Slytherin Jump

Text-Only version 1.1 by Sillywickedwitch

Oh you may not think I'm pretty,
But don't judge on what you see,
I'll eat myself if you can find
A smarter hat than me.

You can keep your bowlers black,
Your top hats sleek and tall,
For I'm the Hogwarts Sorting Hat
And I can cap them all.

There's nothing hidden in your head
The Sorting Hat can't see,
So try me on and I will tell you
Where you ought to be.

You might belong in Gryffindor,
Where dwell the brave at heart,
Their daring, nerve, and chivalry
Set Gryffindors apart;

You might belong in Hufflepuff,
Where they are just and loyal,
Those patient Hufflepuffs are true
And unafraid of toil;

Or yet in wise old Ravenclaw,
if you've a ready mind,
Where those of wit and learning,
Will always find their kind;

Or perhaps in Slytherin
You'll make your real friends,
Those cunning folks use any means
To achieve their ends.

So put me on! Don't be afraid!
And don't get in a flap!
You're in safe hands (though I have none)
For I'm a Thinking Cap!

—The Sorting Hat, September 1st of 1991.

The Sorting Hat awards you a place in Slytherin House, as well as **1000 Choice Points [CP]** to do with as you see fit.

Time Period

You are free to choose any of the time periods below to start your adventure. However, if you choose to roll a **1d8** to determine your time period you will gain a **[50 CP]** stipend to use in the Serpents section.

Whether you start your time here as a Drop-In or as someone with a life already lived, complete with the accompanying memories, acquaintances, properties, and so on and so forth, is up to you. You are free to choose both your sex and age, but you must be at least 11 years old.

1. **The Founding**

You start the Jump around 990 A.D. The exact date is up to you, but either way you'll be witness to the founding of Hogwarts School of Witchcraft and Wizardry. With your presence here, perhaps Hogwarts will end up with a fifth founder and a fifth house? That would certainly be an interesting journey. Your starting location is set to what would in the future be the site of Hogsmeade Station.

2. **Arthurian Times**

A time period famous even amongst muggles, this is when you'll find the legendary King Arthur, the Once and Future King ruling the British Isles. With Merlin and the Knights of the Round Table at Arthur's side, surely a time of great adventures awaits all who choose to start here. Your starting location is set to either Hogwarts Castle or Camelot, your choice.

3. **Hogwarts Legacy**

Taking place in the 1890s, you start just as a new student possessing the power to control a mysterious ancient magic arrives at Hogwarts. It should be noted that during this time, a goblin rebellion is underway, led by Ranrok. It is their aim to overthrow Wizardingkind as the dominant race of the Magical World. They've allied with the most powerful wizarding criminal of the time, Victor Rookwood, and his gang of Dark Wizards. No doubt a tumultuous but exciting time awaits you if you decide to start here. Your starting location is set to either Hogwarts Castle, the village of Feldcroft, or Diagon Alley.

4. **Fantastic Beasts**

You enter this world at the same time as Newton Scamander enters New York City with a suitcase full of wondrous magical creatures in December of 1926. Rumour has it that the Dark Wizard Grindelwald intends to start a war with the aim of overthrowing the International Statute of Wizarding Secrecy. Without your appearance here and now, things would escalate into a Global Wizarding War that wouldn't end until Albus Dumbledore defeats Gellert Grindelwald in 1945, but perhaps your presence can turn the tide earlier, or even stop the war from beginning in the first place? Your starting location is set to either Hogwarts Castle or New York City.

5. **Young Riddle**

It is September 1st, 1938, and today is the day that Tom Marvolo Riddle starts at Hogwarts. Start your adventure in this time period and you might just prevent the rise of Lord Voldemort and his reign of terror. Whether you do so by killing the young Riddle or by guiding him towards a better path is of course up to you. Your starting location is set to either Hogwarts Castle or King's Cross station.

6. **Voldemort's Rise**

You begin this Jump when Tom Marvolo Riddle resigns from his job at Borgin and Burkes in 1949. Having already fully embraced his legacy as a Dark Wizard and descendant of slytherin, Riddle, or Lord Voldemort as he'll soon be known as, will at this point in time already have created one or more horcruxes, artefacts of the darkest kind. If you wish to join him in his crusade, this would be the ideal time period to start. Your starting location is set to either Hogwarts Castle or Knockturn Alley.

7. **Slytherin Prince**

We are once again starting on September 1st, but this time we do so in 1971. Today is the day a certain half-blood Prince will first attend Hogwarts, along with his muggleborn friend. Interestingly enough Hogwarts has a new addition this year: A newly-planted Whomping Willow. Once again, your starting location is set to either Hogwarts Castle or King's Cross station.

8. **Philosopher's Stone**

It's 1991, and young Harry James Potter has just returned from a visit to the zoo, where he spoke to a snake and his cousin, Dudley, ended up trapped in the snake's terrarium. A letter will soon arrive for Harry that will set in motion his journey at Hogwarts School of Witchcraft and Wizardry. If you'd like to join him in that journey, this would be the perfect place to start. Your starting location is set to either Hogwarts Castle, Diagon Alley, or Little Whinging, Surrey.

Perks

Since there are no traditional Origins in this Jump, you instead gain a 50% discount on a single perk of your choice of each tier. As usual, the discounted **[100 CP]** perk becomes **[Free]** instead.

