(NSFW) Wizarding World

V2 by gastroc2525

Welcome to the wizarding world, Jumper. This world hides witches, wizards, and many other strange and bizarre creatures. This version of the wizarding world is a great deal deeper and a fair bit lewder as a result.

You'll be spending the next ten years here, so take **1000 choice points** to spend below.

Origin:

You may freely select your age and gender as you enter this world. Children (below 18) attend the varying wizarding schools around the world. While origins give a background by default, you may select to use any of the origins below as a drop-in lacking memories and possessing only basic paperwork.

You may enter this jump in any era you desire.

Light:

You are focused on legal and moral magic. Often this includes helping the suffering and downtrodden (often muggle-borns, creatures, and half-breeds). Light wizards can take pretty much any background desired, often teachers, aurors, and government officials.

Grey:

Grey wizards and witches tend to focus on legal (but not necessarily moral) magic. They tend to focus on themselves and their families, with a goal to maintain the status quo (and often to obtain vast quantities of money or artifacts). Grey wizards can come from a great host of backgrounds but are often businessmen, government employees, and lords.

Dark:

Dark wizards believe all schools of magic deserve study (especially the dark schools). In the dark you'll find necromancy, mental manipulation, and torture. Dark wizards are often magical supremacists who trample on lesser wizards and creatures. They also tend to come from lordly backgrounds with a great deal of connections but can really come from anywhere, even a lowly teacher.

Perks:

All origins receive a 50% discount on associated perks. Discounted perks that cost 100, cost 50 and are not free.

Magic Man [Free]
You have the ability to use the wizarding world's wand magic. You begin with as much magical knowledge (including spells) as expected for the age you enter as. For example, an adult would begin knowing enough spells to graduate from a school of magic. This works as if you had actually attended a school, so you will also know any spells you would have learned through personal study.

As a true wizard, you are also largely immune to mundane diseases, can take quite a bit of blunt force trauma, are immune to anti-muggle spells, can live quite a bit longer than muggles, and possess any other benefits of being magic yourself.

After this jump, you can teach Harry Potter magic to anyone, including muggles. Your students will eventually gain a copy of this perk. These lessons are more effective if you include a lewd component to the teaching.

Magical Body [Free]
You are subject to an amount of magical porn physics. Your refractory period is reduced as far as biologically possible, you may take significantly larger insertions than expected, and you recover from sexual injuries far faster than expected. You are also utterly immune to sexually transmitted diseases (magical or mundane) and can switch between fertile and infertile at will. There is no pain or bleeding during your menstruation (if applicable), and any pregnancies you participate in progress healthily. Your natural sexual characteristics are enhanced as far as biologically possible; this does not cause you any discomfort and looks perfectly natural.

You may grant a copy of this perk to anyone you have sex with.

School Robe Fetish [Free/50 to Keep]
Uniforms in these sorts of stories and films aren't exactly regulated in canon. You can change any uniform to be more fetishistic or revealing as long as it can still serve its intended purpose. This decision must be made before entering the jump, and nobody will think anything odd about it.

Hogwarts University [Free]
You may shift the starting age of wizarding schools. Hogwarts canonically begins at eleven, but you can change this starting age as you desire. If you are planning on spending any time at a wizarding school, eighteen is the suggested age.

Alternate Universe [Free]
You may have this jump take place during any specific fanfiction or kind of universe. Please use this ability responsibly.

Ancient Wizard Customs [50]

Wizarding culture allows you to have multiple lovers and even multiple marriages. All of your marriages and relationships are viewed as legitimate (lawfully and socially). Problems that come with having multiple lovers do not tend to manifest in your relationships.

This perk allows the same benefits in each following jump.

Half-Breed [Cost Varies]
Wizards are capable of breeding with quite a few creatures, even in canon. The resulting children are endowed with a portion of their parents' power. These formidable blessings are paired with even greater social ostracization. This form becomes an alt-form after this jump.

Half-Giant [200]
Half-Giants are far stronger, tougher, and taller than a usual wizard. They also possess a considerable amount of spell resistance, able to resist curses that would kill a regular wizard.

Half-Goblin [0]
Half-Goblins are shorter than regular wizards, but possess a minor amount of the cunning associated with goblins.

Half-Veela [100]
Half-Veela are considerably more beautiful than regular wizards, possess a magical allure, and have a small affinity for fire magic.For an extra 100 CP you have the potential to develop the extra gifts of a full Veela including a bird-hybrid transformation, a stronger allure, and Passionfyre. The latter being a pink-purple, light-aligned flame considered Fiendfyre's opposite, capable of destroying horcruxes, and causing grievous wounds to creatures of darkness when used by the most powerful and skillful. However, it is only potential and takes a great deal of effort and time to realize.

Half-Vampire [0]
Half-Vampires have pale skin and pronounced fangs. They possess minor darkvision but are otherwise unchanged.

Half-Elf [0]
Half-Elfs have pointed ears and a small affinity for household spells. They also tend to have a positive and friendly attitude.

Half-Troll [50]
Half-Trolls have greatly increased strength, but tend to stink more than a regular wizard.

Half-Merperson [0]
Half-Merpeople have an affinity for water magic and can swim faster than a regular wizard.

Magical Ability [Cost Varies]

Magical bloodlines can contain magical abilities of varying utility. You may pay for multiple of these abilities. Your children inherit any abilities you purchase here.

Metamorphmagus [100]
You can change your appearance without using a wand or potion. Your emotions can sometimes even cause involuntary changes.

Parselmouth [50]
You can speak with snakes. Some fanon abilities, such as casting spells in Parseltongue or vibrating your tongue while speaking, are optional but encouraged.

Animagus [100]
You are capable of shifting into an animal form that matches your personality. You may treat this animal-form as another alt-form.

Magical Animagus [200]
Your animagus form is instead a magical creature. You may treat this animal-form as another alt-form.

Seer [50]
You can enter a trance-like state where you will give a prophecy that, while vague, will happen in the future. Unlike regular seers, you can fully remember any prophecy you give.

Wandless Magic [100]
You may freely cast spells without using a magical focus.

Unsupported Flight [50]
You can magically fly without using a broom.

Natural Legilimency [100]
You may magically reach into another's mind with eye-contact. This allows you to read their mind or view their memories. You may even create false visions within the mind of another.

Natural Occlumency [50]
Your mind is naturally defended against mental magic. You fully resist legilimency and mind-altering spells such as *Imperio* and *Obliviate*.

