Radaslab's The Harem War Jump

ver. 2.1

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Welcome to a world based on the Harry Potter fanfic **The Harem War** by Radaslab. Here Harry has to deal not only with a manipulative Dumbledore, but also with becoming owner of several concubines (slaves), ruler of his own secret island country, and with his Death Eater enemies. But why keep things simple when you can complicate them? He also finds himself organizing the destruction of the concubine (slave) trade in the United Kingdom, which results in him and his friends becoming owners of several concubines each. Furthermore he is organizing a relocation of numerous refugees from the United Kingdom, including the families of rescued concubines and anybody that might be Death Eater targets like the muggle-borns and their families. Then some hippogriffs decide to seek asylum in his country Charenwell, followed by dragons and then by giants, while he starts organizing an army in order to eventually take the fight back to the Death Eaters.

So prepare for an interesting trip as you'll undoubtedly get involved in events surrounding our heroes and villains. To help you along, here are a free **1000 CP** to spend on your purchases.

Starting Location

Pick for free in accordance from among your picked Origin's options.

Gender

Keep same gender as in previous jump or pay 50 CP to change it.

Age

Roll in accordance with your picked Origin or pay 50 CP to change it.

Origin

Drop-In (free) – You appear in front of entrance to Leaky Cauldron without any previous memories of this world and with only basic personal documents to prove your identity. Roll 1d8+19 for your age.

Student (free) – You are student at one of wizarding schools in British Isles. Roll 1d8+10 for your age (if you roll 8 then reroll). You start in your family's home.

Adult (free) – You are an adult living somewhere in British Isles or at Charenwell. Roll 2d8+20 for your age. You start in your home somewhere in British Isles or at Charenwell.

Origin Modifiers

Jumper and companions are not required to pick any of these, but certain perks and items require some to be picked. Each also offers a tree of perks and items that are discounted for it. These modifiers do not have to come into effect immediately at start of Jump, but it will neither take long for that to happen.

Concubine Owner (-100 CP) – You are a wizard that has somehow acquired at least one concubine, either recently or in past depending on your age, origin and drawbacks. If you are a female it automatically gives you alternative male form, which is considered to be primary form for duration of this jump.

Consort (-100 CP) – You are a wizard or a witch that is bound to somebody with a consort bond.

Concubine (+100 CP) – You are a concubine and have been sold as concubine by your wizarding guardian either at the Concubine Auction or in a private sale, either recently or sometime in the past depending on your age and drawbacks. If you are a male it automatically gives you alternative female form, which is considered to be primary form for duration of this jump.

Allegiance

Pick one. While you can switch your allegiance during jump, it will not provide you with any benefits.

Neutral (free) – You are completely neutral in coming conflicts between Harry Potter, Albus Dumbledore, Lord Voldemort and Ministry of Magic. Well, and their forces.

Harry Potter (free) – You are member of Harry Potter's alliance.

Albus Dumbledore (free) – You are loyal to Albus Dumbledore and his Order of the Phoenix.

Lord Voldemort (free) – You are one of Lord Voldemort's followers, likely marked with version of Death Mark.

Ministry of Magic (free) – You are loyal to the Ministry of Magic.

Spy (-100 CP) – You are spy, appearing to be loyal to one fraction while actually spying on them and being loyal to another. Pick from those listed above as your options, except for Neutral.

Perks

General Perks

Local Magic (free for all) – You become a wizard or a witch, with access to local version of Potterverse magic.

Looks (-100 CP) – Not all, but many of concubines as well as non-concubines happen to be quite good looking, quite beautiful or handsome. You are now one of these and will definitely catch attention on the street.

Rare Ability (-600 CP, discount for Student or Adult or Drop-In without Miraculous Return) – Metamorphmagus, animagus, seer, aura-sight, occlumency, legilimency, parseltongue, etc. Abilities like these are sometimes inherited and sometimes acquired through extensive training. You now have one such ability. Additional purchases are discounted, but discounts do not stack. Additional purchases of this are discounted to 300 CP regardless of price of its first purchase.

Origin Perks

Right Time & Right Place (-100 CP, free for Drop-In) – You might call it luck or coincidence, but you have this knack for finding yourself in the right place at the right time just when you're needed to make an impact on the important people in the story you are a part of.

Blending In (-200 CP, discount for Drop-In) – You seem to have a knack for adapting and assimilating yourself into any new cultures and societies you encounter so well that based on your mannerisms nobody can tell that you are not native. By end of the week you cannot be distinguished from average citizen.

