

Welcome to Hogwarts.

The date is September 1st, 1890. A goblin named Ranrok has been gathering followers, and will very shortly come out in outright rebellion against the Ministry of Magic. Ranrok seeks mysterious repositories, filled to the brim with ancient magic and buried underneath the Scottish Highlands around Hogwarts, and has allied with a dark wizard named Victor Rookwood to seek them.

A new student, entering Hogwarts as a fifth year, will shortly get drawn into this conflict alongside one Eleazar Fig, a professor of Magical Theory at Hogwarts. Eleazar's wife was killed by Ranrok, but managed to recover a mysterious container, marked with a sigil representing ancient magic, which will lead the student to beginning a journey to unlock and harness this mysterious power.

How will you enter this world and interact with the story? Will you aid the new student in unlocking ancient secrets? Will you support Ranrok and his ambitions? Will you take your own path through the unfolding scenes of history?

Take **1000 CP**, and let's begin.

BACKGROUNDS

Select your background in this world.

Student: You are a student at Hogwarts. You could be just starting your first year, or you could be facing your NEWTs as a seventh year. Or you could fit anywhere in-between. You can freely pick which of the four houses you will be in during your time here.

Academic: You are a professor at Hogwarts, or perhaps an independent researcher exploring the countryside. Regardless, you have a great deal of knowledge about your chosen field of study.

Villager: The valleys around Hogwarts are filled with various villages and hamlets, particularly the large village of Hogsmeade. You are an inhabitant of one of these villages, just going about your day-to-day work. Given the powers of wizarding travel, you might work anywhere else in the country and simply come back here to rest at the end of the day.

Shopkeep: You are a buyer and seller of goods. You could have an established store, or maybe just a travelling pop-up stand, selling your wares to travelers on the road.

Criminal: You are someone who lives outside of the law. Perhaps you are a member of the Ashwinders, the local gang that has been stirring up trouble. Maybe you are a Poacher, seeking to hunt the wealth of creatures in the forests around Hogwarts. Or maybe you are some other brand of ne'er-do-well that isn't loyal to Victor Rockwood.

Stranger: You don't really seem to have a history in these parts. It is as if you simply showed up out of thin air with little more than your wand and a few odds and ends. People around here are typically friendly enough, but in these dark times, it is possible you could get a few suspicious stares for just **dropping in** like this.

PERKS

Perks are discounted 50% to the indicated Background, while 100 CP Perks are free to the indicated Background.

100 CP

Curious (100 CP, Free to Student): You have a thirst for knowledge. You are always able to find learning exciting and engaging, and when you are receiving instruction, your teachers will always have an instinctive knowledge for how to explain things simply enough to match your current level of knowledge.

Well-Read (100 CP, Free to Academic): You have read a high number of books on a variety of magical topics, and you have an extremely keen memory to hold them all. Your memory in general is near-eidetic, and in connection to books and other writings, anything you read is perfectly stored and indexed in your mind.

Friendly (100 CP, Free to Villager): It is important to be on good terms with your neighbors, especially in small villages out in the wilds. You find it easy to engage with people on friendly terms, even when you don't feel particularly friendly towards them, and other people tend to be more positively inclined towards you than not, treating you friendly unless given plenty of reason not to.

Perceptive (100 CP, Free to Shopkeep): You excel at observing both people and objects, forming a mental profile about them and doing so quickly. You have a keen eye that can pick up small details and put them together to evaluate an object's worth or determine the likely attitudes and habits of a prospective customer to help in tailoring a sales pitch to them.

Alert (100 CP, Free to Criminal): Being a criminal is a dangerous proposition. You are good at staying on your toes and preparing backup plans for if things go south. You have an especial talent for combat, particularly in spotting when someone is about to attack, and judging whether you can block the attack or if you should dodge..

Resourceful (100 CP, Free to Stranger): You have a skill for living off of the land, finding both food and shelter. You are able to navigate ably, and when you are harvesting plants or ores or other natural resources, the results will end up being a bit more plentiful, allowing you to harvest a bit more than others could manage.

200 CP

Rumor and Gossip (200 CP, Discounted to Student): Rumors move fast, and they are particularly quick to reach your ears. You are always keyed into the grapevine wherever you might happen to be, quickly hearing tales of people in need, strange phenomena, buried treasures, and roaming beasts. Even if you rarely, if ever, talk to people, you somehow still know what rumors are flying around.

Lingering Clues (200 CP, Discounted to Academic): Time wears down all things, which can make research difficult when information has been lost to accident or disaster. But now, when you are searching for something, you will find that happenstance has led to the data managing to survive through the centuries. Carvings will still be detailed, paintings will not have faded, books will have survived without mildew or rot, even in damp basements or caves. Lost knowledge is far less lost when you are searching for it.