Spell Resistance [200]
You are highly resistant to harmful magic. Harmful spells produce a far weaker effect than expected on you. This resistance is especially effective against the unforgivable curses. The killing curse would only damage your body, the cruciatus curse would cause you minor pain, and the imperius curse would be entirely resisted. This resistance even applies to magical creatures such as the killing eyes of a basilisk.

Potion Master [200]
You are amazing at preparing potions, capable of discerning the state of a potion from bubbles and color. You can make substitutions, alter recipes, and craft new potions like a potion master.

If you are an adult, you possess a mastery in potion-making. If you are a child, you'll quickly obtain a mastery.

Spell Savant [300]
You learn magic voraciously. You can learn spells through simple observation and will achieve mastery over a spell after only a couple of practice casts. With diligence you can quickly achieve a veritable arsenal of spells, charms, and curses.

As a side bonus, you read at a prodigious rate. You may fully absorb an entire book in a matter of minutes, and you'll be capable of casting spells from within the book.

Sorcerer [300]
Your magic is supremely powerful, rivaling the strongest wizards in history. Your spells break through the shields of your lessers, warp battlefields, and take a full coven to dispel. With this perk, you become as magically powerful as Grindelwald or Dumbledore, although they might be more versatile than you.

Light:

Friendly Demeanor [Free, 100 for other origins]
You find it simple to make friends with other people. Whether you just have a friendly face, a wicked sense of humor, or a charming smile, it is easy for you to make friends. You are especially good at teaching and leading teams.

You've also got a quiet charm that causes your friendships with individuals that match your sexual preferences to become "with benefits".

Weasley Wisdom [Free, 100 for other origins]
You are an absolute master of household spells, in addition to all of the muggle skills you have in cooking and cleaning. Your cooking is magical, its delicious taste makes you fast allies. With fantastic ingredients your cooking can almost take on a magical tint, giving minor effects to those who consume it.

Muggle Style [100]
You are amazing at doing things without magic. You learn "muggle" skills at twice the rate as before; this even extends to exercise, which is supremely effective for you. In addition, you've got the mechanical know-how of a professional mechanic. Machines you build are immune to the technological-disrupting effects of magic itself.

Sex is indeed a muggle skill, and fully subject to this perk.

Sleekeazy [100]
You've got a good sense for honest business. Ideas for practical and useful products fill your mind, and you could easily run a good business at a profit. Your talent for producing magical products in particular is uniquely fantastic.

As a unique side effect your hair is amazing. It's perfectly manageable and always appears luxurious and healthy. It's good enough to win an article in Witch Weekly.

Love Protects [200]
You learn non-lethal defense and protection spells at twice the rate. When used to protect, your magic is far stronger than usual. This boost is increased by the affinity you feel with the person or object you are protecting.

You are also subject to a small portion of luck. You'll arrive just in time to protect your loved ones if they are ever under threat.

Constant Vigilance [200]
You cannot be surprised. You always notice an enemy quickly enough to react to their attack, and you are always at least moderately prepared for a fight. Additionally, you are always instinctually aware of drugged food and water.

Lastly, you are effectively immune to being prosecuted for crimes less serious than grand larceny. You'll never get caught for underage magic. In fact, it seems like police and aurors view you as one of their own.

Alliance of the Light [300]
Your presence in a world fills the world with light. Creatures aligned with the light are blessed with fantastic luck. Dark plots are unraveled almost accidentally, with the world slowly but surely becoming more and more of a paradise on earth. This effect is even greater on creatures aligned with your goals.

As a just reward for your efforts, you'll find your interpersonal relationships progress smoothly. Your lovers are rarely jealous and often fall in love with each other in addition to you. You'll find you have plenty of time to spend with your lovers and children, and your friends will stop by often. Your aura pulls in the loyal and good, and you'll find your lovers and friends helping you become the best you can be.

Lycanthrope [300]
You are a werewolf. Unlike most werewolves, this transformation is very beneficial. You can freely enter your wolf form as if it was an alt-form and you remain in full control while transformed. Even when untransformed your physical strength, speed, and durability are greatly enhanced. Your senses are especially superior to before. If you have any other alt-forms, you may merge those forms with your werewolf form. This is especially useful for animagi.

As your sex drive is also enhanced, fortunately you manifest a serious case of animal magnetism. Your body puts out deeply arousing pheromones, and your physical enhancements tend to make you greatly attractive.

You may grant a copy of this perk to anyone you bite. This perk overrides regular lycanthropy.

Grey:

Opportunity Knocks [Free, 100 for other origins]
Your life is filled with opportunity. Wealth almost appears on your doorstep as you live your life. Businesses you are associated with tend to have great years and find their operations going smoothly. You've got a sense for profit that could only result from a lot of business experience.

This extends to your personal life. You'll find that individuals that match your preferences end up in the palm of your hand. Perhaps their family has fallen on hard times, or maybe they've got personal debts. Who cares that you've got plenty of money to spend or that some individuals find themselves terribly grateful for your help?

Dividends [Free, 100 for other origins]
You receive a proper payout each month. This is equivalent to 10,000 galleons deposited directly into your bank vault.

Your physical appearance can be improved endlessly by sacrificing wealth. This is accomplished with a little ritual that tarnishes any money you are sacrificing. Each time you attempt this ritual its cost multiples by ten. The first ritual costs a hundred galleons and improves your appearance by one on a scale of ten.

Esoterica [100]
Complicated or unknown spells come easily to you. You could cast a fully corporeal Patronus on your second try, and Fiendfyre purrs as you wield it. With time you could even master the complicated Fidelius charm.

Included in this perk is knowledge of several rituals. These rituals can give you great magical strength or physical power, but are complicated and dangerous. The major way to reduce this danger is to include a sexual component to the spellcasting. In fact, you'll find that this works for any ritual you attempt.

Druid [100]
Your magic is improved as you acquire properties. This improvement is based on the value of the land, so a fertile field is more effective than a plot of wasteland. Elemental spells that you cast are dramatically improved compared to regular spells, in addition you've got a fantastic green thumb.

If you are not already, you become an **animagus** and receive the magical talent for free.

Dangerous Targets [200]
Your affairs are protected from the meddling fools surrounding yourself. Attempting to mess with your business seems to invite calamity. As long as you are minding your own business, your affairs are protected against meddling by others. Based on the amount of disruption, the meddler in question finds themselves cursed with terrible luck. Meddlers find themselves instinctually aware of this fact, and only the most foolhardy will mess with your affairs.

