

World Of Lewd Witchcraft Jump

Version 1.0

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Welcome to a world of wizards and witchcraft! If that sounds vaguely familiar to you and you think this may prove to be just like any other magical academy setting, fret not friends. You're not going to be a grade school magician, you're getting to go to college! It's time for you to get that diploma, and have the time of your life surrounded by haughty witches, arrogant warlocks, and a whole menagerie of magical beasts.

You will start out going to school, unless you're a magical beast or non-human magic user, but whether or not you graduate is up to you. Dark forces are rising, as is narrative tradition, and it's up to a plucky young wizard fresh out of mystical high school (or a dragon with a surprising level of wisdom, if you want) to stop them or to conquer and reorganize them if they so wish. Want them to prioritize the chasing of the tail? You got it boss-man! You want them to take over the mundane world that has been just out of reach your whole life? You can do that too, provided you can tackle the existing kings and presidents that currently run the world. Regardless of your goals, you're gonna want these **1,000 Witchcraft Points.** They'll be quite useful for the decade you spend here.

In terms of setting things, the easiest way to conceive of this setting is as a *Harry Potter* world where characters are aged up and the main crux of the action takes place in *Hogwarts University*. That said, I have no intention of telling you how to run your chain and you can envision this as a fully generic *Harry Potter* like setting with original villains and characters where everything is dyed in shades of *Wizarding World* silliness, or you can even use this as a reskin-setting for a fanfiction if you want. You have the freedom to make this setting whatever shade of *Harry Potter/Wizard World* you feel the most comfortable with it being.

Now you may want to hurry. You could, possibly, have a train to catch!

Origins:

All origins determine your starting location. Mysterious Magician is the Drop-In origin (meaning it is automatically drop-in), though Magical Creature is also drop-in friendly (giving you a choice between being dropped-in or having memories as you wish). If relevant, all origins count as alt-forms, such that a non-human jumper or companion who selects a human origin gets a human form and human jumpers who select a magical creature form get a creature alt-form. **All origins* have access to SOME sort of supernatural power.**

***All human origins have full access to *Wizarding World* magic and spellcasting as a fiat-backed part of their power sets, and *Magical Creatures* have access to *Wizarding World* magic and spellcasting if they can do it in the normal setting (Hags, Centaurs, Vampires, Goblins, Elves, Veelas, and various other creatures can cast spells with zero issues.) There may well be other creatures that can cast spells as well. Many inhuman creatures cannot cast spells and instead have other supernatural powers.**

Mysterious Magician
You first awaken at the gate of an imposing castle or another entrance to a prestigious school for the magically mighty. In the pocket of your uniform is a letter that you know to deliver to the headmaster of this institution. When they read the letter they quietly tell their colleagues to promptly do the paperwork needed for you to be considered a formally enrolled student on a full-ride scholarship.

You have no memories or past in this world before you jumped here, but you find that your instincts serve you better than any half-baked magical grade schooling others may have received. If you hone your natural skill with magic you'll quickly find yourself rising to a place of prominence. This is the drop-in option.

Humble Hero
The wizarding world, as it turns out, is an aristocracy. Noble lineages exert undeserved influence over a world many of their own are responsible for nearly shattering as recently as within living memory. Despite the obvious injustice this represents, many hardworking and humble families work in the shadows of the self-proclaimed nobles and they are the cogs that keep this great machine running. You come from a humble family that loves and cares for you

deeply. They make just enough to send you and any siblings you have to a formal institute for witchcraft without it causing any financial problems.

You are talented when it comes to simple magic, and have one character trait in spades that draws people to you quite easily. You begin in your family home, waking up in your childhood bed one last time the day you depart for whatever magical school you are attending.

Arcane Aristocrat
Ah, a noble-born. Your mother and father were, in all likelihood, distant and stern to you growing up and you may well have been more raised by servants, only some of whom were themselves human. Your family is one of a few families in this part of the world that can truthfully claim descent from some ancient warlock-warlord. In the minds of your ancestors, this afforded them some level of nobility and an arrogance they channeled into renown which they used to build an enormous and ancient estate and to mightily influence magical society.

You are the only or even youngest scion of this family and have received excellent, private tutoring in the arcane arts for years. You awaken in a private mode of transport that is carrying you to whatever excellent school you are enrolled in to further your connections and to master the magical power in your blood.

Magical Creature
Not only do magical humans exist, but so do magical creatures. As a magical creature, you first awaken in some nature reserve "run" by wizards, or in some piss-poor housing set up by the government if you are vaguely humanoid and are a member of a species widely considered to be near-human in intelligence (even if your actual species-wide intelligence far exceeds that of mankind). If you are a member of a species that is deemed "Near Human" you may start off working a regular job, armed with memories and training that corresponds to your job. Common examples of this include House Elves and Goblins, but Veelas, Hags, and even Centaurs could be considered for this opening context. If you select a humanoid magical creature that is not typically seen as attractive you become a version of that kind of creature that is sexy, cute, or attractive in some way, as this is a lewd reskin of *Wizarding World* and it wouldn't make much sense for you to be unattractive (unless you want to be, for some reason).

This origin allows you to be a magical creature (any kind of non-human with supernatural powers) from the base *Wizarding World* setting. Some of these kinds of creatures are so capable of magic and spellcasting that they can use wands as well as humans can. Others are not capable of spellcasting at all. **Your ability to use *Wizarding World* spells and magic if you are a *Magical Creature* depends on the kind of *Magical Creature* you are but you will always have magical/supernatural abilities of your own from this setting even if you cannot use base *Wizarding World* magic derived from this specific jump.**

Magical creatures are the subject of remarkable discrimination in this world, and some of the darker, and hornier wizards and witches have taboo interests in the bodies and bodily fluids of different types of magical beasts or non-human magical humanoids.

Age & Gender:

All human origins are 18 at the start of the jump and their gender is up to you. Perk descriptions may use flavor text to personify the subjects of the perks but any such perks work just fine on people independent of their gender and sex, and your gender and sex.

Perks

If a perk sounds like it should be toggleable, such as the Strange Circumstances perk for Mysterious Mages, feel free to assume that it is, in fact, toggleable.

Usual discount rules apply. Perks are 50% for people whose origins match the perk tree a perk is found in, and 100 WP perks are free if you get a discount on them.

General

Protagonist Pretty (Free)
It sure is weird how the main characters of these types of things are invariably very pretty or handsome. Nevertheless, with this perk, you can also enjoy pretty privilege! You are a solid 9/10 on a bad day, and you have the power of aesthetic armor. You cannot get dirty in ways that mitigate your looks, and you are as stunning to non-sight senses as you are to the eyes.

Basic Sex Magic (Free)
In a world with magic, why would anyone need to invent or use the pill? You can wand-wave away concerns like STDs and pregnancy scares, with the usage of simple spells so easy to do that even a wandless novice capable of magic can cast them without error. You have memorized everything from a lube spell to a spell that replicates the effects of a condom without making you feel like you're wearing a condom. You can determine how experienced you are with these spells, but even flawed or staggered casting is enough for them to work so long as the intent is there. **Magical creatures can take a version of this that gives them creativity with their powers allowing them to emulate some of the conveniences of this perk and many magical creatures can use this perk straight up seeing as they are capable of spellcasting.**

Sexual Sage (200 WP)
You are talented at *Wandplay*. You have an innate wellspring of sexual talent that can easily impress people. This wellspring also grows as you gain more experience and your skill at sex and magic are minorly synced such that as you grow more capable at magic you experience gains to sexual skill and as you get better in bed your magic grows just as much, with both your overall power and skill growing.

This perk also allows you to share powers and other such things temporarily through sex (or permanently with enough sex).