Feel of Things (-400 CP, discount for Drop-In) – You have a prophetic ability to predict trends in events and how certain actions will affect you, people around you, and even groups and nations. Your gift works indirectly, for example giving you impressions based on colours and your associations with them, or via vague feelings like good or bad.

Miraculous Return (-600 CP, discount for Drop-In) – Maybe you fell into the Veil of Death or maybe you were hit by a curse that nobody else before survived or maybe something else happened. In any case, thanks to this perk you can, once per Jump, return back from something that would have surely killed you otherwise.

Something Has To Give (-100 CP, free for Student) – Being young and idealistic you are determined to see your ideas come to fruition. This gives you the drive to keep going and working on solutions even when everybody else would have given up and grown bored, while you may choose not to get bored anymore.

Help Everyone (-200 CP, discount for Student) – Being so young you still have bits of that idealistic view of world, which simply makes you want to help everyone to the best of your capabilities. With this perk you can now easily identify people truly in need of help and even convince others to join you in helping them.

Brightest (-400 CP, discount for Student) – While the title of 'Brightest Witch of her Age' might have already been taken, but this does not mean you are slouch in the intelligence department. Thanks to this perk you are now among top 10% of your class in grades, with intelligence to match. As an added bonus, you now also have perfect memory, which is also effective retroactively.

Profession (-100 CP, free for Adult) – You have the requisite training, knowledge and skills for a profession of your choice. While you are not the best that ever lived in said profession, you are definitely an expert in it, with credentials to match. This can be any sort of profession from teacher to shop owner. For additional undiscounted 100 CP this can instead be profession like auror or curse-breaker.

Wisdom of the Ages (-200 CP, discount for Adult) – If youngsters have this idealistic view of the world that gives them the drive to help other people and get other people to help as well, then adults have wisdom of the age, ability to spot potential problems and dangers that might rise up for their plans, and ways to plan to prevent them.

Money Maker (-400 CP, discount for Adult) – You have an intuitive grasp of economics with a strong emphasis on increasing your overall wealth. Investments pan out enough, and even if things go wrong, if you play your cards right and stay vigilant, you can still turn a profit at the end of the day.

Origin Modifiers Perks

Stamina (-100 CP, free for Concubine Owner) – You have stamina to keep exercising for several hours without getting tired. Depends on you just what sort of exercise this is.

Inspiring (-200 CP, discount for Concubine Owner) – You have this ability to inspire people to reach deep into themselves and keep going no matter how wasteless it seems.

Allies Everywhere (-400 CP, discount for Concubine Owner) – You never have problems finding useful potential allies wherever you go. You are good at seeking them out and intentionally making them your allies, but you are also lucky enough to fatefully encounter them before you might even realize you will need their help.

Natural-Born Leader (-600 CP, discount for Concubine Owner) – You are a natural leader, a master at organizing your followers and allies and coming up with plans that make the best use of their abilities and skills. You have a greatly heightened charisma, allowing you to persuade a wide range of people to follow your banner and be willing to work with each other despite their differences.

On a more intimate level, you also have interpersonal dynamics straight out of a harem fanfic. You have instincts which make attracting partners of your desired gender easy, getting them to fall in love with you becomes easier if you treat them decently and do things that make them happy. They also all become more willing to share with each other, although this willingness cannot just come out of anywhere. Furthermore, if you just want to be friends (with or without benefits) then they will be much more willing to accept that too. Just do not keep sending mixed signals or abuse their trust too much – this is The Harem War, not Partially Kissed Hero.

Open Soul (-100 CP, free for Consort) – Honesty and trust are something without which consort bond simply cannot form. Opening your soul to your true love is entirely impossible if you are not honest and true to yourself. With help of this help and a little bit of self-reflection you now gain ability to see through the lies and half-truths you tell yourself.

Sight of the Hidden (-200 CP, discount for Consort) – People often have hidden depths to them and while people that can inspire them to use them keep appearing, it is pretty rare for somebody to actually be capable of seeing these hidden depths. You are now one of these, capable of seeing deeply into others and identify their hidden strengths and capabilities.

Heart of the Group (-400 CP, discount for Consort) – As a consort in a coven, you have important role of holding entire group together, helping them deal with internal problems, keep everyone's spirits up and so on. You are essentially heart of the group, with instincts and skills to help you be best at that. This extends to any groups to which you belong, no matter how big they are.