These disruptions always seem to result in a reward for yourself. A person who attempts to topple your business could find his own in your hands. These rewards are often given by the family of the meddler, who seem dedicated to “apologizing” properly.

Ancient and Noble House [200]
You are heir apparent to an ancient and powerful house. This grants you access to that house’s voting rights, and a special bonus associated with which house it was. For example, Heir Malfoy would probably gain a talent for business and politics. This perk may be purchased multiple times.

The house vault you obtain always contains something useful for your goals. This could be anything from blackmail material to a marriage contract. This occurs at the start of each jump, and your house imports into each new jump.

War Wizard [300]
You are an absolute monster when engaging in mass combat. Not only are you a strategic genius equal to some of the greatest in history, but you are uniquely suited to magical combat. Whenever you learn a spell, you also learn a version of the spell that is area of effect or chainable. These war spells require greater skill and magical power, but can rapidly shift the tides of battle.

Whenever you defeat an opponent in battle, you can force them to take fealty oaths. Individuals who swear those oaths become your vassals, allowing you to enlist or levy taxes against their household. These oaths also include the right to claim plunder such as money or war brides from conquered households. Witches and wizards you defeat will be shockingly fine with these concessions.

Silent Majority [300]
Regardless of your background, you’ve found yourself as an heir to a politically powerful house. This gives you an immense ability to shift politics in your favor. In this world, you’ve essentially got enough power to choose the minister of magic.

This heritage updates in each jump, giving you an equivalent amount of political power. Regardless, your house always possesses a significant amount of social debt from lesser houses. This debt can be used for favors and “favors”.

Dark:

Dominance [Free, 100 for other origins]
The dark prides itself on magical supremacy, and unlike many within the dark, your power is not bluster. You learn dark spells twice as fast as any other spell, and even possess the ability necessary to create your own dark curses.

Your very presence is enough to arouse people who are attracted to power, and seeing you in action is enough to make some fall to their knees.

Hidden Power [Free, 100 for other origins]
Your skill in concealment is almost supernatural. You can effectively conceal your true goals and allegiances, and your ability to stalk in shadows is rivaled only by proper assassins. Any spells, rituals, and potions that serve to conceal or hide are more effective when used by yourself.

You possess a wicked charisma that can easily tempt the righteous. The more magical power you possess, the more your social skills develop.

Toujours Pur [100]
The more impressive your ancestry, the more your magic appears to deepen. You will rediscover skills possessed by your ancestors, even awakening magical abilities lost for generations. Your dreams are a window to the past, giving you insight into your life by peering through the eyes of your ancestors.

You are a direct descendent and heir to a properly ancient house of your choice. This doesn't give any property, voting rights, or fortune, but your name is one spoken in fear. The wizarding world still respects a Slytherin, even if you don't have his artifacts. Also, you are a **Parselmouth** for free. You gain a new ancient ancestor each new jump, appropriate to the new world.

Sacred Twenty-Nine [100]
Regardless of your background, you are an heir to a pureblood house both legally and socially. This gets you invited to the greatest parties, and your name is often brought up when mentioning eligible pureblood bachelors or bachelorettes. Additionally, your children never suffer the downsides of incest, especially important in the interconnected family forest of pureblood families. This perk also gives you the social training necessary to comprehend and compete in the archaic world of pureblood politics.

You also gain a family vault of one million galleons, and your families voting rights. A great portion of the family vault is contained in various properties around the country. These perks replenish in each new world you enter.

Horcrux Whispers [200]
Your magic is corruptive and dangerous. You can create cursed objects by infusing a normal object with your magic. This implants the object with a command you choose. People who wear these cursed objects will feel a desire to fulfill the implanted commands, and will resist any

attempts to remove the cursed objects. Your cursed objects are supernaturally attractive to the unwary.

Time spent interacting with your cursed objects counts as time developing a relationship with yourself. Even if a person has never met you, they'll view you as an old friend if they've spent hordes of time interacting with cursed objects you created.

Dark Allies [200]
Your name is held in reverence by dark creatures. You could get the loyalty of werewolf packs or giant tribes with a simple personal visit by yourself or one of your minions. Other dark wizards and witches view you as a potential ally, and almost seem to swallow their pride and backstabbing tendencies when around you.

Mad spellcasters are especially drawn to your service; in fact, you could almost say they are crazy about you. Mad spellcasters that match your preferences develop a distressing fanaticism and love for you.

Lastly, and most importantly, you are loved by the dementors. They will never seek to consume your soul, and you are entirely immune to their aura. They can even resist the effects of the Patronus charm in your presence.

The Mere Memory of Me [300]
Your enemies are hounded politically, your presence causing corruption and rot that benefits yourself. The laws of society are weaponized against those who seek to stop your goals. The experts who warn about you are discredited, and even the legendary can find themselves out of favor with the public. Society appears to match your subconscious desires more than the will of the public.

Government toadies find themselves groveling before your feet, and you could effectively rule from the shadows if you desired. This even extends to the lewd, society not even resisting absurd laws like skirt length regulations or making werewolves wear collars.

Phylactery [300]
Your soul has been split into seven pieces. Each piece is contained within a magical object. As long as at least one of these objects remains intact, your death is not a chain-fail. If you do die, you become an incorporeal spirit. As a spirit you can do nothing but cast wandless magic and observe the world. Your loyalist servants are still able to hear you speak, and you can possess the weak willed and willing. There are multiple methods to return back to life as a spirit. You do not have to return to life to continue your chain.

The magical objects that contain your soul pieces are as indestructible as a horcrux. Any mental deterioration that comes with splitting your soul does not apply to this perk. You could also choose to place your soul pieces into living creatures instead.

Items:

If an item is lost, broken, or stolen, it reappears in your warehouse after 12 hours. Consumables have their own rules, as noted in their description.

A Wand [Free]
This wand is a perfect match to your soul. Its core, length, and construction are perfectly built to match your spellcasting. You may summon this wand to your hand at will.

The wand is even enchanted to vibrate at will, but what could you possibly use that for?

School Supplies [Free]
This is a full set of school equipment. This set contains everything needed to graduate from a magical academy such as Hogwarts. Even if you are an adult, the clothes and equipment still fit perfectly.