Magical Mentalist (200 WP)
You are talented in the, for jumpers, incredibly important arts of *Legilimency* and *Occlumency*. Legilimency is the unpleasant art of navigating the mental landscape of another person, and Occlumency is the critical skill of defending oneself from a Legilimens (a practitioner of Legilimency). Occlumency includes skills that make you harder to read even mundanely (and this perk gives you the ability to use Occlumency against all forms of mind reading and other methods of supernaturally divining information about you broadly, though it is somewhat harder to use effectively against other methods of mind-reading and future sight that stem from non-Wizarding-World type magic). As befits this reimagining of the *Wizarding World* there is a twist on these skills available to you (though to be clear you are quite talented at regular, non-lewd applications of these skills). Legilimens can easily implant thoughts of a rather provocative variety in someone's mind (and can be subtle with their Legilimency in ways that reduce the normal amount of unpleasantness someone experiences when their mind is searched by a Legilimens, even making it a pleasant experience if they wish!), while Occlumens can focus on their own provocative thoughts to blast away intrusive Legilimens and leave them in a rather fascinating state of vulnerable arousal. This perk is fully available to *Magical Creatures* as even within the baseline canon of the *Wizarding World* there are magical creatures that can perform Legilimency (Wampus Cats can perform it with striking ease).

Experienced wielders of this twist on Legilimency can perform a number of tricks with it. One trick that you learn quickly is how to link minds in such a way that people experience each other's bliss and pleasure, and while this starts off temporary as you gain experience with this skill you can make it longer lasting and eventually even permanent, as well as link together more than two minds in this way. If you want to link minds together for non-lewd purposes that's doable but harder, and requires more training. Other tricks become evident in time and as you gain other perks related to psychic abilities and mental powers.

Universal Abilities (400 WP)
This perk applies to all schools of magic and all supernatural abilities and unshackles any limitations that keep them restricted to specific alt-forms. In this setting this may have the most utility for *Magical Creatures*, giving them access to both the baseline and lewd versions of *Wizarding World* magic even if they normally would not have it as per their monstrous form, and is in fact primarily intended to help them out, but this utility is solid even for those who select a human origin. A jumper with this who has a dragon alt-form and is clad in their human form can breathe fire or use whatever elemental ability their dragon form has in their human form, and a basilisk jumper with this power can hit people with their instant death visage ability while in human form. As a jumper it may not do to be limited to what your specific form can do in a rapidly changing situation. In case it needs to be said, drawbacks trump this and if you are locked to a specific form (by drawback) this does not let you cheese that restriction.

Mysterious Mage

Strange Circumstances (100 WP)

You are a harbinger of change and disruption. Where you go destiny follows, and old routines and expectations quickly get discarded. These disruptions have a strange tendency to favor you in ways both big and small, giving you opportunities to shine.

Favorable Impressions (100 WP)
You have a way about you, something that makes you able to leave stellar impressions on people. Even people who want to dislike you find themselves disliking you a little bit less than they'd think.

Mystical Movement (200 WP)
You are a master of magically enhanced and guided movement. You have a keen instinct for powers that give you more mobility, such as magical teleportation or mystical flight. You can demonstrate unreasonable skill with things that enable your movement even the first time you try them, and can grow in skill with them at a remarkable speed.

Narratively Naughty (200 WP)
You have an unusual skill when it comes to seducing named characters. You are unconsciously capable of detecting someone's importance to a plot and setting and the more important they are to a plot and setting the sexier you are to them. Protagonists and antagonists alike will get weak in the knees when you are near, and circumstances arise that give you opportunities to seduce them.

Instincts (400 WP)
As a drop-in you lack the advantages of having memories and training in a setting when you arrive. You do not have the benefits of a life's worth of education and knowledge of the inner workings of a setting. This exists to counterbalance that, giving you sharp, powerful instincts and an innate if imprecise understanding of the rules and customs of a setting. You will not have the same precise knowledge and memories someone else may have but you have reliable instincts that you can lean into which give you about as much skill and ability to get by as some locals, particularly when it comes to understanding magic and other supernatural systems of power. You may not know anything about *He-Who-Should-Not-Be-Touched* or be able to name the four founders of the local arcane university, but you can call upon magic just as sharply and as easily as someone who has had their whole childhood to learn the ins and outs of magic. Unsurprisingly your instincts also apply to matters of romance and pleasure, you are an insightful and natural lover able to trust your perceptions and instincts in the bedroom as easily as you can in the classroom. You can apply this to bedding and romancing people from different cultures and non-human creatures as easily as you can apply it to people whose cultures you understand. This also enhances your perceptiveness in other matters though it's less keenly focused and powerful in those contexts (albeit still quite useful, especially for your first moments in a setting). Your instincts will get you far, my friend.

Practical Learner (400 WP)
You are an exceedingly practical learner. You can learn just fine in a classroom and with the safe, supervised teachings of an experienced lecturer, but where you shine is when you are in

the field applying lessons and learning by watching others. You are even able to learn visually, allowing you to learn all manner of mystical (and physical) skills by watching someone else perform them. This is a prodigious and sometimes even frightening skill and opponents you are dueling will be unpleasantly surprised when you replicate a spell they hurled at you a split second after they use it. This has very obvious lewd applications, and it is just as good for intimate moments as it is for adventurous spellcasting. You are also quite skilled at teaching through showing and are able to help people learn the same way you do, letting you be an effective leader and instructor on the field.

Sexual Sorcerer (600 WP)
When you sleep with someone you gain a vestige of their skill in a discipline they are skilled at. This is most pronounced when you sleep with someone who is a magic user, giving you some semblance of their skill with a particular magical discipline, but it will never fail to activate when you sleep with someone in some way. These buffs are temporary, at first, but they become longer lasting the more you sleep with someone and the more pleasure you make them feel. These buffs can become permanent if you sleep with someone enough times and make them feel enough pleasure. Beyond that you can be generous and do the same thing for them that they do for you. Neither of you are hurt by this, you do not leech off of each other (nor do you leech off of them if you copy their skill but don't share a copy of your skill) but rather you share hollow echoes of your skills with each other. Once you've trained this ability enough you can learn to copy specific things from people and can learn how to share vestiges of chosen skills with specific people.

The Chosen Chad (600 WP)
Prophecies are funny things. Even true, accurate, unavoidable ones tend to have such vague language that they have multiple valid readings. You are a quirky, nebulous being as a jumper and you have a strange skill at inserting yourself into prophecies and making them about you, with fate itself conspiring to help you out when you elect to redirect a prophecy and twist it such that you are the chosen one. When you make a prophecy about you all of the people involved in and affected by it find you more attractive and you gain a boost in skills and actions related to the prophecy. Beyond that when you fulfill a prophecy it gives you a meaningful buff related to it in some way, taking the language of the prophecy and twisting it into a buff with a power and scale that equals the scale and scope of the prophecy (the more people affected by the prophecy and the more intense the prophecy the bigger the buff you get for completing it). Finally, at the start of each jump you can select to give a few people the power of prophecy to ensure that there will always be prophecies for you to leap into (and you are no slouch at divination either, with this perk fiat-backing your ability to see into the future though with the caveat that the future is not as solid as many wish it was).

Humble Hero

Standout Character Trait (100 WP)
There is something about you that stands out. You have a skill or a trait that is something you are just head and shoulder above others in. This could be your skill with magical control, making you an extremely precise spellcaster, or this could be your empathy allowing you to innately

understand all sorts of beings and creatures with impressive ease. Regardless of what you choose, this will be a trait that has chances to shine in ways both big and small, and can come to color some part of your story here.

