursting into flames, and its tears can heal even the fatal venom of a basilisk. The loyalty of the phoenix is hard won, yet something you've managed to accomplish. More than willing to part with its tears or feathers, this mythical bird will be a true companion through the ages.

Witch of Zero [100]: Having thought herself to be devoid of magic all her life despite hailing from a family renowned for their powerful witches and wizards, this late bloomer is most eager to catch up on everything she's missed out on. Strangely, she's noticed some strange traces of an unknown magic only she has been able to see, and would appreciate any help to unravel why that is.

Dragon [200]: No creature best exemplifies the concept of power quite like a dragon, and there have been no small number of witches and wizards who thought they could control one. You may now count yourself among the few who succeeded, and have managed to tame a dragon of your very own. The exact species is for you to decide, but know that this one is extremely loyal to you, and as well trained as a hound.



Scenarios

Seeker of Ancient Knowledge

[Requires Ancient Magic]

A late bloomer to the wizarding world, you have only recently learned that you are capable of utilizing magic. As such, though you may have been accepted as a fifth-year student at Hogwarts, you'll have a lot of catching up to do if you wish to reach a similar level as your peers. Sadly, events seem to make it unlikely that you could dedicate your time to your studies, as a surprise dragon and mysterious portkey will drag you into a centuries old conspiracy as well as the ongoing Goblin Rebellion. Through exploring your gift and completing the trials in your path, you may uncover the true legacy of those who came before you.

Rewards:

Throughout your journey, you will have been made a member of an ancient order dating back nearly four hundred years ago. As a **Keeper of Knowledge**, it's only natural that you acquire and safeguard magical and arcane knowledge of all stripes, a task that's incredibly easy for you seeing as they're drawn to you like a moth to flames. Stumbling upon forgotten caches of spell books, discovering a hidden grimoire in a cave, even someone teaching you forbidden spells after a few errands isn't that uncommon for you.

Over the course of your year at Hogwarts, you will come to collect all of the pieces that make up this **Legendary Armor**, dating back to days before even the castle was created. It is imbued with a number of arcane protections, reducing physical and arcane threats to a fraction of what they could have been. This is especially useful against curses, with weaker ones having no effect whatsoever. Of course, there is one exception capable of bypassing these defenses…

During one of your last trials, you would have been tasked with defeating and taming a mighty graphorn known as the **Lord of the Shore**. As you no doubt are aware, this beast boasts impressive physical power, capable of charging through massive boulders or stone walls without slowing down, and is highly resistant to magic.



Educational Field Trip

[Requires Field Guide]

It seems like the Field Guide you received decided you need to actually work for its knowledge, rather than having it handed to you on a silver platter. Scattering all across the Highlands, you will need to locate and retrieve almost two hundred and fifty pages in order to restore the guide. Some of these pages are floating about on the streets of Hogsmeade, some are hidden amongst the various hamlets, while others are hidden behind small puzzles dotted in the castle.

Rewards:

After who knows how many days of running around, countless castings of *Revelio*, desperately looking for these elusive scraps of paper, you've finally managed to get them all. Though you may never want to be a **Page Finder** again, you've learned quite a lot from this trial. You've grown to be extremely perceptive, finding hidden items and noticing little details with incredible ease.

Of course, there was a reason why your Field Guide had you do this. Through your efforts, it has been upgraded to the **Enhanced Field Guide**, and is now more than ready to help you far beyond the bounds of Hogwarts and the Highlands. From here on out, not only will it create highly accurate and constantly updating maps of any location or worlds you end up visiting, but it gives you an insight into their history and any notable figures as well. And of course, the Field Guide itself never seems to visibly grow or increase in weight, no matter how many pages are added to it.



Drawbacks

Legacy of Magic [+0]: However your story plays out, you would not desire for it to be forgotten by the next time you visit the wizarding world, would you? By taking this option, any future visits to the wizarding world will remember the events that have transpired here, the possibility of the future changing drastically depending on your actions and their repercussions.

Early Graduation [+0]: It's certainly been an exciting year, one filled with its ups and downs. Still, if you're that eager to end your education early, then we can hardly stop you. Should you so desire it, you can end your time here after the school year has come to a close, or sometime during the summer if you still have a few activities you want to finish before moving on.