Beast Taming (200 CP, Discounted to Villager): You have a wealth of knowledge and experience in working with creatures, particularly magical ones. Whether you prefer to conserve or exploit the beasts, you are deeply familiar with their various habits, abilities, habitats, and oddities. And even when you come across an unfamiliar beast, you can pick up a great deal of information about them with a minimal amount of observation.

'Fair' Trades (200 CP, Discounted to Shopkeep): You have a silver tongue for making gold. Whether buying or selling, you are very gifted at the art of haggling, able to charm someone and convince them that a deal is absolutely in their favor, when you are actually the one coming out ahead. And you can easily tell when someone else is trying out the same tricks on you.

A Fearsome Reputation (200 CP, Discounted to Criminal): Criminals live and die by their reputation, and yours is particularly intimidating. A simple tap of your wand against your palm can be as intimidating as an outright threat from other criminals, and those who do fear you are far more inclined to capitulate to your demands rather than lash out or flee.

Keep This Between Us (200 CP, Discounted to Stranger): Everyone has their secrets, and those who you share yours with are most inclined to keep them. If you share a secret with someone, both you and they will find that the secret can't be revealed accidentally. If someone can overhear you, you will simply not speak of your secret, and anyone who would be inclined to betray your trust will be plagued with second thoughts holding them back from doing so.

400 CP

Top of the Class (400 CP, Discounted to Student): Even if you started Hogwarts late, you'll soon sail past your classmates, because your learning speed is simply unreal. You are able to pick up in weeks what it would take others years to learn, and your learning isn't simply static and rote. You are a wellspring of inspiration, capable of taking what you learn and building on it and synergizing to discover new applications of your own.

Enchanting Education (400 CP, Discounted to Academic): It does little good to collect knowledge if you can't share it. You are an exceptional teacher, capable of teaching your skills and knowledge at an accelerated rate without any loss in understanding. But you particularly shine as a teacher of magic. Put simply, any spellcasting abilities or other supernatural skills that you possess can be taught to absolutely anyone, so long as you are the one teaching them.

Safety Of The Hearth (400 CP, Discounted to Villager): Times are dark, and many fear for the safety of their loved ones. But you don't need to fear. Those that are under your protection are **safe**. You will never arrive home to discover that danger struck while you were out. Those that rely on you for protection can only be harmed if the danger went through you first. This effect is less absolute on those who can defend themselves and don't truly need your protection, but even then, they can only be truly overwhelmed when you are in a position to aid them.

Trading Network (400 CP, Discounted to Shopkeep): If someone comes into your shop asking for Re'em's blood or Fire Crab shells or a Dragon Shark tooth, you might not have it in stock, but you have contacts that can acquire it, for a price. You are linked to a globe-spanning network of merchants and traders, and you have the connections to be able to acquire almost anything that is being sold anywhere for a decent price and have it brought to your door. Some things may take more time or more money to acquire, but if it can be bought, you can buy it.

A Wizard's Crew (400 CP, Discounted to Criminal): You are the leader of a small gang of your own. Consisting of half-a-dozen thugs and mooks, and a couple of trusted lieutenants, your gang can be called to your side at will, and sent out on errands and tasks. The mooks have a basic grasp of magic and are a bit on the dim side, while your lieutentants are smarter and each have their own specialty, such as stealth or fire magic or an Animagus transformation. All of them can improve over time if you try and train them, and in each new world you visit, a couple more thugs will end up recruited to your gang, wielding either the magic of this world, or an equivalent set of supernatural skills from whatever new world you are in.

Time Enough To Quest (400 CP, Discounted to Stranger): Time seems to be oddly fluid around you. The days and seasons and years all progress normally enough, but when someone asks you to perform a task for them or an assignment is set in class, you can wait to work on it and it will never quite become late. Even if it has actually been days since someone asked you to meet them by the lake, you can go down and it will also have just been an hour since they asked. This won't stop events from occurring in the moment, so, for example, if a ruin that was on the edge of collapse is crumbling around you, it will still crumble, but if you waited a few more months before going, the ruin would still be on the edge of collapsing once you did visit.

MAGIC

You will be able to learn many forms of magic while you are here, and, if you didn't enter as a student, you may have already received a full education on magic. The special perks listed here will give you a talent with and mastery of specific sections of magic, but, unless specifically called out in the description, you can potentially learn the magic listed here on your own without purchasing these perks. You will simply lack the extra talent and benefits each perk will bring. You may take up to **300 CP** worth of these perks for free.

100 CP

Lumos (100 CP): You have a talent for the spell **Lumos**, which can allow you to keep your wand lit, even when casting other spells, as well as manifesting Lumos in different ways, such as floating orbs of light. Your light also has a minor repelling effect on ghosts and similar beings.

Reparo (100 CP): You have a talent for the spell **Reparo**, allowing you to be far more flexible in how you repair things. You could unfade a painting, unburn a log of wood, or unmelt a block of ice, as long as what you are doing can be generally conceived of as damage.