Familial Happiness (100 WP)
Your family is loving and kind. You feel their love and are strengthened by the bonds you share with them. You also easily show people how you feel and your feelings mean something to other people who care about you.

Empathetic Caster (200 WP)
Magic comes from the heart. This is a simple, but true, fact that even remotely knowledgeable magical beings understand, intuitively if not explicitly. You have a simple, powerful understanding of your heart, and you know how to strengthen magic by tying it to your emotions. Now obviously you have to tie the right kind of emotion to the right kind of magic, but when you do you can noticeably buff your magic, making it easier to use and stronger, to an extent equal to the intensity of the emotion you tie to it.

Household Magics (200 WP)
You have a curious skill with household magic. Household magic is simple, useful, quality of life spellcasting, allowing you to effortlessly do magic that cleans spaces, conjures and controls small amounts of elements, minorly heal small wounds and lessen the burden of symptoms of illnesses as well as do simplistic enchantments such as enchant an oven to cook by itself without much, if any, input on your part. These magical abilities can all grow and become greater with diligent practice and thoughtful training. You will have a convenient life that allows you to devote time to the things you care about.

Family Magic (400 WP)
Not only are you innately skilled at collaborative magic, able to easily join others in spellcasting that gets more effective with the more spellcasters who join hands in it, you are also impressively skilled at magic your relatives and loved ones know. When you learn spells from those you love, even platonically (though this gets the smallest buff), you take to them right away and are quite skilled in their use with even a little bit of training and intent. The *Family* part of this is quite special, as you have innate knowledge of all of the spells known by your ancestors and your parents at the time of your birth. You know these spells without being taught them and are exceptionally well versed in their use, able to use them more cheaply and more effectively than should be possible.

Heroic Speciality (400 WP)
Select a type of magic that is not offensive or destructive in nature. You are a prodigy in this type of magic, a true-blue genius with an internal library of knowledge of spells and spellcasting techniques derived from this type of magic. Applicable schools of magic include divination, alchemy, charms, transfiguration, healing magic, and various other types we see throughout the series and broader franchise. If an applicable category has offensive and destructive magic within it you gain no special talent with those spells. You are able to use this magic with

breathtaking ease, and when you use this magic in front of others they are more awed by it and view you with increased favorability and respect. Additionally when you use this magic heroically it grows in power, and if you use it on someone you love or even lust after (though this is to a lesser extent), it's effectiveness is improved.

The Strongest Magic of All (600 WP)
Yep, it's love. That's a cliche, sure, but it's still accurate. Love can be used to end ancient grudges and it can be the cause of the destruction of an entire village. It is a mystical, mighty thing even in worlds without magic. And you wield it now. Magic cast in the defense of those you love will be noticeably stronger and those you love are shielded by your love, with dark or offensive magics losing some of their power when they hit those you love as you passively shield those you care about even from a distance. You can infuse restorative, protective magic with love, making it stronger and better able to end dark curses or supernatural conditions. You also happen to possess an inner wellspring of love that gives you plenty of the emotion to throw around, for the sake of powering magic and protecting your friends and loved ones. This perk, unsurprisingly, gives you the power of *True Love's Kiss*, a defensive technique you enact by kissing someone that lifts nearly all dark magic on them and gives them a powerful shield against dark spells cast on them for the next few hours. Finally, you are protected from dark magic by a shield that combines both the love inside of you and the love other people feel towards you, weakening any and all dark magic that attempts to hit and hurt you to the extent of the love you feel towards others and the love others feel towards you (meaning the more loved you are and the more loving you are the stronger this shield happens to be).

Growing Family (600 WP)
Love is a funny thing. Love does not care about your attitudes and notions towards monogamy and polyamory. You are a loving person and like many loving people you can love more than one person (with "person" in this instance being a broad and diverse thing) at a time. You are a talented polygamist, more than capable of deftly balancing multiple romantic and sexual relationships at a time and of figuring out how to love and be loved by many people at once while taking into account each individual's attitudes, emotions, interests, and beliefs. You know how to talk people into trying out complex and non-traditional relationships with you, and you derive a direct benefit from these relationships. You gain vestiges of the skills and knowledge of your lovers and romantic partners, with them growing in intensity the more partners you have and the deeper your feelings towards each partner. Your partners also benefit from this, gaining vestiges of the skills and knowledge of you and other people in your web of relationships. When things like polyamorous marriages are illegal you have a curious way of getting around those laws and marrying as many people as you wish at a time.

Arcane Aristocrat

Aristocratic Airs (100 WP)
You are nobility, plain and simple. It wouldn't do if you couldn't comport yourself in a manner reflecting your aristocratic roots would it? You are refined and elegant and can easily show people your nobility through your behaviors. You understand what nobility means in the eyes of

other people even in different cultures or worlds and can easily make yourself seem noble and refined.

Educated (100 WP)
Your parents spared no expense and worked hard to hire the finest tutors and teachers in all the land. You are educated in a range of subjects and have a viable head start compared to your peers. You also extract as much as possible from your studies, having a noticeable learning booster that makes even minutes of study on your part better than a few hours of study on the part of your peers.

Peerage (200 WP)
You are a noble through and through. And as such it behooves you to know other nobles and be known to them as well. In this and all future jumps you are a minor noble of some sort, allowing you to know other people of means and influence and be known by them. You have important connections that can and will help you, so long as you can and will help them in turn. The more noble someone else is the more attracted to you they tend to be, and the easier it is to seduce and please them. If you want you can toggle the first part of this at the start of each jump, and retain the second part (or toggle the second part and leave the first part). Those who are attracted to you, noble or not, are more susceptible to your magic, and if you sleep with them your magic's effectiveness, on them at least, skyrockets. This works even if the attraction is artificial/unnatural, though to a noticeably lesser extent.

Supernatural Scientist (200 WP)
You are a researcher and innovator when it comes to magic. You can do the difficult scientific work needed to invent new spells, make discoveries regarding supernatural disciplines, and, with proper time and resources, invent whole new schools of magic. Your mind is a machine when it comes to making sense of the supernatural, if it is at all doable (and *Wizarding World* magic is, when contextualized, decently amenable to research and innovation). You can and will discover all sorts of magical mysteries and invent modern mystical miracles with the proper dedication to your studies. In your hands the *Laws* of magic will be, at least sometimes, more like suggestions. You can also impart bits of your patience and methodical mind to others, though how useful it'll be to them depends on their own innate attitudes towards magic and the supernatural, as well as their own internal inclination towards science and methodical thinking.

Lecture Learner (400 WP)
This is a very nice skill. You are a master of learning from books and lectures. You can learn just as effectively on a practical level as you could before, but you have a frightening learning booster when it comes to learning from books and through lectures, allowing you to soak up the wisdom of those who wrote down their thoughts and discoveries as well as from those who believe in you enough to share their knowledge. You are also a skilled orator, debater, and can entertain with stories and lectures of your own, allowing you to easily charm others and sway them to your side. You will learn loads from every lesson you participate in, and your noble blood will shine through when you apply the skills you learned and the theories you're aware of when you use magic.

Battle Mage (400 WP)
You are a magical warrior, a dangerous duelist armed with animalistic senses and a lightness on your feet that make you a terrifying magical combatant. You have a sharp wit and a knowledge of offensive and defensive magic that makes even the thought of blindsiding and ambushing you frightening to those with less skill than you (which is a great number of witches and wizards). Nobles are not weak, and you exemplify this with an eerie pool of energy that surges to the surface when you get into magical fights and makes you able to stun, curse, petrify, and even obliterate your foes with the same ease an athletic student might play dodgeball with. You are also an *Out of Context Entity* and it wouldn't do if you couldn't blend all of your abilities together into one cohesive and deadly fighting style. You are now quick enough on your feet and with your brain that you can mix and match techniques and fighting styles and blend them together in ways that will give any opponents who survive a fight wherein you unleash your full power nightmares.