Yer a Wizard, Jumper [Free]
Congratulations, Jumper! You're now a Wizard, or Witch if you're female. This means you have access to the same magical abilities as other members of wizarding kind in this world. Barring other perks, you can expect to end up a wizard or witch of middling talent, you're not a terrible spellcaster but you're still a ways away from standing amongst the greats like Salazar Slytherin, Merlin, Albus Dumbledore, and others at their level.

Cunning Linguist [100 CP]
Many forbidden tomes of the Dark Arts are written in languages other than English. This could be slightly problematic if you're trying to learn about the book's contents but can't read the language it's written in. How very fortunate then that you've got quite a mind for languages. Not only do you now know three new languages of your choice, but you also pick up other languages twice as fast as before.

Some Determination Required [100 CP]
The Dark Arts can grant a Dark Wizard or Witch many wondrous but terrible abilities. However, to acquire some of those abilities may require one to go through with monstrous acts. Is it any surprise then that you are determined enough to go through with your plans, no matter what the cost might be so long as you desire the end result enough? In addition, you are able to switch off your morality, for when you have no choice but to go through with those aforementioned acts that you wouldn't be able to stomach otherwise. You can switch your morality back on at any time, and are even able to choose a predetermined time to automatically switch it back on in advance.

Jumper's Pride [100 CP]
Yer prideful, Jumper. But that's not always a bad thing. In this case, it could be said to be a good thing even. For most people, the presence of a Dementor is a terrible thing, a dark and cold presence that saps all the joy and happiness from life. For you, this will still be the case, but much less so than for other people. The sheer pride you have in your own abilities makes it so that the effects of a Dementor's presence will simply slide right off, at least for a few minutes. Any longer than that, and you're just as vulnerable. Pride comes before the fall, after all. But those few minutes this grants you could make all the difference in the world, and that's all you really need, isn't it?

Manners Maketh Man [100 CP]
What sort of self-respecting Slytherin would you be if you didn't even know how to act in polite society? You'd be the disgrace of your House. It's a good thing that you've had etiquette lessons hammered into you from a young age, and thus know how to treat everyone according to their station no matter what situation you may find yourself in.

A Certain Disregard for the Rules [200 CP]
One of the many qualities that Lord Voldemort, one of the last few descendants of Slytherin, prizes is a certain disregard for the rules. Whether you share that quality or not doesn't

really matter. What does matter however is that, should you choose to disregard the rules for whatever reason, people are more likely to forgive you for any such transgressions. Naturally, they will not assign any punishment either, at most you might get a slap on the wrist.

Everyday I'm Slytherin' [200 CP]
What greater way to honour Salazar Slytherin is there than to take the form of a snake? Why, it would seem that's precisely what you did. You've become an animagus, a witch or wizard who can transform themselves into an animal (and back again — important, that!). More specifically, you are a snake animagus. You may choose a single one of the available non-magical serpents in the Serpents section as your animagus form.

From the Mouth of Serpents [200 CP]
Parseltongue is the language of all serpents, and those witches and wizards who can speak it are known as parselmouths. One of the most famous parselmouths in history is of course none other than Salazar Slytherin, and his descendants have inherited this gift as well. Are you one of his descendants, by any chance? It would certainly explain how you can speak this magical language. Well, whatever the case may be, one thing is for sure. Yer a parselmouth, Jumper. And a thumpin' good one, I'd wager. As a parselmouth you can both understand and speak to serpents of all kinds, and are even able to influence them to a certain extent.

Professor Slytherin [200 CP]
What's the point of opening a school if you've got no teaching skills or, Merlin forbid, skills to teach to others! It's a good thing the founders of Hogwarts weren't lacking when it came to both. Whilst this perk does not grant you any skills you could teach to other people, it does grant you the teaching skills required to actually teach whatever skills you do have to them. Certainly, any student of yours would quickly come to understand whatever it is you're teaching, in far less time than they normally would. And just as the student learns from the teacher, so can the teacher learn from the student, thus you're now capable of learning things at an accelerated rate when you're being taught by those you've taught before.

Maker of Fine Wands since 1997 A.D. [400 CP]
Salazar Slytherin was one of the few wizards who owned a wand of his own making. Wandmaking is still to this day considered a complex and mysterious branch of magic, it is no wonder then that someone as great as Salazar Slytherin was talented enough to craft his own wand. And it would seem you followed in his footsteps, having drunk from the well that is wandlore. Though you don't start off at the same prodigious level of skill as some of the greatest wandmakers such as Garrick Ollivander or Mykew Gregorovitch, you are at the very least equal to Salazar in skill.

Magical Architect [400 CP]
Located within a valley in the Scottish Highlands lies a castle I'm sure you're very familiar with. I'm speaking of Hogwarts Castle, of course. Designed and built during the Early Middle Ages by the four founders as well as a wizard known only as the Architect of Hogwarts, it is this very castle which is the home of one of the finest wizarding schools in the world. Ever since the death of the Architect of Hogwarts, no other magical architect has risen to his level. At least, not until now. You are the equal of the Architect of Hogwarts in every way, at

least when it comes to the planning, designing, building, and enchanting of buildings and other kinds of infrastructure.