Protego (100 CP): You have a talent for the spell **Protego**, allowing you to 'attune' your shield to only be weak against certain types of spells, such as direct combat or binding spells, in turn making it almost impenetrable to all other types of force and magic.

Revelio (100 CP): You have a talent for the spell **Revelio**, causing your casting of the spell to have a wider array of colors with a wider array of meanings for things it can detect, such as a golden glow for wands or a brown glow for books. You can also hold onto the glows, allowing you to continue to see what was revealed for up to several minutes without needing to recast the spell.

200 CP

Force (200 CP): You have a talent for magic that moves objects around by force, particularly **Accio**, **Depulso**, **Levioso**, and **Descendo**. You can focus on any moving object and see a glowing cone in front of it, indicating the most likely paths it will take, and you can use this glow when casting spells to finely-tune how they are aimed or redirect moving targets precisely.

Combat (200 CP): You have a talent for combat spells, including **Expelliarmus**, **Bombarda**, **Diffindo**, and **Stupify**. All such spells hit harder against your enemies, and, when you are focusing on a specific enemy, you will occasionally see glyphs flash briefly into existence over their head. These glyphs represent specific spells that would be particularly useful against your target (such as one for Expelliarmus when their grip on their wand slips a bit), and with practice, you can use these indicators to greatly improve your combat casting.

Impediment (200 CP): You have a talent for magic that restricts movement, including **Glacius**, **Arresto Momentum**, and **Petrificus Totalus**. Any such magic you use tends to last for far longer, and will linger on those affected for some time after they break, continuing to slow their movements for a while. You are also resistant to such effects yourself.

Stealth (200 CP): You have a talent for both **Disillusionment** and **Alohamora**. Your Disillusionment spell has expanded to include muffling both sound and scent, and your Alohamora can handle even the toughest locks. You also have a general sense when someone is looking at you, or, when Disillusioned, when they would see you if you dropped your spell.

300 CP

Fire Magic (300 CP): You have a talent for magic involving flames, including **Incendio** and **Confringo**. You are able to direct flames you create precisely, preventing them from burning anything you don't want them to, to the point where you could burn the webs off an Acromantula victim without so much as singeing the hair on their head. You also have a basic grasp of Fiendfyre, though you still have to focus to keep it under control.

Apparition (300 CP): You have a general mastery of Apparition, both in terms of long-term travel, and short range 'bursts'. You can jump across the length of Britain and land very precisely, even with relatively vague descriptions of your target location, and can 'combat apparate' in rapid succession, firing spells before leaping away, without getting disoriented.

Transfiguration (300 CP): You have a general mastery of Transfiguration, allowing you to conjure, vanish, and transform materials, with far less material / effort needed for permanent effects. You also have a firm grasp on the tricks of Human Transfiguration, allowing you to turn people into objects and back again, and you have gained an Animagus Transformation of your own, allowing you to transform into a mundane animal of your choice.

400 CP

Ancient Magic (400 CP): Cannot be learned or gained if not purchased. You have the ability to see a mysterious ‘Ancient Magic’, as well as the ability to draw on it and manipulate it to a degree. This magic has the ability to draw out pain, permanently change the weather, build long-lasting and near-sentient structures, and many other strange feats.

Dark Arts (400 CP): You have an affinity for the Dark Arts, and know how to cast all three of the Unforgivable Curses. You have the ability to cause any of your curses, including the Unforgivables, to become ‘infectious’, spreading from one target towards others in various ways, as well as causing them to intersect, such as allowing you to kill one person with an Avada Kedavra who you have under the Imperius, and simultaneously causing anyone else you also have under the Imperius to die at the same moment.

Wandless Magic (400 CP): You have the ability to cast any spell you know without a wand. Spells cast this way will be generally weaker and less controlled than they would be with a proper focus, but this ability ensures that you are far less at risk if you are disarmed. However, this can function as a training aid, as, if you practice casting spells wandlessly and improve their performance, you’ll find those spells have a distinct boost when performed with an actual wand.

ITEMS

Items are discounted 50% to the indicated Background, while 100 CP Items are free to the indicated Background. You may also take one additional 100 CP Item for free. Unless otherwise specified, items that are broken or lost will reappear in your possession within one week.

Freebies

Wand (Free to All): The wand chooses the wizard, and this wand has chosen you. It can always be summoned to your hand at will, and can be dismissed, causing it to vanish until you need it again. If broken, it will automatically dismiss itself, and can then be resummoned, fully repaired, within a day.

Outfit (Free to All): A complete wizarding outfit. It has some basics (underthings, shirts, pants or a skirt, etc), as well as a thick traveling robe, a traditional hat, sturdy gloves and boots. The various pockets of the outfit are deeper than they should be, allowing for more to be held without adding weight, and any part of the outfit can be dismissed and then resummoned at will. If left dismissed for eight hours straight, a piece of the outfit will be returned fully cleaned and repaired when resummoned.