Forbidden Magics (600 WP)
You are a sick and powerful master of the most dreadful magic of all. You understand how to twist the heart and ensorcell emotions, making you skilled at illusions and at magic that corrupts the heart. Emotions are your purview, and you are as good at twisting them with spells as you are at captivating them with forbidden potions and unholy tools. This is an insidious skill set to have but it is ultimately just one tool you can employ. After all will people really contest the morality of twisting a few minds if the end results are that a genocide is ended or that laws are passed to promote equality? They will? Well… You still have this power. Maybe you should use it on them? No, that feels like a slippery slope. Regardless, you're a master of magic related to the heart and mind, and you are almost as good with mind and heart affecting alchemy as you are with heart and mind spells. Your skills in this area are diverse, with you being just as skilled at simple spells that twist the mind and heart as you are concocting vile potions that twist people's innermost thoughts and feelings, as well as creating nasty artifacts that can affect people for as long as they wear them or have them on their person.

Dark Artist (600 WP)
You are a prodigious user of the twisted and foul school of magic known as the *Dark Arts*. Broadly speaking the Dark Arts is the umbrella term used to refer to magic that is mainly used to cause harm, exert control over, or even kill people and creatures. There's a lot to this, but you find that you are naturally adept at this overarching category of magic. Magic that is about control, pain, murder, is your bread and butter and you wield it with supernatural ease. You are a dark genius and those who attract your wrath will feel it and will learn to fear it. You are also incredibly attractive to people and creatures with dark hearts, and the more you embrace twisted magic the more attractive you become to them. When you use magic on people they become more attracted to you, even if the magic isn't itself dark (though unsurprisingly dark magic makes them more attracted to you faster than other types of magic do). It is exceedingly easy for you to attract followers with nihilistic or actively hateful views, and the less humane and compassionate they are in outlook the easier it is for you to understand and manipulate them.

Magical Creature

Inhuman Anatomy (100 WP)
You are an inhuman creature. This is not especially troublesome, since you are in a magical world where things like elves, goblins, unicorns, giants, and more are known to exist. You can decide right now what kind of mystical creature you are, and seeing as this world is inspired by *The Wizarding World*/*Harry Potter* you can easily opt to be any kind of creature from that setting. If you want to be a copy of something incredibly powerful like a *Basilisk*, a *Dragon*, or a *Nundu* you can, just be aware that the powers you get here will have a lewd bent to them (this is true of all kinds of creatures you can become in this world, not just the particularly powerful ones). *Basilisks* can make people experience orgasms of incredible, perspective-changing intensity with a glance, a *Dragon's* fire burns clothes and inhibitions and a *Nundu's* breath can inflict arcane STDs on those caught in it. You can also focus and overcome the lewd touch of this world for a short time, allowing you to temporarily harness the baseline powers or the potential powers of the type of monster you happen to be. This skill is usable once a day, at least until you take time and train it. Warlocks and witches who learn of your "true" (for this jump) nature will attempt to subject you to the laws this world has in effect that are relevant to your kind of creature.

Barring perks that change this, be they from this jump or elsewhere, your inhuman form for this jump is a standard albeit lewd version of the creature you pick. This has important caveats, as not all non-humans in this setting are sapient or capable of speech. This perk won't reduce your intelligence, but if the monster form you choose isn't capable of speech you won't be (barring the correct perks). This perk gives access to an array of inhuman forms and interesting abilities, but the decision you make when getting it should be one you think through.

Non-Magical Creatures can take this perk and become descendants of the magical creature in question capable of harnessing trainable (and initially weaker) versions of the powers that define the inhuman creature in question. And Magical Creatures can take this more than once to become hybrids of various monsters. Magical Creatures can obtain this twice for 50 WP total and after the second purchase can purchase it more times at a non-discounted rate.

Standout Materials (100 WP)
Many magical creatures are kept in captivity or approached to work and live in collaboration with witches and wizards for their materials. Phoenixes are cared for because, among other reasons, wizards value the prestige of wands made with phoenix feathers. You also produce materials that wizards, witches, and warlocks value for some reason. Your bodily fluids in particular are valued for their alchemical potency (you can determine the precise way this manifests, but if this syncs up with abilities you possess this becomes stronger), but there's also something else of yours that magical humans value which is up to you. You can freely produce excess amounts of the substances and materials that magical humans value, and you are an expert at both using the materials and substances and selling them, understanding their value to those who seek them out. Your substances are also of an unusually high potency, and are especially voluminous, making them much more intriguing to those who'd seek them out.

If a human wizard takes this perk then something about their biological material becomes touched by something powerfully magical and they gain the same benefits as a magical creature with this perk.

Additional purchases of this perk (which are discounted once for magical creatures, allowing them to purchase it twice for a total cost of 50 WP) give you the ability to produce more materials and add extra effects to your fluids. Once each for each purchase (meaning if you purchase this twice your fluids have two special effects and you have two types of highly sought after biological materials).

Lewd Logic (200 WP)
This perk touches all of your powers and skills with the lustful logic of this setting. All of your powers now become a little bit hornier and less safe for work, and when you lean into this trait your powers become stronger. If you are telekinetic your telekinesis gains a level of precision and power that it normally lacks if you use it to do something like strip someone. If you are telepathic your telepathy becomes more subtle and more powerful when you use it to subtly push people towards lewd scenarios and situations. If you are capable of using or harnessing venom of some kind the venom you can infect people with will function as a high-quality aphrodisiac as well as retain any other abilities it has. This toggle does not override any other facets of any powers you possess, it simply enhances and strengthens them in a particular direction.

Attractor (200 WP)
You are attractive to people both despite and because of your inhumanity. You are distractingly attractive to people with proclivities that would include you anyway, but you are at least somewhat attractive people who normally do not find monsters and inhuman creatures attractive. You are also very attractive to non-human humanoids and monsters, to an equal amount as you are to humans. Beyond that, you also possess a powerful boon due to the fact that the more attractive someone finds you the more powerful your abilities become relative to them, making you a sort of magical black widow. This perk is explicitly toggleable (and is universally applicable, working when you're in your human form just as readily as when you're some mythical monster), just in case you don't want to attract monsters while exploring a magical forest. This perk also ensures you can safely and painlessly mate with people and creatures regardless of anatomy, fiat-backing your ability to cause pleasure.

Repeat Victim (400 WP)
Humans are funny lifeforms. Did you know that they can build up resistances to some kinds of poisons and venoms? That's wild! And it'd be really unfortunate if someone could do that to you and your powers wouldn't it? Thankfully you are supernatural AND a jumper. Not only are your abilities not something that people can slowly gain resistance and immunities to, they are actually capable of affecting repeat victims more effectively than they can affect people who've never endured them before! One especially wicked trick you can pull is inverting the sensations your powers cause without making them less harmful, meaning that as a basilisk or another

creature with venom you can bite someone and deal grievous harm to them while making them feel heavenly. You can ALSO actually flip your abilities so that ones that should be harmful aren't, and if you feel like being an ass you can turn off an ability's harm while still allowing it to be painful to those who endure it. Some people are into that kind of thing though, so this may be someone's fantasy. Still… Maybe ask them before doing this.