Legilimency [400 CP]
The mind is not a book, to be opened at will and examined at leisure. Thoughts are not etched on the inside of skulls, to be perused by any invader. The mind is a complex and many-layered thing. Or at least, most minds are. It is true however, that those who've mastered legilimency are able, under certain conditions, to delve into the minds of their victims and to interpret their findings correctly. And as it happens you are now one such master, fully capable of the art of legilimency. Your mastery of legilimency also means you've got a small measure of both experience and talent when it comes to the opposite art, occlumency. Though you are for now only capable of the very basics of this defensive mental art, your sheer amount of experience with legilimency means you'll find it much easier to hone your occlumency talents to the same level of mastery, progressing thrice as fast as most other wizards and witches.

Potioneer Extraordinaire [400 CP]
As Professor Severus Snape once said "I can teach you how to bottle fame, brew glory, and even stopper death — if you aren't as big a bunch of dunderheads as I usually have to teach." Luckily, it would seem you are not as big of a dunderhead, at least not when it comes to the brewing of potions. In fact, you'd be talented enough to easily achieve an Outstanding result on your potions O.W.L. and N.E.W.T. exams.

Hogwarts Educated [400/600 CP]
Oh, pardon me. It seems someone made a mistake somewhere. You're not a Hogwarts student at all but a Hogwarts alumnus. And it seems you've graduated with "Exceeds Expectations" in all seven core subjects as well two elective subjects of your choice? Well done, Jumper. Well done indeed.

Optionally, you choose to pay an additional 200 CP (for a total of 600 CP before any discounts are applied) which means you've graduated with "Outstanding" in all core subjects and your two elective subjects of choice instead.

Healer of Great Renown [600 CP]
Serpents, and the mighty basilisk in particular, are associated with the Dark Arts, this is true. However, serpents are also associated with the opposite: healing magic and medicine. As a proud member of Slytherin House and all it stands for, is it then any wonder that your skill with healing magic of all kinds is good enough that you'd be hired on the spot if you walked into St Mungo's Hospital for Magical Maladies and Injuries and demanded a job as a Healer?

Breeder of Serpents [600 CP]
It was the ancient Greek dark wizard Herpo the Foul who first created the basilisk, after much experimentation and failed attempts. The knowledge of how to create these mighty serpents is now yours, but your skill at serpent breeding does not stop there. Indeed, you're quite skilled and knowledgeable when it comes to breeding any kind of serpent, be they magical or not. Naturally this also extends on how to care for them in general, it would not do to finally breed your own basilisk only to then have it die in a fiery inferno because you

mistakenly believed a basilisk to be fireproof, for example. That would just be embarrassing, wouldn't it?

Master of the Darkest Arts [600 CP]
The Dark Arts are many, varied, ever-changing, and eternal. They are likened to a many-headed monster which, each time a neck is severed, sprouts a head even fiercer and cleverer than before. As one of the more notable practitioners Salazar Slytherin's skill with the Dark Arts rivals that of Herpo the Foul, Grindelwald, and possibly Voldemort. And now it would seem you stand amongst them, at least when it comes to the Dark Arts. Naturally, this also means you're capable of casting the three unforgivable curses.

Items

Since there are no traditional Origins, you instead gain a **[300 CP]** stipend to use in this section, as well as a single **50% discount** on one item of your choice. If you choose to use your floating discount on a **[100 CP]** item it becomes **[Free]** instead.

You may freely import items you already own into similar items purchased here.

A Fine Wand [Free]
Though wandlessly casting spells is possible, most witches and wizards use a wand to channel their magical powers through. You now own your very own wand, crafted by none other than the premier wandmaker in the United Kingdom, Garrick Olivander (or one of his ancestors). It is said that it is not the wizard that chooses the wand but the wand that chooses the wizard, and so you'll gain a wand made of a random combination of core and wood used by Olivander's.

Silver-and-Emerald Robes [100 CP]
A beautiful set of dress robes, emerald green trimmed with silver. Comes with self-cleaning, self-repairing, and self-ironing charms already applied. It even has the ability to change its overall style, appearance, and materials to whatever suits you most.

Slytherin Lock [100 CP]
A device invented by none other than Salazar Slytherin to safeguard his scriptorium. These metallic serpents function both as magical locks as well as gate guardians. You've acquired three of these devices that can be placed at any kind of doorway, where they will seamlessly meld with the doorway in question and from that point on will function as both locks and defenders. In addition, you've acquired a scroll with instructions on how to create more of these devices.

The Pure-Blooded Genealogy of Jumper [100 CP]
Salazar Slytherin wanted to only teach those whose ancestry is purest, so it would not do at all for others to accuse you of being a half-blood, or worse, a muggleborn. How very fortunate then that you've got this tome containing your complete genealogy, proving that you are a pureblooded descendant of Salazar Slytherin himself. In future Jumps, this book will allow you to become a family member of a character of your choice. This somehow even works as a Drop-In, perhaps they'll assume you're some long-lost cousin?

Portrait of Salazar Slytherin [100 CP]
A magical portrait of Salazar Slytherin painted and enchanted by a renowned wizarding painter. Though the Salazar within this painting is only a representation of the wizard himself, personality-wise he's identical to the original. Whilst he doesn't have any of the original Salazar's magical knowledge or skills and is thus unable to tutor you in magic, this painting is very old indeed and has thus seen many ages pass by. Surely, having lived such a long life, even if merely as a painting, there is wisdom to be found in his counsel?