Coven Bond (-600 CP, discount for Consort) – While covens can form naturally under varying circumstances, it is more likely to happen if group from which it forms consists of pair of bonded consorts, with male of them also having several concubines. With this perk it is now guaranteed to form once concubine owner bonds with at least seven females. Having coven bond carries along with it several benefits, most notably members finding it much easier to learn new things as long as one of the coven members already knows them. There is also chance, as long as they have dormant potential for them, for members of coven to develop abilities and powers of other members, for example becoming more powerful magically or becoming more intelligent, slowly reaching a stage close to the most powerful member of coven. Perhaps most interestingly, members of coven will be getting fast-aged or de-aged to get closer to the coven's average age. With this perk all of that sharing is now amplified to happen twice as fast and twice as effectively.

Perfect Birth Control (-100 CP, free for Concubine) – By becoming a Concubine your reproductive system has been frozen in time, to be unlocked only by your owner's permission. Until it gets unlocked you cannot conceive any children, but once it is unlocked you will be experiencing a heightened period of fertility, which will boost chances at not just conceiving, but also at conceiving twins or triplets. Luckily for you, your owner has ceded full control over your reproductive system to you, so you can decide when to unfreeze it or when to freeze it back. Just keep in mind that once pregnant you cannot freeze it back until after giving birth. If purchased by male/used in male form, then he can decide if he gets someone pregnant or not.

Hidden Depths (-200 CP, discount for Concubine) – You might have been acquired as concubine for different reasons, but there are hidden depths to you. Maybe you are extremely empathetic towards others, maybe you are just more skilled with numbers than expected or something similar, but there is an hidden thing to you that could turn very useful for you and your allies if you start using it.

Through Hell And Back (-400 CP, discount for Concubine) – Getting turned into a concubine against your will, effectively being stolen from your family and friends, and finding yourself in a completely unfamiliar place can be quite shocking and emotionally taxing. Or maybe something different, just as stress inducing happened. Thankfully to this perk you can now work through them easily, things like emotional pain or fear not stopping you anymore, and as you work through them you heal your own psyche.

Teleportation (-600 CP, discount for Concubine) – All concubines can teleport to their masters no matter where they are, through any sort of wards and completely untraceably. You now get same ability, but unlike normal concubine you are not limited to being capable of transporting only to your master and you retain this ability even after becoming coven-bonded.

Allegiance Perks

Neutral and Ministry of Magic get to discount any two perks from this section. Spy also get discounts for their real Allegiance.

Taboo Topics (-200 CP, discount for Harry Potter) – Discussing certain things with other people can be sometimes problematic because they do not like talking about them for variety of reason. Unfortunately they sometimes have to be discussed in order for people to actually consider the point being made. You now have ability to get people to discuss any topics you want and to discuss them objectively.

Alliance of Effectiveness (-200 CP, discount for Harry Potter) – You and your allies, subordinates, companions, employees, relatives, etc. now have your effectiveness boosted 2x whenever you are working on your group's goals.

Wolf Among The Sheep (-200 CP, discount for Albus Dumbledore) – You are now master at concealing your actual motives and actions through manipulating your public image and public's perception of you.

Long-Term Planner (-200 CP, discount for Albus Dumbledore) – You are master at planning, especially at setting up long term plans that your descendants or successors will (probably) have to continue towards completion.

All Out Planner (-200 CP, discount for Lord Voldemort) – You are master at planning, especially at setting up plans that result in you quickly gaining immediate personal power of various forms.

Silver Tongue (-200 CP, discount for Lord Voldemort) – You are expert on intuitively knowing what to offer to people to gain their allegiance and on how far they can be pushed before said allegiance is lost.

Masks (-200 CP, discount for Spy) – You are an expert spy, talented actor that is capable of donning and dropping masks as needed in order to fool your adversaries.

Items

You receive additional 400 CP Stipend to spend just on Items purchases. You may import any similar item into any purchase you make here at no additional charge. Lost, destroyed or stolen items reappear in your Warehouse or a similar appropriate location after 24 hours. Companion do not get additional items stipend.

General Items

You get one of 100 CP items for free and one discount for each other tier (200 CP and 400 CP).

Wand (free for all) – A wand that is perfectly matched to you.

Airplane (-100 CP) – A fully restored World War II airplane that is in top-notch flight condition, just waiting to be let out for a spin and a risky mission.