Apex Creature (400 WP)
You are no ordinary member of your given species. You stand out among your own kind, being taller, more powerful, smarter, and far more capable with the supernatural skills your species is capable of than other members of your kind are. This perk makes you a natural leader among your own kind (which means whichever alt-form you have equipped at a time), and also greatly enhances your skills with supernatural powers keyed to any given species you happen to be at any given point in time thanks to your dynamic nature as a jumper. Members of your kind recognize you as a natural leader, and you possess tremendous resistance to abilities used by other members of your kind such as having enhanced magic resistance as a human or being nearly immune to even the hottest fires as a dragon. You are a leader and you will tolerate no lies or disrespect. You are also supremely attractive to those with submissive inclinations. Go forth, jumper, and take your place at the top.

Pack Master (600 WP)
This is a unique kind of social power. You are a strange kind of monster, one like an *Acromantula* in that you are a profoundly social being capable of a surprising array of communicative techniques. Most importantly this perk allows you to speak regardless of the type of creature you happen to be. And beyond that this perk allows you to speak to any and all creatures, not just humans, humanoids, and creatures capable of speech, but even monsters normally incapable of speech. You can communicate with other creatures and understand their actions, thoughts, and intentions even if they are not capable of responding with words (and you can do things like speak Parseltongue and communicate in other animal languages in the future). You are also captivatingly charismatic to non-humans, and they are extremely easy for you to persuade to act on your behalf or for you to talk into unions of various sorts. The more non-humans of any sort who obey you and become a part of something vaguely akin to a pack you lead, the more charismatic and attractive you become broadly. When you lay with non-humans regardless of the type of non-human you gain the ability to temporarily mimic some of their abilities, and the more you sleep with them and the more pleasure you grant them the longer this mimicry lasts until it becomes permanent. This counts so-called monster girls or monster boys (including ones you granted a humanoid form through magic or some other sort of perk or item) as fully non-human, meaning you can benefit from the monster girl harem of your dreams.

Hybrid Maker (600 WP)
You are an unusual creature. Something about your genetics, presumably your nature as a jumper, makes it so that you can sire or birth perfect hybrids with other types of lifeforms even those that shouldn't be able to reproduce such as those cursed by dark magic or that are naturally sterile or barren. Your hybrid children will have the best traits of both of their parents

and will instinctively be loyal to you. When you have children with members of the same species as you, your children will be apex members of their species.

Items

Any items from past jumps that are similar to items you purchase here can be imported into their new counterparts for free. Location items will be placed either in a location near your starting location or in appropriate places as makes the most sense and is determined by your benefactor. Items you purchase will be recognized as yours in ways that make sense, when possible, and if destroyed respawn within your warehouse or otherwise nearby within a week unless stated otherwise.

General

Handy Wand (Free)
Wands in the Wizarding World are handy training wheels and reliable ways of channeling and directing magic even for many experienced wizards and witches. You own a wand that is keyed to your personality and arcane interests enough that this witchcraft accessory will always be helpful in ways that are sometimes minor and sometimes, usually in climatic moments, major. This wand has a core and is made of a wood that aligns well with you, and while you can learn to use magic without this thing spells cast with it always have a bit more oomph and are a bit easier to cast. You can, if you wish, choose to have a different magical implement like a staff that can be used to cast magic but any alternative to a typical wand will draw the notice of your peers. This wand can be used to empower any school of magic, not just local magic (making it useful for Magical Creatures), but by itself doesn't grant access to *Wizarding World* magic.

Arcane School (600)
For the duration of this jump you are simply guaranteed to be a valued student and then, if you want, faculty member (or just always be a faculty member if you are a non-human) of a respected, famous institution of arcane learning. For the duration of this jump, barring you doing something like murdering a student and getting caught, you will always have some sort of narrative justification for being at the arcane institution that no one questions as well as free roam of the school and access to all of its resources and facility, within reason for your given context in the jump. In future jumps, however, this item morphs into something much more interesting; essentially, a university that you own.

This item becomes your very own… *Jumperwarts Institute For Witchcraft and Wizardry*. You are the headmaster of this prestigious university, and the school is staffed by wizards, witches, and/or non-human humanoids (and other monsters) that all fit your aesthetic preferences and are incredibly open to your advances. This school teaches students who fit criteria you designate, and those it teaches all gain the ability to use both standard *Wizarding World* magic and this lewd version of it.

The school is as well known as you wish it to be in future jumps and you have executive decision making powers when it comes to what it teaches and how it teaches. Even if you leave it completely alone the school will be a decently successful institution of learning that always has full classes and earns you a respectful, passive income, and if you strive to be a leader who diligently leads the school then you'll be more successful and earn more income to an extent determined by your leadership skills. You can also have special classes you teach, whether you do it to have a harem or are a genuine teacher, or both. This is your school jumper, please run it how you like.

Mysterious Mage

Scholarship Letter (100 WP)
This mysterious letter is given to every Mysterious Mage but that particular letter is a one-and-done gimmick. This is a fiat-backed version of that same item, one that reappears at the start of every jump. This letter grants you entry to a prestigious (or not-so-prestigious, as you may prefer) institution of learning, such that you are given a full-ride scholarship for the duration of your stay. This guarantees your admission to any such institution, though it doesn't guarantee that you will be able to stay there no matter what; you can still fail out if you are an inadequate student. This is your way in the door, it's up to you to demonstrate that you deserve to be here.

Mystical Student Housing (100 WP)
Every student enrolled at an institution of academic learning of the mystical arts is guaranteed housing for the duration of their enrollment. But some people want special housing, or don't want to leave when they are done. Either way this is your ticket. With this item you get access to special private housing, a series of connected rooms that take up about the same amount of space as a small house and include all the bells and whistles of luxurious magical housing such as self-cleaning rooms, a private bathroom, a decadent bedroom, and various other small bits of quality of life things. This housing is fitted to any university or equivalent that you attend and it is enchanted such that people don't question it. Once you graduate or are otherwise no longer a student this housing becomes attached to your warehouse, though you can attach it to any other housing thing you would like it to be attached to.

Broom (200 WP)
You are the owner of a rather special household cleaning implement. This broom is a handy getaway vehicle and is a useful tool. It is enchanted such that it can be used to fly at impressive speeds, moving at at least 200 miles per hour, and you know a spell that can allow it to come to life to a limited extent such that it can clean of its own volition. The broom has an additional feature you can decide, such as a subtle invisibility feature that can cloak it (and you) from sight or a thruster that accelerates it and causes it to leave a trail of dragon fire behind you as you zoom away from trouble.

Room Of Requirement (200 WP)
Lacking any sort of context in a setting is rough and, in many cases, quite dangerous. Thankfully you now have this. This is a room in your warehouse that is filled with a staggering

variety of goods and items, though what it has within it any given time you enter it is dependent on what you need.

This room can have basic clothes, simple but nutritious food, books that provide valuable, easily comprehensible context for any setting you find yourself in, enough weapons to outfit a small army, etc. It really, really likes giving you stuff to use when having sex, and can in fact generate high quality sex toys of a dizzying variety (including generic bodies to have sex with), but it prioritizes your requirements over its wants. Additionally, the more you have sex in the room (with or without its generic bodies and toys) the higher the quality of stuff the room generates. Time in the outside world slows when you are in the room, and you can freely invite others to visit it, but time doesn't come to a complete stop while you're in the room and you need to remember that.

Philosopher's Stone (400 WP)
This mythical object is the life's work of master alchemists and is incredibly powerful as a result. This object is capable of being used to do feats such as turn other metals into gold, and can produce an elixir of life used to attain biological immortality. This version is also capable of turning fluids of life, such as water, blood, and most powerfully, sexual fluids into various potions with a staggering array of effects dependent upon the user's knowledge of and mastery over alchemy as well as the properties of the fluids used in the potions. These potions can be made instantly and with even a few drops of their required ingredients.