100 CP

Wiggenweld Potion Bottles (100 CP): A set of six vials, which each hold a dose of Wiggenweld Potion. One dose is enough to fix a broken bone, or heal up scrapes, cuts, and bruises, and each vial will refill eight hours after being drunk. Comes with a small cauldron that can be filled with a completed potion, which will be kept in perfect stasis. Any of the vials can be set to refill with a dose from the cauldron rather than Wiggenweld Potion.

Sturdy Broom (100 CP): A nice broomstick that has been given a few experimental tweaks, increasing its top speed compared to most other brooms of the era. It can be instantly summoned to your hand when you wish to mount it, and finally, it can even be used inside Hogwarts or Hogsmeade, though you could get in trouble if spotted using that feature.

Herbology Pouch (100 CP): A leather pouch that can perfectly preserve various plants after harvesting. It can store a few dozen specimens at once, and, twice a day, if empty, you can cause it to be filled with half a dozen samples of dittany, mallowsweet, knotgrass, shrivelfigs, or fluxweed; three Chinese chomping cabbages; two mandrakes; or one venomous tentacula.

Snack Supply (100 CP): A large box with Honeydukes label on the side. It is filled with a full assortment of all of their products, and an identical filled box will be delivered to you every third day.

Course Books (100 CP, Free to Student): A set of books covering the basics for every class from first year through seventh. Individual teachers may assign additional texts, but even if you only had these books to study from, it would be enough for you to pass your OWLs and NEWTs.

Training Dummies (100 CP, Free to Academic): A set of three enchanted training dummies. They can react realistically to any spells that you might want to practice, as well as emitting colored bursts of light that can mimic the appearance and flight patterns of virtually any spell. On striking, they can cause the struck area to go numb or become brightly colored to mark a hit.

Enchanted Items (100 CP, Free to Villager): Half a dozen assorted magical knick knacks that you might find in any magical home. These are nothing particularly rare or fancy, just generally useful items ranging from a wash bin that automatically washes and dries clothes, to a tea kettle that can brew itself, to dishes that can check for poisons. Once a week, you can choose to 'send away' any one item, and a new random enchanted item will appear the next day.

Galleon Pouch (100 CP, Free to Shopkeep): A large sack full of a hundred galleons. A modest fortune by the standards of the time (keeping in mind the prices in the game are inflated by roughly a factor of 100 to 200 times what they would actually be). This sack will gain one hundred more galleons each month.

Obscuring Spheres (100 CP, Free to Criminal): A set of six black spheres which can always be found when you reach into one of your pockets. When thrown, a sphere will explode outwards into a thick black cloud of smoke, wide enough to fill a small house or encompass a village street, which will linger for up to half an hour. You are able to see through the smoke as if it were a very faint mist, making it the perfect cover for you to perform dubious activities. Spheres will reappear one day after use.

Wizarding Tent (100 CP, Free to Stranger): A modest, self-setting wizarding tent. It only has two bedrooms, a small kitchen and parlour, and a toilet, but it is enough for you and perhaps a couple of others to live comfortably within while out and about in the Highlands.

200 CP

Quidditch Training Equipment (200 CP, Discounted to Student): Headmaster Black may be banning Quidditch this year, but that is no reason to slack off practicing. This wooden trunk contains equipment that can help with practicing for each position, as well as three dozen enchanted floating rings that can be set to expand and form racecourses around the area to help with practicing broom handling skills.

Pensieve (200 CP, Discounted to Academic): A special enchanted device that can allow memories to be replayed in impossible detail. The basin comes with a plinth to sit on, which has a hidden storage compartment with a hundred specially prepared vials, each of which can securely hold a memory for later viewing. Also comes with an enchanted eyedropper that can allow anyone, even Muggles, to safely extract a memory for viewing.

Creature Care Supplies (200 CP, Discounted to Villager): A leather bag filled with supplies for carrying for all manner of magical beasts. There are several enchanted grooming tools that will pamper a target creature on command and painlessly harvest ingredients like fur and nail trimmings in the process. There is an assortment of monster feed that will never run out, and several large and durable balls that all creatures will love to play with.

Travelling Cart (200 CP, Discounted to Shopkeep): A cart that can move autonomously and which can follow paths to arrive at a set destination. The interior of the cart is packed with various cabinets and crates which are all larger on the inside, allowing for a great deal of product to be stored away securely, and the cart is able to deploy a large canopy and set up a temporary shop on command, wherever you may happen to be.

Nab-Sack (200 CP, Discounted to Criminal): A large bag that is a vital tool for many poachers. This sack is able to securely store up to a dozen creatures at once, even up to the size of a Hippogryph or Thestral. It has a stunning effect you can activate when targeting a creature, which will daze them for several moments while the bag draws them in. Creatures will be in stasis while in the sack, needing no food or drink until they are released.