Basilisk-skin Wardrobe [200 CP]
An entire wardrobe's worth of clothing made from the skin of a mighty basilisk. Like the hide of a dragon, basilisk skin is very tough and shares its resistance to spells, and thus so do

these clothes. No matter what your style or aesthetic may be, you're sure to find some suitable clothing within this wardrobe.

Snakewood Tree [200 CP]
A semi-sentient tree with a wavy grain pattern, it somehow resists all attempts at pruning or killing it by anyone except you. The wood of this tree makes for excellent wands, and the leaves possess interesting healing properties. Can be placed in a location of your choosing at the beginning of every Jump, or optionally can become a warehouse attachment. Furthermore at the beginning of every Jump you will also gain an additional snakewood tree sapling, ready to be planted.

Gringotts Vault [200 CP]
Gringotts Wizarding Bank is the only wizarding bank in Great Britain, and is owned and operated by goblins. Many wizarding families have their own vault, and now so do you. Located within the deepest parts of the bank itself and protected by a blind dragon and several protections known only to the goblins of Gringotts, your vault contains a veritable boatload of galleons, sickles, knuts, and precious gems such as diamonds, rubies, and emeralds. You're now wealthy enough to live in absolute luxury for several hundred years. As a free complimentary service, Gringotts also offers a currency exchange service, allowing you to to exchange your wizarding wealth for any other currency.

Chamber of Secrets [200 CP]
Created by Slytherin himself during mediaeval times, this secret chamber is hidden under the dungeons of Hogwarts Castle. Accessible only by those capable of speaking in parseltongue, it was built with the hope that one day the school would be purged of those Slytherin considered unworthy. Though this is merely a copy of the actual Chamber of Secrets, that does not change that it is a large, well-hidden and well-protected hidden chamber that would make for an excellent secret lair worthy of any Dark Wizard or Witch. As the chamber's owner, you are able to change the aesthetics, layout, and location once per Jump. Just like how only those who speak parseltongue are able to enter Slytherin's chamber only certain people are able to enter your chamber, which you are of course free to designate. Perhaps only those who've been sorted into Slytherin house are capable of entering, or perhaps only those who've acquired a snake animagus form? The choice is yours.

Horned Serpent Wand [400 CP]
This wand made from snakewood and the horn of a horned serpent is sensitive to parseltongue and slightly vibrates when it is spoken. Just like the leaves of the snakewood tree have healing properties, so is this wand perfectly suited for healing magic of all kinds. Such magic comes easier to the caster, and the effects of such spells will be significantly more pronounced without any possible side-effects. It also has the curious ability to emit a low musical tone to warn its owner of danger.

Feldcroft Relic [400 CP]
First discovered by one of Salazar Slytherin's students, this tetrahedron is a dark artefact capable of healing people from both magical and mundane afflictions, maladies and injuries of all kinds—including those left by dark magic—by sacrificing another living being to the artefact. Most insidiously, these sacrifices can then later be summoned as inferi, corpses

reanimated by the dark power present within this artefact. Even if these inferi should be destroyed, these reanimated corpses can be summoned once more after a few days, the dark power within forcing them to obey your commands over and over and over again.

Collection of Serpentine Reagents [400 CP]
It is a truly brave (or foolish) wizard that tries to harvest the venom of a basilisk, especially if that basilisk is still alive at the time of harvesting. Fortunately, you do not need to harvest the venom of a live basilisk because you've acquired a large trunk full of all kinds of serpentine reagents. Be it shredded boomslang skin, frozen ashwinder eggs, or basilisk venom, so long as it belongs to a serpentine creature and can be used as a potions ingredient or a material for crafting various items it can be found within. The supplies also restock daily, though the more uncommon supplies only restock weekly, whilst the truly rare supplies only do so monthly.

Slytherin's Spellbook [400 CP]
Originally stored in Salazar Slytherin's secret scriptorium, it was later found by several Hogwarts students in the 19th century and has now miraculously made its way into your hands. Within, one can find the complete recounting of Salazar Slytherin's life as well as all of his knowledge of the Dark Arts and magic in general. With this grimoire, even a witch or wizard of middling skill could become one of the greatest practitioners of the Dark Arts.

Salazar Slytherin's Wand [600 CP]
Passed down through the ages from one descendant of Salazar Slytherin to another, this wand made from snakewood contains a fragment of the horn of a magical serpent, Salazar's basilisk to be precise. A supremely powerful wand, with a particularly strong affinity for the Dark Arts. Such spells cast with this wand are both easier to cast and a lot stronger than normal. The wand has been taught by Salazar to 'sleep' when so instructed, and this secret has been handed down through the centuries to each member of Slytherin's family who possessed it. And now both the wand and this secret have been passed down to you.

Slytherin's Locket [600 CP]
A golden locket decorated with a serpentine S in glittering green stone inlay on the front, originally owned by none other than Salazar Slytherin himself. It is said that it contains all kinds of magical powers, but that it will only allow itself to be used by those who speak the serpent's tongue. Should you be capable of such, then the locket will reveal its true power to you. It will allow you to imbue it with a small part of your soul. This ensures that should you somehow shuffle off this mortal coil someone will pick up the locket and be compelled to bring you back to life through a profane ritual within the next few weeks. This ritual does destroy the locket in the process, but curiously you will find it restored to perfect condition at the end of the Jump or after ten years, whichever comes first.