Magical Trunk (-100 CP) – A magical trunk that is slightly bigger on the inside than outside, filled with all of the things you would expect student to have, from textbooks and packets of potion ingredients to school uniforms and writing supplies.

Job (-100 CP) – Being an adult can be difficult without a job, so now you have one. If you have purchased Profession, then your job is in some way connected to it, otherwise it is an average paying job.

Magical Tent (-200 CP) – You own a magical tent, which can set itself up on its own and has enough space in it for a family of 8 people.

House (-200 CP) – You own a piece of land on which you have house big enough for your family of up to 8 people, along with enough space for a vegetable garden and yard large enough for children to play in.

Pensieve (-200 CP) – You have found yourself owner of a special pensieve that is filled with memory-replicas of several dead people close to you and can be entered simultaneously by several people in order to receive their counsel.

Scroll of Enslavement (-400 CP) – Rumoured to have been lost to history, this scroll contains details on how the magic that was used to create concubine bonds works. Who knows, maybe you could use this scroll to figure out how to keep such bonds from forming without consent or to break existing ones without the concubine losing her magic. Alternatively, this scroll can instead carry secrets to the creation of house elves and how to free them from their bindings.

Library (-400 CP) – A library, filled with hundreds of books on variety of topics, some of them new, some of them old. It is well-rounded library with books on magic, science and philosophy, but organized in highly complicated system and without index of contents, so finding something in it might be a bit difficult. Expect it to include large section dedicated to books connected to your Profession, if you picked one. Do not expect to find any uncommon or rare books in it, though.

Workshop (-400 CP) – A workshop that carries all of the equipment and basic supplies you would need to perform your crafts or work on your hobbies. Anything common can be found there, although you will need to acquire more uncommon and rare equipment and supplies yourself.

All Rise! (-200 CP, discounted with Island Duchy or Inheritance) – Whoa! Okay, that's a long introduction... wait, you're still going on? So your family is an old one, and an illustrious one. And as if to prove that, you have titles! A lot of them, actually. Duke titles, Earldoms, 'prophetic' titles, random epithets and a whole lot other things. And as surprising as that might be, each and every one is backed in fact. You have the kind of pedigree the snootiest of purebloods can only imagine, and the obscene wealth and influence to go with.

Island Duchy (-600 CP, limited to Jumper) – You have inherited your own magically-hidden island Duchy located in the seas near Great Britain, along with the title that goes with it. Strangely enough, despite technically being a vassal of Queen Elizabeth II, your country is completely independent of the United Kingdom and could be considered a member of the magical version of the Commonwealth. Its size can go up to 3,500 square miles and it starts out populated by approximately 10,000 humans (over 90% of them magical), house elves and goblins. Any untoward effects on the environment and surroundings are taken care of automatically, unless of course, you wish otherwise. After this Jump it either follows you in its own separated pocket dimension, as a Warehouse attachment or incorporated into visited worlds. For additional 100 CP you can upgrade islands to size of 10,000 square miles, with following upgrades of same price making it 10x bigger. You can keep same number of population or make it 10x larger with each of these purchases.

Origin Modifiers Items

Ring(s) (-50 CP, free for Concubine Owner) – An ornate box that when opened creates perfect ring for you to gift to your consort or to your concubine(s) or in future jumps to your spouses. These rings do not have any special capabilities, but are always perfectly matched to tastes and wishes of their intended recipients, with each of them being completely unique piece.

Bonding Place (-100 CP, discount for Concubine Owner) – Through the years your ancestors have unintentionally created a magically-charged location that makes a perfect place for forming bonds with their bonded, be they Consorts or Concubines. Post-Jump it can be turned into a Warehouse extension where Jumper and Companions can find peace and tranquillity.

Inheritance (-200 CP, discount for Concubine Owner) – You come from a long line of wizards and witches with rich history and just as rich and filled vaults at Gringotts, more than enough for you to retire comfortably and still support yourself and your family.

Mansion (-400 CP, discount for Concubine Owner) – Having a bunch of concubines can be quite problematic if you don't have any place for them, so you've found yourself owner of an appropriately sized noble mansion. After the end of the Jump it can be incorporated into the Warehouse or placed on your Island Country, if it was not already there.

Charmed Jewellery (-50 CP, free for Consort) – While consort does not get a choker like Concubine does, you now have set of jewellery (earrings and necklace) that provides same benefits as Choker and can be similarly turned invisible.