Strangely, there is a hidden compartment in the bottom of the school trunk. The compartment contains a full set of wizarding prank toys, including some Weasley twin originals.

Wizard Transport [Cost Varies]
These pieces of wizard transportation are wonders of magical engineering.

> **Broom [Free]**
> This enchanted stick is capable of carrying multiple passengers, and is outfitted with all the necessary sticking charms and comfort charms. It is always as fast as the fastest broom available at the time, but is at least as fast as a *Firebolt*.
>
> > **Upgrade [+50]**
> > Your broom is replaced with a more comfortable form of transportation like a flying carpet or car.
>
> **Knight Bus [50]**
> This triple-deck bus is the perfect transportation for the wizard in need. This bus appears whenever you raise your wand next to a street and want it to appear. It then provides rapid land transport for free. The bus can reach any target possibly reachable by land and travels at an absurd speed.
>
> **Floo Network [100]**
> This set of fireplaces is connected to the Floo network. They possess a bottomless supply of Floo powder, and can be password protected. The fireplaces follow you from jump to jump, and you can obtain more than two fireplaces by throwing 25 galleons (or an equivalent) into one of the fireplaces, which causes another fireplace to appear nearby in a portable form. Remember that the Floo network is regulated in this world.
>
> **Portkey [150]**
> Upon taking this item, you receive three Portkeys tied to any locations you desire. These Portkeys have their tied locations reset each time you enter a new jump, allowing you to

select new locations. You also obtain a book that contains instructions on creating new portkeys. Remember that unlicensed portkeys are illegal in this world.

Goblin Silver [100/200]
You receive a single mundane artifact made of goblin-wrought silver. Such artifacts are maintenance- and tarnish-proof, and absorb any materials that strengthen them.

These artifacts cannot be larger than a vehicle or based on modern weaponry. The most classic examples include a sword or set of plate armor. You may purchase this item multiple times

For 200 CP, you may instead receive raw bars that replenish at the start of each jump.

Lord's Ring [200]
This ring gives you access to a hidden family estate and a sizable vault of 100,000 galleons. You may freely apparate to and from this location, but the estate is warded against the uninvited. Your estate follows you from jump to jump, and your vault refills at the beginning of each jump.

Wizarding Academy [200]
This towering school is an equal to the other notable wizarding academies. The exact location and aesthetic of this school are up to you. The school comes with a full complement of teachers and staff as followers. Students participating in classes in your academy learn twice as fast as normal students. This school is fully legal and licensed but only obtains a moderate yearly profit of 7,000 galleons. This academy follows you from jump to jump.

Room of Requirement [300]
As a warehouse attachment, you receive a perfect copy of the room of requirement. This copy lacks any notable artifacts or horcruxes that the original possessed, but is otherwise the same.

Felix Felicis [300]
This small potion restocks every six months. Each dose of this potion provides 12 hours of luck, essentially providing success in every endeavor where success is possible. Use it wisely, as high doses are toxic.

Light:

Marauders' Map [Free, 100 for other origins]
This map is tied to a specific location, and gives the exact layout of the location as well as any people within. Each new jump you can tie this map to a new location, but this is set until the jump is over. Also, the map is tamperproof and insults any people that attempt to use it without permission.

Nametags on the map are color-coordinated. Names in red hate you, names in black are neutral, and names in green have a positive relationship with you.

The Burrow [Free, 100 for other origins]
This magical house is perfect for when you want to go somewhere that feels like home. While a bit cramped, you'll find that you always have enough room within this house for everyone you are trying to host.

In addition, The Burrow is covered in enough protective wards to stop a small army. It is hidden away from the rest of the world and does not require maintenance or cost taxes. In future jumps you can import this house into the new world or simply leave it as a warehouse addition.

Cursebane [100]
This vial of lotion is powerful enough to counteract the various curses found in this and other worlds. This counteraction does not remove the curse but instead removes any downsides found within the curse. You receive a single dose of this oil each week.

A werewolf, for example, could find themselves permanently retaining their mind during the transformation.

Weasleys' Wizard Wheezes [100]
This small chest provides a lifetime supply of joke products produced by Weasley & Weasley. While originally limited to known products, this catalog will eventually expand to include new products.

A small hidden compartment is buried in the bottom of the chest, leading to a line of Weasley After Dark products. Best sellers include vibrating "wands", jeweled dildos, padded handcuffs, and self bondage ropes. This line of adult products expands like the joke products found above.

Invisibility Cloak [200]
This cloak turns the wearer completely invisible. Unlike regular invisibility cloaks, this cloak is permanent and contains several anti-scent and anti-noise enchantments. Yes, this is *that* invisibility cloak.

Mediwizard Bag [200]

This magically expanded bag is full of an expanded inventory of medical supplies. These supplies replenish daily. These supplies are sufficient to cure any magical or mundane injury. This also includes a full stock of herbology materials.

Pensieve [300]
This magical copy of Dumbledore's pensieve contains everything necessary to view extracted memories. While you can supply your own memories, this pensieve comes with a catalog of bottled memories. These memories are sufficient to receive a Hogwart's education, if a bit lacking in practical experience.

Memories you supply can accomplish the same purpose. A person who views a memory of you learning a skill also learns the skill. Viewing a memory takes 1/100th of the time as the original memory.

At the back of the memory catalog are a set of unlabeled bottles. You'll find rather quickly that they contained a curated set of pornographic memories. These memories seem to fit your tastes rather well, and you might even spot some interesting historical figures in the catalog.

Philosopher's Stone [300]
The peak of alchemy is contained within this ruby red rock. This stone can be used to produce the famous elixir of life, as well as turn base metals into gold.

The elixir produced by this stone is stronger than the original, enabling you to produce elixirs that age or deage the drinker. You could turn an older woman back to her prime, or turn a young woman into a curvy milf.

Grey:

Investment Portfolio [Free, 100 for other origins]
You've got a good stake in quite a few wizarding businesses. The owners of these businesses tend to give small bonuses related to your status as a shareholder. You'll receive store discounts, free products, and small payouts related to your status.

Quibbler [Free, 100 for other origins]
This curated newspaper consists of articles and photography pulled from the breadth of wizarding media. This collection is perfectly tailored to your interests, but always includes an unbiased report on what has occurred in the wizarding world throughout the last week. You'll at least find some interesting news or a useful research paper found within. You receive a new paper weekly, with the information shifting as you enter a new jump.