Hogwarts School of Witchcraft and Wizardry [600 CP]
It seems you've somehow gained ownership of Hogwarts itself. This magical school and the grounds it was built upon will naturally follow you to future Jumps, where it may be placed in a suitable location of your choice. Optionally, you may choose for it to become a warehouse attachment instead. In future Jumps it will be staffed by highly competent but otherwise generic members of staff, and its curriculum will update with new lessons for every kind of magic you'll encounter. You and your Companions of course have a standing

invitation to attend any classes you'd like for free. Or teach any classes you'd like, if you're feeling up to it.

Book and Quill [600 CP]
Within a small locked tower at Hogwarts lies a magical book and an equally magical quill. Together, these two artefacts are responsible for recording the births, names, and displays of magic of magical children within the United Kingdom. This purchase does not grant you those two artefacts, but it does grant you similar ones. You'll receive a magical book that, when one writes their name and date of birth in the book with the magical quill, grants them a copy of the [Yer a Wizard, Jumper] perk. No matter how many people have written their details down, there will always be space available for more people to write their name and date of birth down. A box of second-hand wands which are still in excellent shape is included with the purchase of this book and quill, there will always be a suitable wand present in the box for those who've just signed the book.

Serpents

Just like the great Salazar Slytherin had a serpentine companion now you too may acquire one or more noodle-y pets of your own.

If injured in any way any of these serpents will return back to a state of perfect health over the course of an hour, even coming back to life if they've been killed (though this takes 24 hours instead). No matter what kind of serpent you choose, know that it will never age past their prime. If they're the sort of serpent that grows longer or stronger with age, they will still continue to do so.

You do not gain a CP stipend for this section unless you chose to roll a **1d8** to decide your Time Period, though you may use any unused CP from your Item stipend on this section.

Non-Magical Serpents:

Corn Snake [Free]
Though the Corn Snake superficially resembles the venomous Copperhead, it actually lacks functional venom and is essentially harmless to both wizards and muggles. Their size, calm temperament, and ease of care make them one of the more popular pet snakes amongst muggles.

Eastern Copperhead [50 CP]
Although venomous, Eastern Copperheads are generally unaggressive and their bites are only rarely fatal. Contrary to most snake species, Eastern Copperheads do not lay eggs but give birth to live young. They are also capable of facultative parthenogenesis, meaning they are capable of switching from a sexual mode of reproduction to an asexual mode.

Boomslang [50 CP]
The Boomslang is a venomous snake native to sub-Saharan Africa. They are excellent climbers and mainly live arboreal lives, though they are not restricted to the treetops and can often be found on the ground as well. Though they are non-magical, their shed skin is a vital ingredient in many potions, one of which being the polyjuice potion.

King Cobra [50 CP]
Despite what its name may lead you to believe, a King Cobra is not actually a true cobra. These apex predators have gained their name from the fact that they've been observed hunting down and eating other snakes. Olive green with black and white bands on the trunk, these venomous snakes are the only ophidians that construct an above-ground nest for their eggs. Though they generally avoid muggles and wizards alike, they are known to viciously defend their nests.

Reticulated Python [50 CP]
The world's longest non-magical snake species. Like all pythons, it is non-venomous. As an ambush predator, they usually wait until prey wanders within their striking range before seizing them and constricting them to death. They are known to attack and sometimes even eat muggles, though this is unfortunately not a common occurrence.

Bothrops Asper [50 CP]
This snake species is found in Mexico, Central America, and South America, where it can be found up to elevations of 2600 meters. It has a fearsome reputation due to its large size, venom that causes swift and severe tissue necrosis, and irritable and unpredictable temperament. Its venom is so potent that opossums, which are normally immune to snake venom, are still capable of succumbing to this snake's venom.

Banded Krait [50 CP]
Easily identifiable by its alternating black and gold crossband pattern, this generally timid and docile snake can be found in the Indian Subcontinent, Southeast Asia and Southern China. During the day, they are generally lethargic and sluggish but at night they are much more active and, consequently, also much more dangerous. Their venom is a potent neurotoxin, some of the effects of this toxin include (but are not limited to), vomiting, abdominal pain, dizziness, kidney damage, and respiratory failure.

Black Mamba [50 CP]
The second-longest venomous non-magical snake after the King Cobra, mature specimens commonly grow up to 3 meters, though larger specimens have also been sighted. Despite what its name may lead you to believe, its skin is not black but rather varies from grey to dark brown. It gains its name from the black interior of its mouth which it displays when feeling threatened. It is the most feared snake in Africa because of its size, aggressive temperament, the ability to inject a fast-acting neurotoxin several times in quick succession, and the fact that over short distances it can reach speeds of up to 16 kilometers per hour.

Western Taipan [50 CP]
Out of all the non-magical snake species, the venom of the Western Taipan is by far the most deadly. One bite possesses enough lethality to kill more than an estimated 100 fully grown muggles. Though usually quite shy and with a placid disposition, they are nonetheless extremely fast and agile enough that they can strike instantly and with extreme accuracy. Interestingly enough, the Western Taipan can change the colour of its skin, becoming lighter during the summer months and darker during the winter months. This seasonal adaptation allows it to absorb more heat during the colder winter months.