Choker (-50 CP, free for Concubine) – By becoming concubine a magical, selectively-invisible choker has appeared around your neck. It signifies your status and carries symbols of your owner. With help of this choker, your owner can summon you to his side whenever he wants or you can magical teleport to his side of your own want. It also gives you limited protection against hexes and curses, along with weak empathic connection to your owner. For duration of this jump it cannot be removed from you.

My Things?! (-100 CP, discount for Consort or Concubine) – When you were summoned by your new owner as a concubine, all you had with you was what you were wearing at that moment. Luckily for you, your family kept your old things perfectly stored and your new owner managed to convince them to gift them back to you. Alternatively, in case said personal belongings were destroyed, then their replicas will respawn in your Warehouse.

Gifts (-200 CP, discount for Consort or Concubine) – Your owner does not want you to feel any less accepted than the other members of his alliance, so he has arranged for you to receive as gifts all the basic things you would need to live comfortably – clothes, furniture, some books, equipment for your hobbies, and so on.

Everything for Wedding (-400 CP, discount for Consort or Concubine) – Thanks to this you now have everything you will need for your wedding, from wedding dress to everything needed for reception like food, drinks, flowers and even things like dresses for bridesmaids and your guests and band to provide music. Can be used once per jump to provide perfect wedding for somebody and is easily able to ensure everything goes well, providing everything needed for up to thousand guests.

Companions

You can freely recruit as many natives as your companions as you want, but unless recruited in conjunction with one of options listed here below they do not receive any specific benefits or CP. All imported or created companions automatically have same Allegiance as you.

Pet (-50 CP) – An animal pet of your own. Can be something like post owl, part-kneazle or even horse, but cannot have any powerful magical capabilities. Can be purchased by companions.

Concubine Owner (-100 CP) – Create or import one of your companions as Concubine Owner, or recruit native Concubine Owner as one. They receive 800 CP to spend on their own purchases, although in case of a recruited native they can do so only at the end of the jump. Can be purchased up to 8 times.

Consort (-100 CP) – Create or import one of your companions as Consort, or recruit your native-born consort as one. They receive 800 CP to spend on their own purchases, although in case of a recruited native they can do so only at the end of the jump. Can be purchased by other companions, but keep in mind that each person can have only one consort, excluding some rare circumstances that you are unlikely to fill.

Coven of Concubines (-100 CP/-300 CP) – For 100 CP import or create up to 8 Companions that automatically receive Concubine origin and 600 CP to spend on their own purchases. For 300 CP you can import as many of your Companions as Concubines as you want under the same rules, except for no created ones. You get to choose owners for all imported concubines.

Refugees (-200 CP) – Import as many of your Companions as you want, with each receiving 600 CP to spend on their purchases, but they cannot pick any of Origin Modifiers.

Too Many Duplicates (-200 CP) – Have you previously visited one of the Harry Potter Jumps and recruited some of the people from there as your Companions? With this option you can import them into this setting and combine them with their analogues. They automatically receive appropriate Origins and 600 CP to spend on making fiat-backed purchases.

Harry Potter (additional -200 CP) – If you want Harry Potter to bring along his Island Country (Duchy of Charenwell) along on future jumps then you need to pay these additional 200 CP.

House Elf Servant (-100 CP) – You get your own personal house elf servant. Can be imported or created companion.

Animal Guardian (-100 CP, requires Mansion or Island Country purchase) – Your Mansion/Island Country has received its own magical guardian creature, something like a dragon or a hippogriff.

Scenarios

Picking any of these scenarios means that your active participation is now going to be required for them to actually come to fruition, so do not treat them as free points. Rewards, including CP given by these scenarios, are received only once picked scenarios are successfully completed.

Rescue of Harry Potter (+200 CP) – You have to actively participate in rescue of Harry Potter from residence of Dursley family before Albus Dumbledore or Death Eaters can prevent it. You also have to ensure same for Hermione Granger, Luna Lovegood and Neville Longbottom.

Reward: **Illusionist's Escape** - One per jump you can now escape from somewhere from where it is otherwise impossible to escape. You will simply appear elsewhere in a safe location.

Concubine Auction Abolished (+300 CP/+500) – Find a way to completely and permanently get Concubine Auction and all other forms of concubine trade abolished. For 300 CP you have to get it abolished in magical UK, while for 500 CP you have to get it abolished in entire world. By that it means that no new concubines can be created anymore and that current concubines cannot be traded or sold in any way.