Watchful Chest (200 CP, Discounted to Stranger): A large chest with a large eye in the place of a lock, which has also been fitted with a set of wheels on the bottom, allowing it to wheel itself around. This chest is hardened against unlocking spells, and its eye has been enchanted, allowing it to see through invisibility spells. It will only open itself for you and those you explicitly tell it to allow access.

400 CP

Jumper's Trial (400 CP, Discounted to Student): A long enchanted corridor, currently hidden in Hogwarts, which is able to be set to test a challenger's skill with a particular spell, which you can freely pick and change. It will provide a variety of challenges that will require a flexible mastery of the chosen spell, and will provide rewards at the end proportional to the mastery displayed. Any given person can challenge the corridor once per week, and access is restricted by a password or similar condition that you set. Once per month, you can move where the corridor is located, even moving it to an entirely different building.

Ancient Ruins (400 CP, Discounted to Academic): A large and sprawling ruin that is hidden from view from anyone other than you and those you bring with you. The ruin is filled with a variety of examples of forgotten magics and enchantments, as well as various rare and ancient texts scattered throughout it. In each new world you visit, the ruins will update with new examples and new ancient texts, as well as updating its structure to match ancient ruins from the new world.

Steading (400 CP, Discounted to Villager): A large section of the magical Scottish highlands that is owned by you as a homestead. It covers several acres, and has a mix of terrains, including both forests, a river, and some mountainous terrain. The area, its contents, and anything you build on it, will accompany you when you move to new worlds, seamlessly integrating with the new world in a location of your choosing.

Storefront (400 CP, Discounted to Shopkeep): A large store, positioned in an area with a decent amount of foot traffic, and protected with a variety of anti-theft enchantments. It has an expanded interior sales floor, as well as an extensive basement for both storing extra stock and developing new products.

Control Collar (400 CP, Discounted to Criminal): A collar and set of chains and bindings, which can latch onto a nearby creature at your command. It comes with a matching ring, which allows you to command a creature that is bound by the collar, either sending a command for it to fulfill, or entering a meditative state to allow you to control the creature directly. Trolls, Graphorns, Acromantula, even Dragons are all potential targets, among many other creatures.

Sealed Repository (400 CP, Discounted to Stranger): A large set of rings, made out of Goblin Silver and filled to the brim with Ancient Magic. Unlike the repositories that the Keepers guard, this repository is not tainted with negative emotions, but is instead a source of pure magic. It is possible for you to draw out this magic to empower yourself or link it into enchantments and wards to greatly empower them, even if you don't have the ability to see Ancient Magic natively. With such a power, you could use this power even more precisely. The energy within the repository will regenerate over time if used.

FIELD GUIDE

Your Field Guide is a special item that can be summoned to your hand in a moment and dismissed by miming tucking it away somewhere. It starts out with some basic functionality, and you can pay to add additional sections to it. You may take **200 CP** worth of the sections here for free.

Basic Field Guide (Free to All): The basic field guide is a tool for research and analysis. By examining any creature, object, location, or person with the book in hand, it will gain a page that will fill in with information about the object of your study. This entry will start with basic information, but it is possible for more detail to be added via additional focus on the target.

Inventory (100 CP): The field guide now has an internal space for storage. For notes, books, scrolls, and other writings, this space is endless. There are a couple dozen other spaces, each of which can hold a single item up to the size of a broomstick or barrel, for all other items.

Appearances (100 CP): The field guide maintains a listing of the appearances of all articles of clothing you own or have possessed in the past. You can use this listing to apply the appearance of a given item to a related item, as well as 'hiding' an article of clothing, allowing you the benefits of wearing it while not appearing to do so.

Map (100 CP): The field guide contains an interactive map, covering all locations you have explored. It can mark significant landmarks, and expand three-dimensionally to display the interior spaces of buildings or caves or other structures.

Compass and Floo (100 CP, Requires Map): The field guide's map has been expanded with two extra features. First, you can mark a location on your map, and then send out a glowing page that only you can see, which will fly along the shortest path to the location, leaving a glowing trail to follow. Second, floo flames will now magically appear throughout the world as you explore, close to areas of significance, which you can use the guide to instantly travel to.

Owl Post (100 CP): The field guide now contains a section for correspondence. It lists any person you are familiar with, and can allow you to draft and send a letter to any of them. The letter itself will fold itself into a paper owl to then magically fly and deliver itself, unfolding back into a letter wherever they might be. Missives that are sent to you will also transform similarly, to travel to you and arrive within this section for your perusal.

Challenges (100 CP): The field guide now has a section listing challenges for you to complete. These can range from locations to find, enemies to defeat, items to collect, foods to eat, puzzles to solve, and many more. Prizes are awarded for milestones with each challenge, which can range from clothing to useful items to magical boosts.

Talents (100 CP): The field guide now has a section that lists various talent trees, covering your various areas of magical prowess. As you train, fight, explore, and complete quests, you will earn talent points that can be spent on these talents. As you develop new skills and / or improve your skills outside of these talents, the talent trees will expand with more bonuses and boons for you to earn.