Included in your subscription is a curated adult magazine containing the hottest pictures taken throughout the muggle and wizarding world that week. All pictures move (even the muggle ones), and some even border on short videos.

Resurrection Stone [100]
You may use this stone to summon the spirits of the dead. These spirits are wounded by a prolonged time in this world, but are more than capable of remaining for an hour at a time. While you have the resurrection stone, you can touch ghosts and the spirits of the dead as if they were living.

1001 Spells for the Busy Wizard [100]
This small pamphlet is incredibly useful for wizards who have learned a different form of magic already. This pamphlet contains all the information necessary to convert a spell from a different magic system into a wizarding spell. This is especially useful as wizarding spells lack a mana component and can be cast silently.

Would you like to cast *Wish* for free? That is found here.

Family Grimoire [200]
This small family book contains a full set of rituals and spells. The spells are otherwise unknown to the wider wizarding world, and thus lack a countercurse. The rituals can give you anything from power to virility, often at the cost of pieces of a slain magical creature.

Contained within the grimoire is a full set of sexual rituals. The most powerful of these rituals allows you to lock a group of spellcasters into a coven, sharing magical power synergistically between the group. Regardless, the rest of the sexual rituals can do anything from enhancing sensitivity to completely changing a person's appearance.

Magical Vestiments [200]
This small briefcase is filled to the brim with clothing. Curiously, the briefcase always opens to reveal the best outfit for the occasion you are preparing for. Open the case before a duel and

you'll find a fine dragonleather dueling suit, before a party and you'll see a dapper suit or dress, before an infiltration mission and you'll see a work uniform.

All clothing provided by the case is enchanted for comfort and perfectly tailored. The clothing is also permanent, although you may remove any clothing simply placing the clothing back into the case and closing it.

The Tales of Beedle the Bard [300]
This hardcover copy of *The Tales of Beedle the Bard* is actually far larger than it appears. When placed within a library, the book absorbs all of the knowledge within the library. This places all of the information within the library into a massive encyclopedia at the back of the book.

The book has already absorbed the entire Hogwarts library, including the entire restricted section. This even includes some personal spells developed by the Hogwarts staff, even the information developed by the famous Half-Blood Prince. You'd be surprised how many perverted or useful spells survive in Hogwarts's library, let alone any other libraries you are able to pilfer.

Branch Manager [300]
While this isn't the entire bank, this local branch of the famous goblin bank is ostensibly under your management (although it effectively runs itself). This earns you and the goblins beneath you a tidy profit.

The major benefit of this arrangement is not the profit but rather the connections. If it is purchasable, the goblins can find it for you. It might be expensive, but it'll arrive all the same.

Lastly, as lord of your bank you can raise a legion of armed and armored goblins. While they are costly to deploy, a legion of fighting goblins can crush the equivalent amount of trained wizards.

Dark:

Lackeys [Free, 100 for other origins]
You've collected a small group of toadies and muscle. This motley crew ranges from bored purebloods to desperate criminals and half-breeds. The muscle in this crew is loyal but dim, capable of carrying out basic commands. Your toadies are much more capable but not entirely loyal and tend to be a bit whiny. Your lackeys are sourced from the local population each jump, unless you choose to keep one on as a follower.

Untraceable Wand [Free, 100 for other origins]
This simple wooden wand is unique in its ability to avoid detection. Regardless of your starting age the wand is immune to the trace and unregistered. Any attempts to cast a Prior Use Spell on this wand return useless and common spells instead of the true spells.

Ugly Bookstore [100]
This pawnshop is secretly a front for selling illegal and stolen products. Any day you can find a good set of cursed objects, dark books, and illicit potions sitting on the shelves here. As an owner, you receive a good discount on the products here.

The bookstore is run by a set of followers and follows you from jump to jump. It is fiat-backed to never be busted by the authorities, although it can obtain a bad reputation.

Riddle Estate [100]
This manor house is filled to the brim with dark corners and hidden passages. On the estate is a small forest of dark trees and a family cemetery. Besides being a sprawling home in its own right, the house is full of tools for the enterprising dark wizard.

The manor possesses a fully stocked potions lab, a ritual room, and a small library. Additionally the family graveyard is a fake facade secretly hiding a thousand loyal inferi. These defenses are in addition to a full set of wards. You don't owe anything on taxes for the estate, and the building maintains itself.

The estate follows you from jump to jump, inserted into the new world.

Jumper's Mark [200]
This magical sigil has a host of abilities when placed on a target. You may communicate with your target through the mark, as well as cast spells directly on targets bearing the sigil. Bearers of your sigil are more loyal than before, and can even communicate with other bearers.

You do not need the consent of your target, and application is a simple spell with no known countercurse. Placing a sigil above your target's groin even allows you to cause them pleasure from afar.

Love Potion No. 13 [200]

This unique potion is stronger than any love potion that exists, even amortentia. When ingested, the potion results in a complete obsession, and while true love is impossible to fake via potion, this particular potion gets very close. Unlike regular love potions, users of this potion retain their full faculties and resist any attempts to remove its effects.

Each dose lasts a month. You receive three doses monthly. If doses are constant, the potion can eventually become permanent and irreversible. The amount of doses required is dependent on the willpower of the target, but never takes longer than a year. Missed doses do not reset the timer. Overdoses will cause unintended side effects.

Elder Wand [300]
The Elder Wand is stronger than any other wand in existence. Unlike the original, this wand is utterly suited to your use and fanatically loyal. The devastation that can be performed by this wand is awe-inspiring.

This wand stacks multiplicatively with other boosters of magical ability, like **Sorcerer**.

Time Turner [300]
This impressive piece of spellwork is capable of sending a human through time. Each spin of the device sends you back an hour. At the beginning this device is only capable of going back for five hours. The timeline is also stable and immovable.

As your soul and skill develop, these restrictions can disappear.

Spells and Rituals:

These spells do not exist in the world until purchased. Once purchased you become the only wizard who knows the spell. Although you can always teach the spell to others.

Light:

Hearthfire Charm [Free, 50 for other origins]
This spell produces a small ball of floating fire. The fire is non-hazardous and does not spread, and its location may be mentally directed by the caster. Each casting of this spell produces a single ball of fire that lasts for eight hours.

The warmth of the fire increases the natural healing of creatures within its radius. Creatures within its radius also feel invigorated, with their natural stamina increased for the duration. Sleeping under the light of the fire produces a fantastic rest, but also tends to result in sensual dreams.