Reward: **Enslavement Protection** - You and your companions, relatives, allies, subordinates, employees, etc. now have protection against getting unwillingly enslaved.

Ireland's Independence (+500 CP) – You have to help magical Ireland get their independence from magical UK. Both ICW and magical UK have to recognize it as such for you to be successful, something that will not be easy to get. Expect magical UK to at least try attacking with some sort of attacking force.

Reward: **Viva la Independence** - Once per jump you can now cause beginning of movement that will result in indepence of region or organization of your choice from their previous overlords. Said indepence will result in way favourable to you and region's citizens or organization's members, and as an added bonus beginning of said movement cannot be tracked back to you by any means.

Drawbacks

There is no limit to how many Drawbacks can be taken. Companions can take Drawbacks as well, as long as these apply only to them.

Keep in mind that certain Drawbacks cannot be picked with certain Allegiances.

Terrible Previous Owner (variable) (only for Concubine) – You have been a Concubine for at least one year now and your previous owner was abusive towards you. For 100 CP you have been his Concubine for 1 year and his abuse tended to be mostly emotional. For 200 CP you have been his Concubine for 2 years, with the abuse including lesser forms of physical abuse like occasional starvation or showering with cold water. For 300 CP you have been his Concubine for 3 years, with the abuse including severe beatings and torture. For 400 CP you have been his Concubine for 3 years and in addition to abuse, he was passing you around to his friends for their own use as well.

Back to the Beginning (+0 CP) **–** Instead of starting this Jump day after Harry's fifth year at Hogwarts ends, you will instead be starting this Jump on his eleventh birthday. Unfortunately, for you this means you will be staying here for 15 years instead of 10.

Long Haul (+50 CP) – Each purchase of this extends duration of this Jump for 5 years. Can be purchased as many times as you want.

Terrifying Journey (+100 CP) – You seem to have caught the eye of one of the groups of creatures or beings (ex. giants, dragons, hippogriffs) that have decided to travel to Charenwell and request asylum from its ruler. Unfortunately for you, they decided to take you along with them without asking you, so expect to go through a terrifying journey filled with you questioning your possibility of survival.

Exhibitionist (+100 CP) – While common folk would take their NSFW actions behind closed doors, you instead have exhibitionist tendencies as well as a lack of self-control that often leads you into getting caught in sexual acts by various people.

Scars (+100 CP) – Maybe you are a veteran auror or low-live thug, but for whatever reason your body and especially your face is covered in scars which are extremely visible and difficult to hide.

Refugee (+100 CP) – You are among numerous refugees that have escapes from wizard UK either to flee the danger or to follow after their relatives that were already relocated for one of many possible reasons.

Infertile (+100 CP, not available for anybody with picked Origin Modifiers) – Either due to magical accident or due to birth defect you are completely infertile, incapable of having any children for duration of this jump, which also means you are not capable of forming consort or concubine bonds.

Cursed Into A Coma (+100 CP/+200 CP) – Looks like Frank and Alice Longbottom weren't the only ones to have been cursed by Bellatrix Lestrange into magical comas, as you happen to be another such person. Fortunately for you, the curse is lifted following the death of Bellatrix, but is then followed by a long physical and mental recovery from the ordeal. You also have to get caught up on the last decade of changes in the world as quite a lot has changed. For 200 CP Bellatrix is not killed, so you will need to be freed from her curse in some other way along with her other victims.

Werewolf (+100 CP/+200) – At some point in past you have been bitten by a werewolf and got infected yourself, causing you to transform into one and lose all control over yourself during each full moon. For 100 CP your condition is known only to select few people. For 200 CP your condition is known publicly, causing you to be shunned and having trouble finding a job.

Missing Younger Sibling (+100 CP/+200 CP) – Years ago, you had a younger brother or sister that disappeared under suspicious circumstances. Maybe they were illegally placed up for adoption like Harry's younger sister Clarice or maybe their magical guardian sold them as a concubine. Nevertheless, you now have opportunity and means to finally search for them and until you do find them you will be constantly worrying about their well-being. For +100 CP they are well and not really in need of rescue, although they will appreciate opportunity to reconnect with their older sibling. For +200 CP they were stuck with abusive caretakers or became a concubine with abusive owner, and need to be rescued as soon as possible. If you succeed in reconnecting or rescuing them, then you can bring them along on Jumpchain as Companion for free. If you want to then you can also import existing sibling Companion into their place. Can be taken up to 3 times.