ROOM OF REQUIREMENT

Your Room of Requirement is your own personal storage area, training ground, and safe shelter. You can access it by summoning a special key and tapping it against any blank wall, which will cause the door to your Room to appear. The door can't move while you are within. It starts out with some basic functionality, and you can pay to add additional rooms and areas to it. Additional rooms can be purchased multiple times to gain more of them. You may take **200 CP** worth of the rooms here for free.

Base Room (Free to All): A large room, a dozen meters on a side and four or five meters tall, with a skylight that can mimic different seasons and times of day. The ceilings, walls, floors, and molding can all be customized, and the room comes with a Desk of Description, which can help to analyze mysterious enchantments, and a Material Refinement, which provides a steady supply of moonstone that can be used for permanent conjurations.

Side Rooms (100 CP): Three side rooms, linked to the main room via side corridors. These rooms are smaller and can be customized like the base room. Each of them comes furnished, and you can decide if the furnishings for each room will be for a 'sitting area', 'bedroom', 'training area', 'bathroom', or 'gallery'.

Potion Lab (100 CP): A potion lab, set up with several large brewing tables to allow for the creation of potions. The lab is stocked with common ingredients, such as dittany leaves, but rarer ingredients will need to be collected and manually stocked. Also comes with a Hopping Pot, which will randomly produce a batch of any potion you've successfully brewed each day.

Herbology Garden (100 CP): A greenhouse, kept to the perfect temperature, with several planter boxes and garden spaces, allowing for multiple species of plants to be cultivated and cared for. Comes with a storage box that will automatically harvest and store plants that reach maturity, with the area being automatically reseeded afterwards.

Vivariums (100 CP): A pair of enchanted rooms that can mimic a specific biome. Each room can house up to eight creatures comfortably, and comes with auto-feeders to keep them fed. These can be hooked up to the same door with a slider to allow for the selection of which vivarium to enter.

Room Of Lost Things (100 CP): A room filled with the remnants of a great deal of broken and discarded items, ranging from furniture to decorations to chests to books. Hidden among the random junk can be potential treasures that are still valuable, simply lost. Over time, newly 'lost' items will appear within the room.

Library Annex (100 CP): A room filled with bookshelves. Initially, the shelves are filled with a random assortment of books copied from the Hogwarts library. Whenever you hold and at least skim through a book, a copy will appear on the shelves of this library for you.

COMPANIONS

Tickets for the Jumper Express (200 CP, First Purchase Free): A set of three tickets. Anyone who is given one of these tickets and accepts it can be brought along with you as a Companion. The ticket will permanently vanish when they do so. You get your first purchase of this for free, and can purchase as many subsequent sets as you like. If you don't manage to use them all here, you can bring them along to use them in future Jumps.

Multiplayer Mode (100 CP / 600 CP): You can purchase this option to import Companions to join you here. 100 CP to import one Companion, 600 CP to import a full set of eight. Each imported Companion gains their choice of Background, 500 CP to spend, 200 CP worth of freebies for their Magic Section, and 100 CP each of freebies for their Field Guide and Room of Requirement. They can also take selected Drawbacks or Toggles for additional CP.

DRAWBACKS AND TOGGLES

You may take as many of the following Drawbacks and Toggles as you like (subject to any limitations listed in the Drawbacks or Toggles themselves) to gain additional CP. Your Imported Companions can take indicated Drawbacks or Toggles.

Toggles

A Mysterious New Student (+0 CP): **Requires Student or Stranger Background. Incompatible with A Proud Goblin, Bound To Serve, or A Mad Muggle**. It turns out that you are the mysterious Fifth Year who will be entering Hogwarts with the ability to sense ancient magic, and who will end up having to prevent Ranrok's ambitions from destroying Hogwarts, and potentially the entire magical world. If you select this toggle, you can gain the 'Ancient Magic' magic perk for free. A Companion can choose to take this Toggle if you don't.

A Proud Goblin (+200 CP): **Incompatible with A Mysterious New Student, Bound To Serve, or A Mad Muggle**. You are not human. Rather, you are a goblin, a magical race that is treated worse than second-class citizens by much of wizardkind. Most goblins live apart, working Gringotts or some other goblin-only mines. A few try to co-exist, but it is difficult. If you picked the Student Background, you will be a goblin child, but you will not be actually attending Hogwarts. Companions can choose to take this Toggle.

Bound To Serve (+0/+400 CP): **Incompatible with A Mysterious New Student, A Proud Goblin, or A Mad Muggle**. You are a house elf, a magical creature bound into the service of wizard kind. If you take this for +0 CP, you are bound to Hogwarts, one of your Imported Companions, or a very kind and undemanding master that matches your chosen Background, who would probably be very open to freeing you if you asked. If you take this for +400 CP, you are bound to a very cruel and demanding master that matches your chosen Background, who will never free you and who you cannot directly disobey. They won't order you to kill yourself or abandon you to die, but they will certainly punish you and give you many commands you'll dislike. Companions can choose to take this Toggle.