Various [100 CP]
If none of the non-magical snakes mentioned above are to your liking, you are free to choose any other non-magical snake that can be found on Earth.

Predator of the Past [150 CP]
You've somehow acquired a living specimen of a snake that was previously thought to be completely extinct. The Reticulated Python mentioned above is no match in size for the Titanoboa you could take as one of the possible options with this purchase. As a special option for the aspiring necromancer you may choose to, instead of acquiring a living sample, gain a reanimated skeleton of your chosen extinct species of snake.

Magical Serpents:

Ashwinder [100 CP]
These magical snakes are birthed from the remains of magical fires that have been allowed to burn unchecked. Their eggs give off an intense, sweltering heat capable of igniting a building within minutes. If these eggs are frozen with the appropriate spell, they can then be used in several potions. Ashwinders normally only live for an hour or so, collapsing into dust after laying their eggs. Unlike all other Ashwinders, that does not seem to be the case for this one, it's capable of surviving past its first hour of life and can lay eggs without dying just fine.

Cobra Lily [100 CP]
A most intriguing creature, the Cobra Lily is a hybrid creature possessing both plant-based and serpentine traits. They've quite an aggressive temperament but luckily they're not very dangerous, on account of the fact that like most other plants, they're not very mobile.

Runespoor [100 CP]
A magical three-headed snake native to Burkina Faso. 1.8 to 2.1 meters in size on average, these orange-and-black-striped snakes have long since been associated with dark wizards. Each head serves a different function. The left head is the planner, the middle head the dreamer, and the right head the critic. It is not uncommon to see runespoors with a missing right head, the other two heads frequently band together to bite it off if they've been criticised too much. Fortunately, the three heads of this particular runespoor all seem to get along just fine. It should be noted that this creature's eggs are produced through the mouth, and are quite valuable due to their usefulness as an ingredient in several potions.

By default this option grants you a runespoor of average size, but by paying an additional **[100 CP]** you instead gain one much larger in size, similar to the one owned by Newton Scamander.

Sea Serpent [100 CP]
An aquatic serpent that can be found within the Atlantic Ocean, Pacific Ocean, and the Mediterranean Sea. This fearsome looking creature with a serpentine body and horse-like head can easily grow to a length of thirty meters. Despite their appearance, they are actually quite peaceful and no sea serpent has ever been known to hurt a human, be it muggle or wizard.

Gigantic Serpent [200 CP]
The largest of all magical snakes, this majestic purple-and-green creature is truly massive. With its six eyes, venomous fangs similar to a basilisk, and the thick spell-repellent hide of a dragon, it truly makes for a companion worthy of someone like you.

Selma [200 CP]
Though the Selma is closely-related to the peaceful Sea Serpent, these gigantic serpents native to the icy lakes of Norway are anything but peaceful. Ferocious and carnivorous, these aggressive beasts primarily sustain themselves on a diet of fish and human flesh.

Horned Serpent [300 CP]
A species of highly-intelligent magical snakes that can be found in several places of the world, it is however most commonly found in North America. Though the Horned Serpent primarily inhabits large bodies of water as their natural habitat, they can survive just fine outside of the water as well. As their name might imply, these magnificent creatures have a horn on their head, though some American specimens have been noted to additionally sport a jewel on their forehead. It is said that these jewels grant them the powers of invisibility and flight. Amongst wandmakers it is known that shavings of a Horned Serpent's horn can be used as powerful wand cores and are sensitive to parseltongue. Wands with such a core are known to warn their owner of danger by emitting a low musical tone, a trait the cores share with the Horned Serpent.

Basilisk [300 CP]
Of the many fearsome beasts and monsters that roam this world, there is none more curious or deadly than the Basilisk, also known as the King of Serpents. This magical serpent born from a chicken's egg hatched beneath a toad was first bred by the dark wizard Herpo the Foul. They are capable of living for hundreds of years, have a deadly gaze capable of killing and/or petrifying those who make eye contact with it, and have wicked fangs that can inject a venomous substance so potent it can kill a person within minutes and even destroy powerful magical artefacts. A most curious trait of this particular basilisk is that it seems to prefer to keep its eyes closed at all times, instead preferring to navigate the world with its other senses. No doubt it would still be willing to open its eyes if necessary or if commanded to by you.

Companions

A Jumpchain is an epic adventure, but we all know adventures are better with your friends.

Companion Import [Free/50 CP]
You may import up to eight Companions for free. Each imported Companion gains 600 CP which they may spend however they like. They may choose two perks and a single item to gain a 50% discount on (with 100 CP perks/items becoming free if discounted).

You may import more than eight Companions with this option, but each Companion imported beyond the initial eight costs 50 CP. You may also choose to create a Companion instead of importing one, which always costs 50 CP per created Companion.

A Serpentine Companion [SPECIAL/FREE]
By default, any serpents from the [Serpents] section do not count as Companions, but if you desire for them to be full Companions you may make it so by taking this option. If you have multiple serpents you may choose for this to apply to them on an individual basis or to have it apply to all of them, the choice is left in your hands.