Betrayed By Your Own Family (+100/+200 CP) – Your family members betrayed you in some way, for example by your father selling you as a Concubine or by your mother arranging for you to be dosed with love potions. For +100 CP this betrayal is only an illusion, with your family having been forced into it in some way and they will be happy to reunite with you in a few months. For +200 CP your family actually disowned you and does not want to keep in contact with you.

Betrayal (+100 CP/+200 CP) – One of your closest friends has betrayed you. For 100 CP they have turned their back to you in your time of need. For 200 CP they have been actively spying on you for quite some time and passing information they acquired to your enemies.

Death Eater Target (+100 CP/+300 CP) – For some reason Death Eaters have decided to target you as one of their victims and will not stop until they have proof that you are dead. For an additional 200 CP you become one of Voldemort's personal targets as well. Just remember that Voldemort in this world is not such idiot like in majority of fanfics, but instead is rather smart and good strategist, so dealing with him will not be that easy.

Marriage Contract (+200 CP) – Your magical guardian has arranged for you to end up in binding marriage contract, from which there does not seem to be an escape. It is with somebody that you definitely do not want marrying for any number of reasons, so good luck finding solution. You have two months to find it before it goes into effect.

Lord Potter (+200 CP) (Incompatible with Rescue of Harry Potter) – For duration of this jump you become Harry Potter. Good Luck.

Manipulative Headmaster (+200/+300 CP) – You happen to be among those unlucky ones that have their lives manipulated and destroyed by Headmaster Dumbledore for any of a number of reasons. For +200 CP he will make a few additional attempts in regaining control of you, but will eventually accept that you have escaped too far away. For +300 CP he will never stop until he either regains control of you or dies trying.

Goblins Against You (+300 CP) – I'm not sure how you managed to do it, but whatever you did caused goblins to turn completely against you and term you goblin enemy, to be killed at sight, which means that you're without access to your fortune stored in Gringotts Bank, can't return home due to goblin wards you paid to have placed on it and even while hiding away you have to watch over your back because those crafty goblins aren't above paying assassins to track you down and kill you.

Squib (+300 CP/+600 CP) – You sure about that? For 300 CP you become squib for duration of this jump and thus cannot benefit from any sort of magical or supernatural powers, from this and other jumps. For 600 CP you keep access to purchases from this jump but instead lose access to all the perks, powers and items from other jumps, including all the supplements except for Body Mod. Good luck.

End Choices

Go Home – You have had enough of Jumping so you are going home.

Stay – You have decided that you have it good here and have decided to stay in this world.

Continue – You are having too much fun visiting different worlds and have decided to continue Jumping.

Notes

Coven – Any coven formed during this jump can be combined/recruited as one-slot companion (meaning that all of them are imported together as one companion), with no upper limit to number of its members. This includes coven to which you belong and covens to which your companions belong. Additional members, both existing or new companions, can be added to coven. Companions can be taken out of coven slot and imported separately, but once that is done they cannot be added back in. When imported in one companion slot then one member of coven has to be picked as their representative and being the one to receive their purchased perks and powers. Other members of coven will through coven bond receive copies of these perks and powers, although it will take time and with bigger coven it will take longer, approximately 10 years to reach full power with coven of 10 members. This sharing includes perks and powers brought in by companions added to coven. In case of companions separates from coven into individual companions they will keep perks and powers acquired with coven bond, but will not receive additional ones anymore and theirs additionally picked ones will not be shared either.

Island Country – Islands, lands, property, etc. acquired in previous or future Jumps can be added to Island Country, in which case its size and population can be appropriately adjusted. If you are Concubine then your Owner is considered to be ruler of Island Country for duration of the Jump.

Lord Potter – Taking this drawback means that you cannot import alternative Harry Potter via Too Many Duplicates as you are already importing yourself as such. It also means that you cannot purchase Harry Potter upgrade for Too Many Duplicates.

Rare Ability – This can be anything that is special ability, which is considered rare. Metamorphmagus, animagus, seer, aura-sight, occlumency, legilimency, parseltongue, communication with dragons, communication with hippogriffs, etc.

After the end of the Jump Island Country follows you along with all of its inhabitants. They do not count as Companions and the island cannot be used as an alternative for Stasis Pods.