Founder's Blade (400 WP)
This heroic weapon is a relic created by one of the founders of an ancient arcane university. It is an ornate, beautiful weapon and it has a number of critical properties. The blade is enchanted to cut through dark magic with tremendous ease, making it a skilled tool when it comes to fighting the dark, and it is able to destroy dark objects with supernatural sharpness. It is also able to be summoned from anywhere with a simple spell that even a novice chosen by the blade (which includes you if you pay for it with WP) can wordlessly cast. This blade is able to slice into people and end magic on them, which has the effect of making them experience a kind of pleasurable bliss dependent on the magic being ended and which doesn't hurt them. This item is also capable of shattering even unbelievably powerful dark relics, such as Whorecruxes and can do so in a way that doesn't kill the person or destroy the actual object unless you'd want it to. The blade also doesn't hurt or harm living things unless you mean for it to do so, and normally being cut by it only results in pleasant sensations with the intensity of the pleasantness being determined by where and how you get cut. The worst that'd happen to someone you don't want to hurt with this item is that they'll experience bliss intense enough for them to momentarily pass out, which can look scary but doesn't harm them in any meaningful sense.

Department of (Horny) Mysteries (600 WP)
Despite magical humans having existed for millennia, possibly as long as non-magical humans have, magic is not well-understood. Even scholars and sages such as *He-Who-Should-Not-Be-Touched* have barely scratched the surface when it comes to making sense of the mystical and the supernatural. Each of the Ministries of Magic and their equivalents

throughout the world advances knowledge of the mystical and magical everyday in its own ways and the *Department of Mysteries* is one of the better attempts to do this. This item manifests as a large building in an *Unplottable* place that is staffed with *Unspeakables* (witches and wizards who work for the Department of Mysteries and cannot talk about their work with people other than their colleagues). This place is staffed by incredibly professional and sagely wizards and witches and the building is filled with all manner of strange artifacts. Of all of the capstone items that are buildings and structures this one has the most normal magic, but it also has the strangest supply of esoteric and lewd magic and spells, including a chamber filled with cauldrons that contain all sorts of strange emotion-bending potions and a cavernous space filled with orbs that contain research into life-creating magic. This place's staff and employees are also more than willing to become followers of yours and leave their place of employment (which includes housing for them) and go on adventures that involve magic in some meaningful capacity. Each jump you visit after this one sees this department expand a little with new wizards and witches occupying the building and doing research into new magic and supernatural phenomena, with it growing the most when you enter magical settings.

Legendary Cloak (600 WP)
This mythic cloak is part of a group of artifacts from the ancient past. It is a highly spell-resistant object that gives you some sort of positive status condition when you use it, though exactly which status condition the cloak gives you is up to you (An easy example would be to just mimic Harry's Cloak of Invisibility and give yourself a direct copy of that particular Deathly Hallow, though you could elect to have the cloak be a sort of mythic *Cloak of Rest* and thus recharge your body while you are underneath it, even without actually going to sleep letting you operate at all hours of the day even if you'd normally need sleep). This cloak's status effect can be changed between jumps but once a decision is made and a jump begins the cloak's effects will be unchangeable. Whatever status effect you choose to let it give you and anyone else you permit to wear it will be incredibly strong, similar to how Harry's cloak could fool most forms of magical detection. Whenever other people use the *Legendary Cloak* (something only doable if you permit it) a positive emotion they feel towards you is amplified to an extent equalling how much they use the cloak.

Humble Hero

Hedge Family (100 WP)
In every jump from here on out you will have a loving family. These individuals can be quite quirky, but they'll be sincerely loving towards you and will auto-import into future jumps as followers though in each new jump they'll only have vague memories of their time in past jumps and may need to be taught how to use their old powers. They are also quite likely to have powers native to each setting in the future but they'll need to work to unlock such powers in ways that correspond to the setting (if applicable).

Hand Me Downs (100 WP)
You have all you need, but for some reason you don't have NEW things like new textbooks, or outfits. What you have is serviceable, and effective even, but unless you have some ability that allows you to tap into something's history these things don't stand out.

Household Goods (200 WP)
Your home has a robust supply of basic household goods, appliances, and furniture. All of these items are powerfully enchanted in an impressive number of ways such that they work to help you live a comfortable, convenient life. Of special note is the fact that your family has some bit of enchanted non-magical technology of worth, and while you can decide the specifics of this yourself this defaults to a car that has unlimited fuel, self-repairs, self-clans, and very importantly can fly and turn invisible. Other viable options include a computer that is connected to a sort of proto internet and shouts answers to your questions like a howler, or a series of non-magical weapons that have been enchanted to fly around of their own volition and protect you and your relatives.

The Weasley Cookbook (200 WP)
Many potions taste horrible but that is where the Weasley cook book comes into play. Make a toffy that swells the tongue to huge proportions or a cream that sprouts feathers or more sinisterly conceal some potions of an emotion affecting variety in more normal food. You could even make a wolfsbane potion that tastes of chocolate which would certainly draw a certain professor's appreciation. Whatever way you choose you will know how to make potions more palatable with this book.

Mysterious Relic (400 WP)
This powerful device is a strange and experimental object with a powerful ability; time travel. With this curiously shaped gadget time itself is something you can explore, though the further back or forward you go the more this device supercharges your libido as well as the libido of others around you. You can easily go a few hours or even a number of days back or forward without much of an effect, but if you try to go back or forward a week you'll certainly be left feeling the effects of this. Somehow this tool seems to be powered by your emotions and lusts. If you fiddle with it and figure out how to share the burden of its effects you can surely figure out how to go further back or forward without experiencing debilitating lusts… This is time travel with all of the consequences that come with that kind of power. You get used to time travel the more you do it, and in time can figure out the best ways to not cause plot silliness to happen, but this instinct is learned and earned through trial and error. Thankfully once per jump/once per decade (whichever comes sooner) if your actions with time travel or that involve time crumble the device resets you, doing just enough to make sure that you come to be.

Adam & Amelia (400 WP)
This is a prominent business located somewhere in *Diaphragm Alley*. It specializes in selling rather erotic wizard wear and in selling magical items with adult uses that are not illegal or profoundly immoral, such as magical sex toys and lingerie for a witch exploring herself. Early on in this jump you'll become a major shareholder and investor in this business granting you a healthy profit and it will follow you into future jumps with its wares expanding to fit future worlds you visit. The gear this place sells is also of surpassing quality for its intended purposes (fitted with all manner of sexy enchantments), and you are more than able to get a small stockpile

every month for free, which will certainly help keep your sex safe, convenient, and fun for everyone.

S.E.X. (600 WP)
The Society for Equal rights for Xeno organisms. This is a large organization that has long fought for legal and social equality for all manners of lifeforms, regardless of their species and abilities so long as they meet a minimum threshold of species-wide intelligence. This radical society is made up of all sorts of sapient lifeforms, and is particularly good at attracting both xenophiles and monsters of various degrees of humanoid-ness and sapience. You are the leader of this radical and surprisingly popular organization which fights for equality and to ensure that all people-like creatures are treated as people in terms of both social perceptions and the law. This grants you a great deal of respect from non-humans and among humans who seek to make the world a better, more equal place. This organization also has contacts and allies throughout the Wizarding World, and in future jumps you become the leader of an organization that seeks to advance the rights of non-humans, or otherwise pursues goals related to causes like addressing social and legal injustices if humans are the only sophont species in the world. This organization has a fair deal of weight and such weight will be carried over to new worlds, as well as having plenty of radical people who can and will fight for progress and equality (and who get weak in the knees at the thought of helping their leader pursue justice…). While different members will have different levels of willingness to go along with kooky schemes and brands of activism, some individuals will be quite zealous in their fight for a better day.