Festival Charm [100]
Casting this simple charm brings life to a party. Within the spell's radius the world seems to brighten. Colors appear more vivid, music more beautiful, and people naturally develop a cheerful demeanor. Even sex becomes more like art than simple mating within the radius. This spell lasts as long as the party it targets.

Sharing Ritual [200]
This ritual requires sharing life's essence between its two participants. This is usually completed by sharing blood between the two creatures, but can also be accomplished by having ritualistic sex.

Once completed, the two participants gain any powers, perks, skills, or alt-forms that the other is willing to share. These shared abilities are a shadow of the true ability, but slowly become more realized as they are practiced. The starting power of the abilities is determined by how powerful the relationship is between the two. As the two creatures share a similar essence now, their affinity for each other increases, and they find it remarkably difficult to harm one another.

Grey:

Contract Binding Curse [Free, 50 for other origins]
This spell can be cast on a contract which has been signed by two consenting adults. This makes the contract magically binding and enforced. Any punishments for breaking the contract must be included in the contract itself.

Punishment Curse [100]
This curse is cast over a square meter. Individuals that pass over the space without meeting the requirements set by the caster are immediately assaulted by spells set by the caster. Common choices include the confundus charm, the Incarcerous spell, and the full body-bind curse. Once triggered the spell must be reset. Stored spells cannot include an emotional component.

Twin Ritual [200]
This ritual comes in two forms, a charm and a ritual. The charm creates an instant duplicate of the target, which lasts about three hours. Duplicates have no real will of their own, acting exactly as the caster commands. A caster can even relinquish control of the duplicates to the target, which has the unusual side effect of linking their sensations. Casters can create duplicates of themselves.

The ritual however, requires blood from a target. The blood is placed within a jar where the spell is cast upon it. The blood immediately turns into a crimson fog that fills the jar. After three days the jar bursts open, revealing a fully-formed clone of the target.

Combining the blood of multiple targets within the jar creates a clone that combines aspects of all components. More male blood makes the clone male, more female blood makes the clone female, and a (roughly) equal mixture creates a fully functional hermaphrodite.

You may choose if the clone arrives with all memories of the original or as a complete blank slate. You may even use the false memory spell to create a starting personality.

Dark:

Vaporization Charm [Free, 50 for other origins]
Not quite as powerful as the name suggests, this spell causes a liquid to immediately change into a cloudy vapor. While this could theoretically be used on any liquid, this is largely useful for vaporizing potions.

Creatures that breathe in the vapors are immediately affected by the potion, admittedly at a lower intensity to drinking a full dose. The most horrific example is a vaporized poison, but other terrifying choices are the Draught of Living Death and Amortentia.

Little Death Curse [100]
When cast, this spell causes an immediate orgasm within the target. The strength and pleasure of this orgasm are dependent on the magical power of the caster.

While its most helpful uses are obvious, this spell is also a fantastic distraction in a duel.

Enslavement Ritual [200]
This particular ritual is as dark as it is useful. The ritual involves tattooing a full-body tattoo of runes onto a target during a new moon, which typically means your target is helpless or willing. A tattooing spell is included in this purchase.

Once completed, the tattoo serves to realign the motives of your target. Essentially, the target's highest priority becomes your wellbeing and service. They retain any other priorities that do not conflict with their new goals. The best example to illustrate this change is the service of a humble house elf. Targets become elated when serving you and seek to predict your desires.

If the tattoo is not removed and the target countercursed by the next new moon, this change is permanent. You may choose if the tattoo fades away or remains once permanent.

Familiars:

All creatures purchased below are more clever than the usual members of their species. You are immune to any dangers posed by your familiar, and they'd never knowingly harm you regardless. Familiars are terribly loyal, but otherwise mundane members of their species. If your familiar ever dies, you'll quickly find another familiar of that same species through sheer dumb luck.

> **Shapechanger [+50]**
> Your familiar is not a familiar at all, but rather a faithful follower. They might be a cursed creature or a rogue animagus, but they are entirely as intelligent as a regular human. They receive three forms that they can shift into at will: a fully animal form, a fully human form, and a hybrid between the two (you may decide if this hybrid is anthropomorphic or human with a couple monstrous traits).

Basic Familiar [Free]
You obtain a mundane familiar like those allowed at Hogwarts. This can be a rat, cat, owl, or toad. This creature is entirely normal except for as noted above.

Light:

Loyal Kneazle [Free, 50 for other origins]
This magical cat is terribly intelligent and independent. Kneazles have a sense for suspicious and untrustworthy individuals and can provide an early warning system for their owner. Kneazles can be very trustworthy indeed, and this particular creature has bonded with you.

Phoenix [100]
This magical bird is both immortal and capable of producing healing tears. This immortal creature has elected to bind itself to you. In addition to phoenix tears, phoenixes themselves are capable of singing a song that unnerves the wicked and gives courage to the righteous. They are also capable of carrying several humans, even though they don't look like it.

Grey:

Crup [Free, 50 for other origins]
This wizard-bred breed of dogs is loyal to their magical owners and ferocious to muggles and squibs. As puppies they possess a forked tail, which is removed with a painless severing charm to match ministry regulation and fit in with muggle dogs. This particular Crup has been thoroughly trained and has bonded with you.

Dragon [100]
You receive a child dragon that bonds with you. Dragons are highly spell-resistant, capable of flight, and can produce magical fire breath. Their sheddings and blood are also very common magical ingredients.

Dark:

Runespoor [Free, 50 for other origins]
This magical snake possesses three heads, each filled with deadly poison. The runespoor is popular with dark wizards and parselmouths. Their eggs and fangs are both highly magical and used for various potions.

Basilisk [100]
This magical snake is effectively immortal and highly dangerous. The fangs of a basilisk produce a venom that is so potent it can kill horcruxes. The stare of a basilisk is capable of instantly killing any creature that meets its gaze. Basilisks also possess a spell-resistant hide. This basilisk is roughly twelve feet long and is just past its childhood; it is bonded with you. In addition, this basilisk is enchanted to not hear its weakness of a rooster crowing.

Companions and Followers:

Canon Companion [Cost Varies]
For 50 CP, you may select a regular witch or wizard to be with you on your journey. In this world you'll find that you are highly compatible with your choice, and they will essentially fall in love with you at first sight.
For 100 CP, you may select a highly competent witch or wizard to take with you.
For 150 CP, you may take a legendary witch or wizard to take with you.
Any canon companions may be freely gender-swapped at will. Companions may even be purchased in a different time period from their own, where they will appear before you as a drop-in. All canon companions also receive 600 CP of their own to spend.