Too Many Duplicates can be used to import canon Harry Potter characters even if their counterparts do not appear in this fanfic, but can be reasonably explained as still being alive at that point, like for example Newt Scamander.

If you so wish, your Consort may be your Soul Mate/True Love. However, it will not give you any mechanical benefits.

Note that once Coven is formed that additional members can be inducted into it with coven-bond, without requiring them to be concubines first. Coven-bonded are basically just additional wives and there does not appear to be upper limit on how many of them there can be. If you purchased Coven Bond then these additional bonded can be males as well.

Details about fanfic elements

Concubines – Effectively female sex slaves that have been existing in this universe for centuries. For concubine bond to form female has to fulfil following requirements: has to be in her childbearing age (stable menstruation cycle) and has to be witch. Non-magical or infertile ones cannot become concubines. There are few known ways for them to be turned into one, most common is by getting sold at concubine auction by their magical guardian, less common are sold as concubines in private sales, claimed as payments for life debts or sold in special sales to cover debts. Only way for concubine to cease being concubine without dying is for her to become love-bonded to her owner, which includes making love to him and offering to him an oath, resulting in bond similar to consort bond. In any case concubines have several specific characteristic that are result of their bonds – they cannot lie to their owners, cannot in any form hide from them (no metamorphmagus or animagus transform, no polyjuice, no invisibility spells), have to protect their secrets (consequently occlumency-like mind shields and protection against potions like veritaserum), have to follow all of their orders and possess form of teleportation that cannot be blocked and can be used to reach their owner whenever they want or are summoned. As a result of concubine bond magical choker appears around their neck that can be made selectively-invisible to non-owner and uses as physical link to their special characteristics/powers.

In this world most concubines are abused by their owners, treated as playthings and toys, continuously raped and oftentimes shared with friends of owners or business associates. Members of Potter family are historically exception to that case, with Harry and his allies Neville, Bill, Fred, George, Charlie, Arthur, Frank, Remus and Sirius following that example.

Magical Guardian – Each underage wizard and each witch is required by law to have magical guardian. In most cases it is the father, as long as he is wizard, alive and British citizen. In all other cases it is either Headmaster of their school or Chief Warlock of Wizengamot, resulting in most muggle-borns being under Dumbledore's guardianship, who then sells majority of such witches at concubine auction.

Consorts – Effectively magical marriage bond that can form only between witch and male at witch's initiative if both of them are in childbearing age, fertile and love and trust each other. While it all indicates that female in pair has to be witch, same is not required for male. There are many benefits to consort bond, including it being legally accepted as marriage and there being higher chance of highly magical children born of such union. Commonly each person can form only one such bond, only

exception being heirs/heads of more than one magical House, in which case they can have consort for each of them.

Covens – For coven to form it requires male bound to 7 witches with either consort or concubine bonds, with love-bonds being preferred in case of concubines. It involves ritualistic sharing of oaths about their equality. Once coven is formed, which can happen incidentally and unintentionally without anybody realizing it, sharing of coven skills, powers, abilities, etc. starts happening as outlines in Coven Bond perk, although without bonuses provided by Coven Bond perk. Furthermore, once coven is formed additional members can be added to it with so-called coven bond, which can be formed without prerequisite consort or concubine bond, this is required only for coven to form outright. Now, if you have purchased Coven Bond perk then additional members of coven can be both female and male. If you have not purchased that perk, then for duration of this jump you can add only females to coven, but later on in future jumps males can be added as well.

About Dumbledore – Albus Dumbledore is one of big bads of this fanfic, pretty manipulative and responsible for most concubines becoming concubines. He is defacto ruler of Britain thanks to his position as Chief Warlock and various laws he managed to pass to empower his various positions. As is revealed in story, he wants to add Charenwell back to magical Britain and is also responsible for majority of problems that Potter family and Charenwellians experienced in past.

About Voldemort – Unlike in many fanfics Voldemort is pretty smart in this jump, having bunch of marked Death Eaters and even marked Death Eater reserves. Author delved deeply into numerological explanation on that, I suggest checking out story for it as it was quite inspiring.

Any sort of questions, comments, suggestions, ideas, etc. are always welcome. Easiest way to reach me is through PM on SpaceBattles, Questionable Questing and Spaceship Velocity or in Jumpchain threads on SpaceBattles or Questionable Questing.

Changelog

Ver. 2.0. - Changed most of the stuff.

Ver. 2.1. - Modified Island Duchy and added expansion purchase option. Added All Rise!