It's worth keeping in mind that there are many people who are attracted to non-humans and many non-humans with romantic and sexual interests in humans. This is your very own version of something of a mix between *S.P.E.W.* and *The Order Of The Phoenix* but it's also an item in a lewd setting. It can and will be fun for people with a range of interests.

Restorative Stone (600 WP)
One of a trio of legendary artifacts, this relic is a small stone that easily fits in the palm of one's hand. This ancient object is a small but incredibly powerful item. This stone, when squeezed produces a liquid that can heal any wound and can undo dark magic, healing people of any negative condition. Twice per jump this item can actually produce a liquid that can bring the dead back to life, whole and hale, if given to a deceased person that the stone's wielder loves truly and deeply. This is not a trick, or a trap, but it requires love to work. This is a relic of life, and it will protect and aid life whenever and however it can, being something quite different from its mirror in other universes. As a minor note, those who benefit from this object (whether they drink the normal restorative fluids and are healed by them or they are fully brought back from the dead by the resurrection liquid) are far more attracted to you than they were before and are likely to become keenly infatuated with you, even falling more deeply in love they were before if they already loved you. This stone can ignite or rekindle love and romance.

Arcane Aristocrat

Noble Closet (100 WP)

Your family would just DIE of embarrassment if you went out looking like a commoner. You have access to all of the most stylish wizarding outfits, and have an impressive walk-in-closet in your home or warehouse that is filled with impressive outfits for every occasion. You will always be fashionable. If you wish you can even use the magical mirror in the closet to pick an outfit for you, and to style your hair.

School Supplies (100 WP)
You have money so it makes sense that you have what you need for your classes. You have cutting edge school supplies, from the finest alchemical supplies to the latest textbooks. If you fail in school it will be because of your own academic failings, not because you lacked the supplies and resources needed to do well.

Alchemical Stockpile (200 WP)
Alchemy is a *Noble Art*. You will not get far in alchemy with just instincts and half-baked plans. To master alchemy you need a nobleman's education and the patience of a scientist willing to experiment and diligently take notes. You may or may not have those traits, but you have something equally important in a potion's brewing context; a lot of stuff. And importantly, you have high quality stuff. You have an expansive stockpile of alchemical ingredients, and a lovely text book that tells you their properties and what they do when mixed together. This book is an enchanted object and as you acquire more ingredients you can give small samples of them to the book which will then log them and tell you what they do. If you hold it over a freshly brewed potion it will tell you what the potion does and a number of ways to make the potion differently than how you or the potion maker did (if not you) including how to make it faster, how to make it in a way that is cheaper, or how to make it more potent. The individual ingredients in this stockpile magically replenish themselves over time, with more common ingredients reappearing at faster rates than rarer objects. This also comes with the individual tools needed to brew potions but they are of normal quality, though they do repair themselves and clean themselves when not in use which is quite nice and can be incredibly handy in a pinch.

Familial Estate (200 WP)
What is the value of self-important notions of nobility and aristocracy if it's not accompanied by riches? Thankfully you'll never have to wonder about that as in this and all future jumps you will be loaded and come from old money. Your family has splendid holdings in several areas of note in the setting, defaulting to at least a few homes in a small number of countries across the planet (and updating to remain about the same scale in future jumps). That said, your estates are more than just multiple empty mansions, your family invests in a number of prominent businesses and has a full staff assigned to each of their properties. These full staffs include cooks, maids, butlers, guards, and other assorted roles. Beyond that while there will be humans in this set of staff workers house elves and other non-human humanoids may well be included in the mix. Unsurprisingly there will be plenty of people in your staff who are interested in you and open to your advances, and the different staff people will have a curious tendency to be physically attractive to you. You will also have bank accounts in prominent locations across this and future settings that are quite heavenly and that will occasionally replenish themselves if they have recently taken hits.

Dark Arts For Dummies (400 WP)
This foul grimoire is an excellently written treatise on the dark arts. It is chock full of powerful wisdom concerning the enigmatic branch of magic known somewhat informally as the “Dark Arts”. This book is a shadowy thing, and while it is friendly, or at least neutral, towards you it attacks anyone who isn’t you (and who doesn’t have your permission) to use it. When you dream after reading it right before bed you have strange dreams wherein figures of your preferred gender bed you and whisper macabre but, in their own way, sweet nothings to you and when you awake you find that your instincts are more sharply honed towards the dark arts. You can invite others to do this with you by reading with them before bed. If you don’t sleep, or just want to do this anyway, you can enter the book by opening it and plunging yourself into its large pages, which brings you to a place similar to the place you enter in your dreams where generic avatars of the tome will use and be used by you and when you leave you’ll find that scant seconds have passed since you entered and you’ll get the sharper instincts benefit normally reserved for sleeping. You can also bring others with you to this version of the dark arts space by pulling them in with you.

This book has a staggering amount of information on a range of spells and theories related to the dark arts. It has spells with a ton of different uses and appliances. It also has information on dark enchanting (charming objects with dark spells to achieve grim effects) and wicked potioncraft. The information in this book updates in future jumps, gaining a little bit of knowledge even in magic-less jumps, but gains a lot of information in jumps with magic and supernatural elements. Among the secrets contained within this book are the secrets to creating unholy sexy phylacteries, dubbed “Whorecruxes”, which can be people and is in fact easiest to do when done to people who are attracted to and ensorcelled by you.

Knock Em' Up Alley (400 WP)
Knock Em’ Up Alley is a part of magical London that is unsavory but tolerated due to the combined political influence of the malevolent wizards and witches who frequent it. Your family is one of the more significant ones backing it and the dark witches and wizards who benefit from this are extremely deferential to you as a result of it. You can find many technically legal items here and, under the cover of darkness and in the back of shops you can find just as many explicitly illegal items here as well. Your family gets regular dividends from stores here (and you can arrange to receive a different kind of tribute if you wish, getting items rather than money), and you receive a discount in them as well. This place follows you into future jumps, always allowing you to benefit from your investment in other dark witches and wizards. With each jump you visit new stores appear here and more witches and wizards are drawn to this place, somehow frequenting it even in settings that completely lack magic.

Dark Alliances (600 WP)
This is a surprisingly large network of dark alliances and foul friendships. This complex web of alliances and partnerships includes dark wizards and witches who have befriended or at least work with sapient and sophont dark monsters like hags, trolls, malevolent giants, dementors and other inhuman beings. You stand at the head of this network, with everyone in it owing you

favors and in many cases having genuine loyalty to you. These individuals range from students and young monsters to impressively high ranking government officials and the foul leaders of secret communities of monsters. This is a fantastic way to connect with witches and warlocks who are not afraid to advance magic, and who dare to study the forbidden arts, as well as with deadly monsters who are open to doing your bidding. And as the head of this network everyone is innately intrigued by you. This alliance follows you into future jumps and when possible grows with the addition of new monsters and magical humans.

Eldritch Wand (600 WP)
This strange object is a wand made from the wood of a dead tree with a core created from the tears of a ghost. This unholy relic is a mystical object of truly profound power, and spells it is used to cast are permanent and unyielding unless the caster themself wishes to let them be undone. It is especially powerful when it comes to magic that alters minds and touches souls (potentially able to do things like create souls and permanently alter minds, if used by a skilled enough wizard or witch), as well as magic that creates or destroys. This wand is incredibly mighty and the magic it is capable of bends and at times even breaks the normal, supposedly hard-coded rules of magic, though when it breaks a rule it needs time to recharge before it can do it again. It is also well and truly loyal to those who purchase it with WP, immune to the fickleness that plagues some magical artifacts of great power.