Family Feud [+100]: Family is important, especially in the Wizarding World, where some focus more on blood purity than actual magical talent. And yet family can be a hindrance, an obstacle in the way of the life you want for yourself. It seems that you now have quite the aggravating family member that you can't help but clash with, made all the worse with how often the two of you seem to interact.

Happy To Help [+100]: They say that kindness is a virtue, but it's just as important to place yourself above others every once in a while, just to see that you don't collapse from giving of yourself too often. Yet you cannot help but accept the requests of others, should they be within your abilities to do so even when you really shouldn't.

Pet Peeves [+100]: Haunting the halls of Hogwarts is a rather infamous poltergeist known as Peeves, known for his pranks and all around annoying behavior. Sadly, it seems like this amortal annoyance has made you into one of his favorite targets, always keeping an eye out for how best to prank you, or generally ruin your day.

Dangerous Attention [+200]: Well you've certainly caught the attention of the wrong crowd. From here on out, you will find yourself targeted by dark wizards and goblin revolutionaries alike for reasons unknown to you. Thankfully they're smart enough to not rush a place as fortified as Hogwarts just to get to you, but it's only a matter of time until you have to leave the grounds.

Forgot To Study [+200]: The story of this world is one of the most famous, and even now there are hints of what's to come in a century. This knowledge of the future and wider world are completely unknown to you, all knowledge of the series has been removed from your mind, leaving you as clueless as the average witch or wizard, and whatever you may have personally experienced.

School Grounds [+200]: The world is so much wider than just what can be found here. All around the world are various magical communities, each with their own rich history, arcane traditions, and fantastic beasts. Sadly, it seems like you will be stuck within the bounds of the Highlands for the foreseeable future. With maybe the exceptional daytrip, you're going to get very familiar with the local area.

Haunted Shop [+300]: In Hogsmeade, there is a certain shop that cannot keep an owner for longer than a month, and everybody wonders why. Much to your misfortune, you know exactly why. You have been sucked into Fastidio's enchanted chest, and have been trapped in his labyrinth. This ordinarily wouldn't be too bad, except the poltergeist has become more vicious and cruel, looking to kill rather than prank.

Painful Curse [+300]: You don't quite remember how, but a dark wizard placed a curse on you, and a vile one at that. With every move, pain shoots up your body, the more strenuous the action the worse the pain. Moving from place to place will be enough of a challenge as is, let alone if you were to cast spells. Sadly, there seems to be no cure to this affliction, be it the healers at St Mungos, or dark artifacts.

Squib [+300]: Though it is rare, there are those born into magical families that possess no magic of their own, no better than a Muggle. While you may not share the same fate, you'll experience something similar, as all of your outside powers and abilities are stripped from you, leaving you with only your Body-Mod, mundane skills, whatever you purchased here, and anything else you might have gained in the Harry Potter setting.



Ending

Stay: The Wizarding World is as wondrous as it is dangerous, a perfect place for you.

Go Home: The school year has ended, and so it's time to return home.

Continue: Take all that you've learnt, and face the countless possibilities before you.

Notes:

-**[A Rare Attribute]** is essentially a skill learning booster when it comes to anything related to magic, regardless of the system. **[Best In Your Field]** meanwhile is a flat skill enhancement, while also giving you a wide array of spells should your field be a branch of magic.

-The **[Elder Wand]** works on a ‘do or do not’ logic. It's either you cast the spell successfully with the intended results, or nothing happens, no middle ground.

-The **[Animated Sentinels]** consist of all the pensieve guardians, sentries, sentinels, and protectors found in the game.

-By default, the **[Room of Requirement]** will be incorporated directly into your Warehouse

-Companions are based on Kirche Zerbst, Montmorency de Montmorency, Charlotte “Tabitha” de Gallia, Guiche Chevalier de Gramont, and Louise de La Vallière.

-Taking the **[Seeker of Ancient Knowledge]** scenario will lock your age to 15.

-**[Legendary Armor]** will offer no protection against the Killing Curse

-When in doubt, fanwank.

-Have the day that you deserve~