Furthermore, you'll receive a discount to spend on a canon companion based on your origin.
Light: 50 CP to spend on a companion that is a **muggleborn** or associated with the **Light**.
Grey: 50 CP to spend on a companion that is a **halfblood** or **unassociated** with either faction.
Dark: 50 CP to spend on a companion that is a **pureblood** or associated with the **Dark**.

Import Companions [Cost Varies]
You may import companions with you into this setting. They receive a free origin as well as 600 CP to spend as they choose. You may import 1 to 3 companions for free, 4 companions for 50 CP, or a maximum of 8 companions for 100 cp.

Original Companions:

All original companions find themselves written into the era you find yourself in. All language is gender neutral because original companions shift to match your preferences. Original companions you purchase are highly compatible with yourself and essentially fall in love (or as otherwise noted) with you at first sight. All original companions get 600 CP to spend by themselves.

Light:

Unemployed Werewolf [Free, 50 for other origins]
This poor spellcaster was bitten by a werewolf early in their life. However, the curse appeared to pass them by. Despite their talent, they're unable to maintain a job because of the stigma associated with werewolves. They've got a beat-up appearance that hides their roguish charm and quiet intelligence. Even when transformed, they'll never attack you.

Exchange Student [Free, 50 for other origins]
This exchange student from MACUSA is youthful, flirtatious, and a little bit clumsy. Despite their general naivete and inexperience their pet Kneazle is around to help them navigate the wizarding world, and maybe you'll be able to help as well?

Spectacular Spellcaster [100]
It's generally recommended to avoid casting spells around muggles if one can help it, but this magician does it practically every day. With a skill for showmanship and a bit of wandless spellcasting, this vibrant spellcaster moonlights as a muggle magician. They love showing magic to those without it, but otherwise have a heart for justice and a desire to help others.

Muggleborn Auror [100]
This muggleborn spellcaster is either an auror or in school to be one. You'll quickly find that they have a heart of gold and quietly hide the fact that they are a Metamorphmagus. They are especially skilled at combat magic, and capable of defeating even skilled duelists.

Defenseless Magician and their Knight [200]
This pureblood magician and their companion have recently come from Japan. The magician is stubborn, kind, and more than a little useless when it comes to technology. Their companion is astonishingly beautiful with a personality that fits a knight more than any magician. They also really enjoy riding motorcycles.

Shockingly enough, the companion is not actually a living creature, but rather a magical construct based on ancient myth. The magician gained this companion from a dark ritual that they'd rather not talk about. The magic required to maintain their companion is draining for a poor magician like themselves, so they are more than happy to have a little assistance.

Both are imported as a single companion, and receive a separate stipend.

Flock of Veela [200]
This group consists of four unmarried veela. They are seeking to find a consort that matches their preferences, and you fit exactly. As a group companion, they import together and receive individual CP stipends. They are all fluent in French and English and speak with a cute accent.

If they are women, they are full veela and fully capable of casting magic without a wand. If they are men, they are instead half-veela capable of using all veela traits as well as using wanded magic. You may even request a mixture of the two.

Grey:

Goblin Account Manager [Free, 50 for other origins]
This goblin was considered ugly by their peers, so they threw themselves into their work quickly becoming one of the best financiers and account managers in the world. They have been offered full employment by your benefactor, and will eagerly manage your affairs. The manager is skilled enough to manage any businesses you possess and can make you a fortune when given enough trust.

While ugly for a goblin, you'll find your account manager very easy on the eyes. It appears that goblins have different beauty standards than wizards.

Investigator [Free, 50 for other origins]
This griseled witch or wizard is a transplant from Chicago and the MACUSA. As a detective and auror their cases take them abroad from time to time. While your usefulness as a consultant might be questionable, you can slowly grow close to the experienced auror.

True Heir [100]
This poor orphan ended up as the only surviving member of their family, losing their family to a dark wizard. This caused them to spend their childhood under the care of their hateful muggle relatives. The only twist is that their family was about as dark as they come, and the tragic murder of their parents was more of a professional business deal than anything truly malicious.

They grew up tough due to their hard upbringing and they possess an entire family vault of properties, voting rights, and secret spells. Their tough upbringing also gave them a heart of gold that really doesn't fit their reputation. What they really need is a friend that sees through all the fluff and knows just a bit about wizard society.

Confidant [100]
This half-blood wizard or witch has found themselves under your employ. They receive a full salary from your benefactor, but appear to be your employee for the love of the game. They are a masterful servant, chauffeur, and bodyguard. They are even a half-decent lawyer and medic.

It will become clear slowly that their feelings for you go beyond the professional, and while a bit older they are still a formidable beauty in their own right.

Magical Girls? [200]
This set of magicians from Japan entered your purview after doing magic in front of a set of muggles. The Japanese ministry doesn't appear to have any record of them and they claim that they can't even cast spells when outside of the bizarre but strangely lewd outfits they wear. Regardless, you feel some pity for the group, because what are the chances that they really are a bunch of uplifted muggles?

This group companion imports together as a single companion, with each member importing with their own stipend. They are a group of four to eight, and their exact personalities are up to

your discretion. The author recommends the classic “sweet, strong, intelligent, shy” group, but it is truly up to you.

Young Genius [200]
This young witch or wizard has sought your patronage. They are relatively unfamiliar with the wizarding world, having grown up in the muggle world, but possess enough magical power to duel Dumbledore to a standstill. Effectively having a copy of **Sorcerer** and **Wandless Magic** above.

They seek your patronage and help navigating the wizarding world, and would be ever grateful for your help.

Dark:

Elf Clan [Free, 50 for other origins]
Your dark family managed to enslave something far greater than a simple house elf. This clan of three is sworn to your service. With full access to elvish magic and trained as house servants and assassins, these elves will rapidly carry out your dirty work.

While they normally look like mundane house elves, these elves can reveal their true forms while under the light of a full moon. They appear to be beautiful fairy princes and princesses while under the moonlight. While they desire to care for a wizard house as normal house elves, these elves are under so many oaths that even ill treatment will result in gleeful service. As a side effect, giving them clothing does not free them.