A Mad Muggle (+400 CP): **Incompatible with A Mysterious New Student, A Proud Goblin, or Bound To Serve**. You are not magical. You are, in fact, a complete Muggle. You do not gain a wand, cannot make any purchases in the Magic section, and can't use brooms or other enchanted items that require a wizard to use them. One has to ask, why would you come here if you are just going to avoid actually gaining magic? Companions can choose to take this Toggle.

Lasting Legacy (+0 CP): If you select this Toggle, you may take the events that you cause here, and have them become history in any future Harry Potter jumps you take part in.

Drawbacks

Point of Pride (+100 CP): Pick a Hogwarts House. Now, regardless of whether you are a student or not, your actions will cause that house to gain or lose house points. Gaining points when you win a contest, perform a good deed, learn something new, etc, and losing points when you are caught breaking the rules, fail in a task, or otherwise disappoint people. You must use this influence to ensure that that house you've chosen wins the House Cup more often than they lose during the ten years you are here. Note that if you are a Hogwarts professor yourself, points that you give or take won't be counted towards the House Cup contest. If you fail in this task, then you will be stripped of everything you gained here as you head to your next Jump.

Completionist's Compulsion (+100 CP): You simply can't stand to leave anything half done. If you solve the mystery of one moth-rimmed painting, you will feel compelled to hunt the rest down immediately to solve them as well. If you introduce yourself to one student, you'll feel an urge to meet and greet every student. It will be a constant struggle to start anything new if you feel that you haven't fully completed any of your older tasks. Companions can choose to take this Drawback.

Look Out Below (+100 CP): Put plainly, you are scared of heights. Even walking up a set of wide stone steps can make you feel queasy, much less getting on a broomstick or hippogryph. You likely won't be doing much flying. Companions can choose to take this Drawback.

Shifting Staircases (+100 CP): You could swear that the landmarks are changing around you, but your poor sense of direction extends beyond the walls of Hogwarts. You are simply terrible at reading maps and navigating anywhere. Even when using shortcuts like the Floo, you'll often find you went to the wrong one and end up totally turned around within moments after exiting anyway. Companions can choose to take this Drawback.

Low Res (+100 CP): Somehow, everything looks like you are in a computer game. Specifically, a computer game from a few decades ago, with people and objects appearing to be made of large, blocky polygons with crude textures squashed onto them. The fact that you lack fingers or a proper mouth won't actually affect your ability to pick things up or eat, and no-one else notices anything odd at all about the state of the world.

Unseen Pest (+100 CP): Gladwin Moon is paranoid that Demiguises are stalking him, but you have an actual invisible stalker. Nothing you do will be able to locate this pest, and they will continually inconvenience you. Pulling your chair back before you sit in it, spilling your ink well over your homework, stealing your dinner when you turned your back on it for a moment, etc. Nothing that is directly harmful to you, but your time here will be utterly frustrating nonetheless. Companions can choose to take this Drawback.

A Nasty Black (+100/+200 CP): For some reason, Headmaster Phineas Nigellus Black has a personal grudge against you, and will do everything in his power to make your time here miserable. These 'attacks' can range from in-school punishments to getting you in legal hot water for imaginary offenses to actually hiring thugs to rough you up. If you are a student or teacher at Hogwarts, this is worth +200 CP, as he will have more opportunities to torment you, while for everyone else, it is worth only +100 CP. Companions can choose to take this Drawback.

Tainted By The Dark (+100/+200/+400 CP): Dark magic now leaves a very distinct mark on you if and when you use it, consisting of a distinct black-green smoke wafting from your hands, eyes, and wand. Anyone who sees it will instantly recognize that you have used dark magic, and will report such to the Ministry in short order. For +100 CP, this smoke only appears if you use the Unforgiveables, and lingers for an hour per casting afterwards. For +200 CP, the smoke appears with any dark curse, as well as any time your magic directly causes the death of a human, and the smoke will last for four hours per incident. For +400 CP, the smoke will appear anytime you kill or permanently injure any being more intelligent than a wolf, whether you used magic or not, and it will linger for a full day after each incident. Companions can choose to take this Drawback.

Ashwinder's Bite (+200 CP): You are a target of interest for Victor Rookwood and his gang. Maybe they think you have something to do with the repositories. Maybe you owe them a large sum of money. Maybe he just doesn't like the look of your face. Regardless, the entire gang will be hunting you, with entire squads ready to apparate in the moment they get wind of your location. You will face pretty constant attacks during your time here, even if you do manage to take down Victor himself. Companions can choose to take this Drawback.

Be Seen But Not Heard (+200 CP): It would seem that you have been cursed, robbing you of your voice. Hope you can learn to cast nonverbally, as you won't be saying a word during your time here. Companions can choose to take this Drawback.