Bearer of Cursed Blood [50 CP]
Though she's not an animagus, this witch is nonetheless capable of transforming into a large snake as a result of a blood curse. For now, she has the ability to change between human and snake at will, but this ability will gradually grow uncontrollable and she will eventually lose the ability to think like a human, until all that's left is the snake that she is destined to become. She hopes to one day meet a parselmouth, in the hopes of holding onto a small shred of humanity when she inevitably succumbs to the curse. Perhaps you know of a parselmouth, or maybe you're one yourself? Whatever the answer to that question may be, she believes joining your adventure as a Companion is her best chance of meeting one. Will you take her along with you?

Creepy Child [100 CP]
An eleven year old witch or wizard. They're always seen carrying the same book around and seem to suffer from periodic amnesiac episodes where they inevitably end up near Moaning Myrtle's lavatory.

Sounds like a Snake [200 CP]
A Japanese parselmouth and highly talented alchemist and duelist. This wizard used to be a respected professor at the Mahoutokoro School of Magic until it was found out that he secretly performed highly unethical magical experiments on the student body in an attempt to attain immortality. After his experiments came to light, he fled the school grounds and has since set up his own magical school and has vowed to destroy Mahoutokoro and its headmaster.

Drawbacks

If you're in need of some more Choice Points, you might consider taking some of these Drawbacks. Taking any of these Drawbacks grants you the extra choice points, but their effects take precedence over any abilities or items you may have. Whether that tradeoff is worth it is of course up to you to decide.

As usual, Drawbacks last until the end of the Jump.

Continuity Mode [+0 CP]
Perhaps you've visited the Wizarding World before? If that's the case, you may take this Drawback in order to continue your adventure in that same world, from where you left off. Incompatible with [Supplement Mode] and [Crossover Mode].

Supplement Mode [+0 CP]
Or perhaps you're tired of visiting the Wizarding World and would like to visit some other world instead? You're now free to use this Jump as a supplement to another Jump, though all points are kept separate. Incompatible with [Continuity Mode] and [Crossover Mode].

Crossover Mode [+0 CP]
Or maybe you'd like to go with a third option. Instead of visiting the same Wizarding World you've been to before or visiting a completely different world entirely, this option allows you to use this Jump as a supplement to another Jump, and this setting and that of the other Jump will then merge into one. As before, all points are still kept separate. Incompatible with [Continuity Mode] and [Supplement Mode].

I'm The Main Character [+0 CP]
If you'd like to experience this world from the position of one of the people native to this world, this option is for you. It allows you to self-insert as them. The exact mechanics of this are up to you. Perhaps you'll simply take possession of their body, maybe you were them all along, or you could simply take up their position in the plot. Please keep in mind that this Drawback does not grant you any of their abilities, so self-inserting as Salazar Slytherin for example won't help you if you want to speak to snakes but didn't take the parselmouth perk.

Extended Stay [+100 CP]
By default the duration of this Jump is 10 years, as is the norm. By taking this Drawback you'll be able to extend the time you'll be spending in this world by 10 years for every purchase. You are not limited in how many times you may take this Drawback, but only the first three times you take this Drawback will grant you any points.

Muggleborn [+100 CP]
You may or may not be an actual muggleborn, but whatever the case may be everyone for sure believes you are one. No matter what kind of evidence you may present to them of your noble and pure lineage, no one will ever believe you.

Scarface [+100 CP]
A few months ago you were attacked by a vicious-looking man with long yellowish nails, leaving you with several ugly scars across your face that have yet to heal, and indeed show no sign of healing at all. As it turns out, that man was a werewolf in their human form.

Though you are fortunate that you have not become a werewolf yourself, the experience did leave you with a disfigured visage and a hankering for very rare steaks.

Moonlit Nights [+300 CP] | Requires [Scarface]

Unfortunately, the werewolf that attacked you did so during the full moon, and now you are a werewolf as well. A few days before the full moon you'll begin to feel ill at ease and oftentimes quite sick as well, and when the full moon does finally rise you'll end up transforming, with the act itself being extremely painful. As a transformed werewolf, you'll lose all sense of human morality and gain a highly aggressive temperament. Even the kindest person would not hesitate to attack their best friend whilst in this transformed state.

My Father Will Hear About This! [+200 CP]

A scion of a powerful pureblood family believes you've slighted them somehow. They will want to pay you back for that, and so have taken it upon themselves to make your school years at Hogwarts a living hell.

If you've already graduated from Hogwarts this bully will instead be a powerful pureblood in the Wizengamot or another suitable position where they will have the ability to interfere with your life.

Babbling, Bumbling Band of Baboons [+250 CP]

How you managed to get yourself sorted into Slytherin not even the Sorting Hat knows. Of all the traits prized by Slytherin, you display exactly none of them. Even worse, you display the exact opposite traits. Where other Slytherins display their cunning, you're as guileless as they come. When other Slytherins strive ambitiously to make their dreams come true, you're just lazing around like an unambitious couch potato, and so on and so forth.

Parcelmouth [+300 CP]

This is not the ability to speak the Serpent's tongue. No, this is a curse. A curse laid on you by a member of the Owl Post Office, after insulting a particularly dim-witted owl one too many times. From now on, any mail that's sent to you via owl post, be it a letter, parcel, or something else, will instead magically appear in your oesophagus. Oh, you'll always be able to cough it up, and whilst both you and your mail will remain undamaged somehow, the sensation will be unpleasant to say the least. I'd advise against mail-ordering a new racing broom or potions cauldron, that would no doubt be a painful experience.