Mad Herbologist [Free, 50 for other origins]
The wizarding world has more than its fair share of crazy animal people, but you are certain this is the first time you've met a mad plant person. Not only is this researcher the most brilliant herbologist in the known world, they are also horrifically seductive.

As an absolutely fantastic potionmaster, their skills will certainly aid in your conquest of the mortal realms, it is wise to avoid being too taken into their guiles. The only mortal affair they only truly seem to care about besides yourself is their funding. Clothing is also entirely optional in the greenhouse.

Beautiful Betrothed [100]
Your ancestors worked out an utterly predatory marriage contract with one of the sacred twenty-eight. This witch or wizard is your betrothed and under unbreakable loyalty and secrecy vows to yourself. They are every bit the perfect pureblood prince or princess, wise, elegant, and fair beyond measure.

They are eager for this marriage to go well regardless of the vows, and have been looking forward to this marriage for most of their life.

Unnerving Marble Statue [100]
Purchased from your usual black market connections (probably Borgin and Burkes), this marble sculpture depicts a Greek god of some sort. After a few weeks of absolute motionlessness, you find the sculpture moving around one morning speaking ancient Greek. With superhuman strength, durability, and a spellproof skin the sculpture is almost overwhelming in battle. That does not even take into account that it appears to be an expert in ancient Greek sorcery.

Luckily, if you ever communicate with the sculpture, you'll quickly find a beautiful soul waiting underneath.

Cursed Object [200]
This horcrux is all that remains of a defeated dark lord or lady. This small soul piece reached out to yours after you picked up the artifact and stabilized itself with your own soul. As a result, the

usual madness has gone from the horcrux, and it has begun feeling positive emotions for another person for the first time in its whole life.

The horcrux desires your help restoring its body. You can do this through any of the methods Voldemort tried: possessing another, using the elixir of life, or a dark ritual. If successful, the horcrux possesses both **Sorcerer** and **Spell Savant**. This also gives you the **Goblin-Silver** item that made up the horcrux in the first place.

Just a warning, the horcrux is still rather mad and dealing with positive emotions for the first time in its life, so expect reactions from denial to pure obsession.

Demon in a Bottle [200]
After casting an unknown spell from one of your libraries, you accidentally manage to summon and bind a demon (or rather, half-demon). While their pale skin and embedded forehead gem are clearly unnatural, the demon appears beautiful.

Shockingly enough, the half-demon seems fine with your binding. While they are forced to do your dirty work, they were half-human and used to living on Earth. They also appear terribly worried about their demonic parent getting loose, which your binding fully blocks.

They are more magically powerful than even those with **Sorcerer**, but they deny their full power and regulate their emotions. Their demonic parent is some form of lust demon, so they keep their sexual side tightly chained up. Perhaps you can show them how to cut loose safely? Or maybe you'll both just reign in Hell together.

Drawbacks:

Supplement [+0]
You can use this document as a supplement to any other wizarding world jump.

The Daily Prophet [+100]
For whatever reason you desire, you are subject to a media frenzy. The paparazzi will seek you out to find out the latest drama, and they are willing to lie to make good news.

Blood Purist [+100]
Whatever your blood status, wizards of other statuses will have built-in prejudice towards your own. Muggleborns and half-bloods will find the usual wizard prejudices amplified, whereas purebloods will be viewed as snobbish, spoiled, and silly. These prejudices can be disproven with time and experience, but first contacts will always be awkward.

Snape Syndrome [+100]
A person in a position of power over you hates you. This could be a teacher, boss, or family member, but they are only willing to do the bare minimum of their responsibilities towards you.

Werewolf [+200]
You're affected by the werewolf curse. Every full moon you transform into an uncontrollable, feral beast. None of your other perks or items can stop this transformation, with the only treatment being the complex and expensive wolfsbane potion. This drawback is also reputation suicide if discovered.

Massive Target [+200]
You make enemies quickly. These enemies can range from annoying to dangerous, but you are guaranteed to have at least one serious attempt on your life while you are here.

Betrayal Betrothal [+200]
Your hand has been given in marriage to one of the worst people you've ever met. This vow is unbreakable unless your betrothed decides (or "decides") to release you. Killing your betrothed only results in the marriage being shifted to their nearest relative.

If you already have a betrothed, this marriage is in addition to the original.

Lordly Foes [+300/+400/+600]
You are under threat by a wizard or witch that possesses every perk, item, and familiar from a specific origin.

For **+300 CP** you are only under threat from one wizard or witch.
For **+400 CP** you are under threat from three wizards and witches, one from each origin.

For **+600 CP,** you are under threat from three wizards and witches, with an additional wizard or witch who possesses all items and perks from each origin.

Notes:

Original Companion Inspirations:
Unemployed Werewolf:
Think Sirius mixed with Lupin. Massive tomboy if a woman.

Exchange Student:
Sabrina, but could really be any student wizard or witch.

Spectacular Spellcaster:
Zatanna and it's basically just Zatanna.

Muggleborn Auror:
Herminone mixed with Tonks.

Defenseless Magician and their Knight:
Rin and Saber post-grail war.

Flock of Veela:
Hoards of fanfics with multiple Veela.

Goblin Account Manager:
Goblins are super popular in NSFW works. Plus a sexy accountant is slightly funny.

Investigator:
Dresden but I've really only read a little bit of Dresden.

True Heir:
If Harry Potter came from the Gaunt family. I'd definitely make them a goth.

Confidant:
Rogue Trader's Abelard mixed with Batman's Alfred. Ideally looks like Roberta from Black Lagoon.

Magical Girls:
Generalized magical girl group. Can be as magical as the Jumper desires.

Young Genius:
No real inspiration besides mentor-protégé relationship.

Elf Clan:
General house elf option with a bit more spice.

Mad Herbologist:
Poison Ivy mixed with mad scientist tropes.

Beautiful Betrothed:
Common fanfiction idea, typical marriage contract story.

Unnerving Marble Statue:
Absolute wonder woman mixed with the myth of Galatea. Especially because art already comes to life in Harry Potter.

Cursed Object:
Lots of ways you can take this one. Female Voldemort, Morgana La Fey, yandere sorceress, etc.

Demon in a Bottle:
Raven, but could really be any sexy half-demon.

Changelog 1.1
Added Spells and Rituals portion to document. Accepted many spelling and grammar fixes from the community.

Changelog 2.0
Added a full new set of perks, items, and companions to each origin.