Hear But Don't See (+200 CP): You are totally blind, and no prosthetic eyes or any other form of magic can cure it. You will have to learn to navigate in complete darkness. Maybe you can ask Ominis Gaunt for advice. Companions can choose to take this Drawback.

Arachnophobia Mode (+200 CP): You are terrified of spiders, and for some reason, they are absolutely everywhere. Regular sized spiders in webs in the corner of almost every room, massive spiders just crawling through the forest. Everywhere you go, you'll be running into the eight-legged horrors.

No Cheat Mode (+200 CP): All perks and items from any prior Jumps have been sealed away during your time here. This also applies to any companions you import.

Like A Seive (+200/+400 CP): Something seems to have happened to steal away much of your memory. Most of your memories of your lives before this one are gone, particularly around any metaknowledge you have of this setting. There are also large gaps in your memories of your time here. All of your lost memories have taken the form of tiny butterflies, bees, worms, and similar crawling things, which are scattered far and wide across the area around Hogwarts. They are slippery and hard to catch, but, if you manage to do so, you will regain a memory or two that you are missing. For +200 CP, the creatures are invisible and intangible to everyone but you. For +400 CP, anyone can see them and even capture them to gain the memories they hold, and they will have a tendency to congregate around those who you would least like to have access to your memories. Either way, your memory will be restored in full after this Jump, regardless of how many memories you did or didn't retrieve.

For The Greater Good (+300 CP): Albus Dumbledore will be starting his first year in 1892. Or rather, he would be, but it would seem that he doesn't exist. So, you are going to have to take his place. Rather than staying in this world for 10 years, you will instead be here for 111 years and 11 days, leaving on September 12th, 2001. During your time here, you will have to ensure that both Grindelwald and Voldemort are fully thwarted, and that no other Dark Lord or Ladies arise throughout Magical Europe. You will have to serve in at least one of the positions Dumbledore held: Headmaster of Hogwarts, Chief Warlock of the Wizengamot, and/or Supreme Mugwump of the International Confederation of Wizards. And, to cap it off, on your second to last day, you have to prevent the World Trade Center over in America from being destroyed by the Muggles without breaking the Statute of Secrecy. Due to magic, you will not die of old age during this time, however old you might have been when you started, but you have no guarantee of protection from any other form of death. If you fail in your tasks, then you will fail your chain.

Merlin's Seal (+300 CP): Merlin was one of the most famous wizards of all time. He attended Hogwarts shortly after it was founded, and is said to have created many magical puzzles in the areas around Hogwarts to challenge his fellow students. These trials do exist, but they are extremely complex, requiring mastery of multiple spells used synergistically to beat each puzzle. There are 95 in all, scattered throughout the highlands, and they are, in truth, the key to an ancient seal that Merlin was trapped in by the dark witch Morgan le Fay. If all 95 trials are solved, Merlin will be freed, and will be quite willing to teach you of the magic he learned during his life. If you fail to free him before your time here is up, you will end up sucked into the seal with him, ending your chain and imprisoning you with him until someone does solve the trials.

The Mintumble Affair (+400 CP): In 1899, an Unspeakable by the name of Eloise Mintumble will be caught up in an experiment with time travel, getting trapped in the year 1402 for five days and causing tremendous distortion to the very fabric of time. And now you will be caught in the middle of this entire event. Key events and moments from around the globe and throughout history will end up tangled up and interconnected by literal knots made of solidified and snarled time. You will have to navigate through these tangled events, separate the knots while ensuring that the events in question are not too distorted from proper history, and avoid many strange and esoteric dangers that will arise in the midst of all of the commotion, such as rapid aging fields, micro time loops, and other strange phenomena. And you will only have five subjective days to do so, as otherwise, everything will snap apart, and you will suffer Eloise's fate of instantly aging five centuries (which will bypass any sort of unaging or immortality effects you might have).

END NOTES

Changelog

V1.0 - Release

Q & A

Q. What happens if I don't take [A Mysterious New Student] toggle? Will my presence mess up the events of the story?

A. No. So long as you don't deliberately try to interfere with the events of the story, the 'unnamed fifth year' will be able to handle the main quest events with Ranrok, and will ultimately choose the 'Good' ending to keep the magic sealed rather than taking it for themselves. There is no guarantee for which side quests, if any, they will complete.

Q. Do the thugs I summon with [A Wizard's Crew] count as Companions?

A. No. It is up to you how 'independent' you want them to be, but they are effectively just magical summons of wizards that you can call on at will.

Q. Can I use my 300 CP worth of freebies in the Magic Section to discount one of the 400 CP purchases?

A. No. The 300 CP worth of freebies must cover the entire cost of the related purchases, it can't be used 'partially' on any purchase.

Q. If I take [A Mysterious New Student] toggle, do I get a fully fleshed out Field Guide?

A. Yes and no. If you do get the 'canon' Field Guide, it will have all the functionality shown in the game. But, it won't keep that functionality unless it has been paid for in this document.