Lockout [+500 CP]

All perks, powers, and items from previous Jumps are unavailable to you during this Jump, and are reduced to your base Body Mod. You're also unable to access your Cosmic Warehouse or Warehouse-equivalent. You will still retain any perks, powers, and items from previous Wizarding World/Harry Potter Jumps.

Lockout Plus [+200 CP] | Requires [Lockout]

Now you don't even retain any perks, powers, and items from previous Wizarding World/Harry Potter Jumps. You'll just have to survive with whatever you've gained from this Jump.

Ending Choices

After spending ten years (or more, depending on your chosen Drawbacks) in this Jump, a mysterious letter appears on your bedside table. After reading the contents, it becomes clear that your Benefactor has presented you with three choices. Which option will you take?

No matter which option you've decided on, you'll of course retain everything you've gained over the course of your Jumpchain adventure.

1. **Settling Down**

You've grown comfortable with your life here in the Wizarding World, and want nothing more than to stay here until the end of your days. Your Jumpchain days are over, but what a fantastically magical world you've chosen to settle down in. I'm sure there's still plenty of adventures to be had here.

2. **Homeward Bound**

If over the course of your Jumpchain you've started to miss your friends and family you left behind when you embarked upon this grand adventure, perhaps this is the choice for you. You'll end your days of Jumping from world to world, and will instead be sent back to your place of origin, before you started your Jumpchain.

3. **The Next Great Adventure**

You're not the type to settle down just yet, and don't want to go back home either? Well then the answer is obvious. You'll continue onwards, the next Jump awaits!

Notes

1. The creation of this Jump is not an endorsement of J.K. Rowling and her views on gender identity, and the expression thereof. Trans rights are human rights.
2. If you purchase multiple wands you may choose to combine them into one singular wand.
3. I'd advise against looking up pictures of the effects of Bothrops Asper's necrotizing venom. It's not a pretty sight, and I wish I could scrub it from my brain.
4. The [Hogwarts School of Witchcraft and Wizardry] item does not come with its own Chamber of Secrets, and also does not have a basilisk hidden beneath it.
5. You don't need to be a parseltongue in order to gain the benefits of [Slytherin's Locket], the part where it says you need to be capable of speaking it is just to add some flavour to the description.
6. [Hogwarts Educated]: The core subjects are as follows: Astronomy, Charms, Defence Against the Dark Arts, Herbology, History of Magic, Potions, and Transfiguration. The electives are Arithmancy, Care of Magical Creatures, Divination, Muggle Studies, Study of Ancient Runes, Advanced Arithmancy Studies, Alchemy, and Apparition.
7. [Hogwarts Educated]: Purchasing this does not mean you can't still choose to start this Jump as a 11-17 year old Hogwarts student. Similarly, not purchasing this does not automatically mean you can't start your Jump as an adult witch/wizard. It might raise some questions though, if you don't even know how to cast a simple levitation charm as an adult.
8. [Bearer of Cursed Blood]: What kind snake she turns into is up to you, but it has to be a non-magical snake.
9. The ability of [Salazar Slytherin's Wand] to sleep means that you can deactivate it until such a time that you choose to reactivate it. When deactivated, even if others were to disarm you of it, they would not be able to use the wand against you. Alternatively, you may come up with your own interpretation of what it means for Salazar's wand to be able to sleep if you don't like that particular ability.
10. Whether Harry Potter and the Cursed Child is canon to this Jump or not is up to you.
11. If you've purchased both [Potioneer Extraordinaire] and [Hogwarts Educated] then these perks obviously synergize, with your potion brewing skills reaching even greater heights than if you'd had just purchased one of those perks.
12. [Creepy Child] Spoiler:

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In celebration of the fact that the 1.0 version of this Jump was released on 31st of December 2023, any and all Jumpers taking this Jump gain the following free item:

Portable Oliebollenkraam (Free)

Within your warehouse lies a curious artefact that once summoned to your hand and activated turns into a market stall selling fresh oliebollen. As you are the owner of this particular stall, which happens to be staffed by magical automatons, house-elves, or other appropriate beings of your choice, you and your friends will be able to get an endless amount of oliebollen for free. Feel free to enjoy this deep-fried doughy goodness to your heart's content, because they are perfectly healthy, even if consumed in excess. There's got to be some kind of magic at work to make that happen, surely?

Changelog

Version 1.1:

1. Font changed to Calibri for software compatibility reasons.
2. Forgot to add a sex and age selection in the previous version. This has been corrected.
3. The free 100 CP item has been changed into a discount applying to a single item of your choice.
4. [Legilimency]: You are now also familiar with occlumency, though only at a basic level.
5. Added the [Young Riddle] and [Slytherin Prince] starting time periods.
6. [Book and Quill]: Now also includes basic wands for the new wizards/witches.
7. [Serpents] section: Added the option to purchase any extant non-magical snake that hasn't been mentioned before, albeit at a slightly higher price. Also added the option to purchase any extinct species of non-magical snake, though again at a slightly higher price. The extinct snake can optionally be purchased as a reanimated skeleton version.
8. [Hogwarts Educated]: Lowered base cost of the perk to 400 CP (previously 600 CP). By paying an additional 200 CP, you can now upgrade all your grades to "Outstanding".