Magical Creature

Perfect Habitat (100 WP)
There will always be areas around you, a few in each world, that are perfect for you. These places will be areas where you can easily hunt, rest, and survive, without the trappings of modern civilization. Monsters and animals in these places defer to you naturally, though those you wish to kill will be afraid of you as is appropriate and run if they can. You are naturally the unspoken but respected lord of these places.

R.E.D.; Resource Extraction Device (100 WP)
This device is one you can use on yourself and other sorts of strange inhuman creatures. It causes creatures to feel good in a way of your choosing while painlessly extracting valuable resources and materials from them. This can cause someone to experience sexual bliss, a pleasant high, a delightful buzz, or any mixture of those sensations while perfectly extracting resources from them like a harmless amount of their blood or other fluids, or more solid resources like wool, scales, or even chipping off a fang or two! You can use this on yourself as well, whether you just want to feel good or if you want to extract resources from yourself. This device has a second function which lets you know how long it'll take a resource of any sort to be ready to harvest again. To call this a sex toy isn't inaccurate but it's also a bit of an oversimplification.

Friendly Food (200 WP)
You have a small quantity of food that you can summon at any time daily with a particular effect. This food, when given to someone or something who accepts it, induces friendliness and reduces hostility in the creature who accepts it. This food also has a secondary trait that its

nutritional qualities are keyed to any lifeform that eats it, giving them enough sustenance for several days as well as enhances their natural healing rate and subtly buffs their immune system. This can be used to end hostile encounters, help injured lifeforms, and improve your bond with a creature. The amount of food you can summon daily is small, maybe enough to give two creatures a full meal.

Monster Spray (200 WP)
You have a curious bottle of refilling spray. This spray has two distinctive “modes” and you mentally select which mode you are using when you pick up the bottle. One of the modes is a repelling spray, a spray that disgusts and repels magical creatures, and the other mode is an attraction spray that improves your sexiness relative to magical creatures. These sprays work on magical humans but to a noticeably lesser extent than they work on non-human magical creatures. You can also decide the kinds of creatures each puff of this spray has the most effect on, such as using it to strongly repel centaurs or to wildly attract dragons.

Monstrous Medical Kit (400 WP)
This doctor’s bag is filled with a lot of different magical implements and it is appropriately enchanted and charmed to be able to fit these tools with ease. These tools allow you to do a lot, and come with medical texts keyed to various kinds of magical and supernatural creatures that allow you to know how to care for a number of supernatural beings. This handy item’s medical supplies mystically replenish themselves over time, and when using them you find that you are subtly enhanced in your bedside manner and how deftly you treat all sorts of creatures in a medical context.

One important function of this is that you can test someone’s fertility and, if necessary, create a series of treatments to improve it. This even improves the strength and health (as well as other abilities and stats) of offspring such treated lifeforms produce.

You can use this on yourself, if you want. It’s possible to use this on humans though it’ll never be as effective on humans as it is on non-humans.

Magical Monster Book (400 WP)
This book is a special tome, one devised by a rather mad but determined mage. Some people aren’t content to let their fetishes be just their problem and this mage exemplified that. This book contains a range of spells that are fit for people with a certain xenophilic fetish. It’s a book for monster fuckers. A range of them, in fact, with some spells being designed for people who want to fuck monster-humanoids (monsters given human-like forms) and some spells for true teratophiliacs. This book has a variety of spells that can be cast by anyone who can spellcast and that can, among other things, give monsters humanoid forms and a range of abilities that are designed to make them more desirable by humans. These spells have a number of useful, practical applications for people interested in monsters, including things to make sex with monsters feel pleasant (even if monstrous anatomy is wildly different from your own) as well as spells that are arcane stimulants for monsters, and some non-sexual ones such as ways to help heal and protect monsters and to speed the growth rate of useful biological materials such as

dragon scales or phoenix feathers, but everything has a bit of a lewd bent to differing degrees. This book also contains insightful notes on monster-rearing and has a back section that is filled with notes on meal preparation and potion-making for monsters and monster admirers alike.

Magical Menagerie (600 WP)
This rather unassuming suitcase is heavily enchanted with powerful charms. Some of the central charms used on it include an *Undetectable Extension Charm* and spells that ensure that living creatures inside of it are always sated and their base physical needs are always met. This suitcase is vastly larger on the inside than the outside (to the tune of it being the size of a decently large town on the inside) and it has a number of different biomes for different creatures. Spells inside of the suitcase keep the biomes separate and help prevent clashes between different monsters. Extremely importantly the monsters here produce viable, fertilized eggs every month, making it possible for someone with this item to make a healthy living as a monster breeder and trafficker. These monsters, regardless of their intelligence, also recognize you as a friend and are quite amenable to having their biological matters harvested (especially if you have an artificial means of doing it that is harmless and fast). Monsters brought into this suitcase quickly adapt to it (but until they adapt to it they do need to be taken care of manually), even if they were brought in forcibly (though this does cause the adjustment period to take longer). If you persuade a magical creature to come into this place willingly the adjustment period is nearly instant lasting potentially less than a day. The adjustment period is determined by the monster's feelings towards you (with more hostility making the period last longer) and its overall level of intelligence and power (with beings of greater power and intelligence taking longer to adjust).

There is a luxurious house in this place for you to live in, filled with modern amenities that are enchanted to be self-cleaning, self-repairing, and as autonomous as you wish for them to be, and you benefit from the magic that ensures that your base physical needs are met while you are inside of the menagerie. There is also a book inside of the suitcase that magically contains updating information on all of the inhabitants of the suitcase (and you can access this book even when the suitcase is registered as non-magical simply by opening it and reaching inside of it). Beyond that you can also flip a switch on the suitcase to make it register as completely non-magical, and monsters that escape the menagerie or are brought out are docile towards you and obey your commands so long as they adjusted completely to the menagerie before getting out of it. This effect weakens and eventually wears off if a monster is out of the menagerie for long enough ("long enough" is determined by the same formula that determines how long the adjustment period takes, but flipped on its head such that the longer the adjustment period took the less time it takes for the monster to break free of the magically enforced docility period). You have an instinctual knowledge of how long monsters will be docile and obedient towards you.

Fantastic Beasts And How To Catalogue Them (600 WP)
This monstrous tome is an interesting thing. It is a living, enchanted book, in much the same way as its inspiration (which is actually *The Monster Book of Monsters* not the in-universe *Fantastic Beasts and Where to Find Them* textbook, to be clear), and it is filled with much of the

same wisdom. This book will try to interact with those who own it, but in a much more pleasant albeit equally distracting way, attacking its owner with physical affection, and if allowed, things decidedly more pleasant and intense than just hugs or kisses. This book's owner can ask it for information on assorted monsters and it will pleasantly answer them and do its best to educate them (though you can open it and read it like a normal book, you just need to ask). The book contains encyclopedic information on the monsters and non-human humanoids of the world and each entry is robust, detailed, and informative. That said, the information will invariably include plenty of lewd information on each of the creatures in it, and while the information will be universally useful it will make arranging both peaceful interactions and lewd encounters with monsters and non-human humanoids FAR easier. It shouldn't be a surprise to learn that this book updates in future worlds, gaining new entries on non-human creatures even of mundane varieties but its information on supernatural creatures will always be top-notch, robust, and trustworthy (once you factor in the book's particular proclivities). Copies of this book exist in the setting and wealthy magizoologists and supernaturally knowledgeable biologists may have copies but they differ from this particular book which is a truly living thing and has fiat-backing.

It also has a pair of fascinating features that are of interest to lewd jumpers. One feature is that it has a powerful spell on it that allows you to place memories of sexual encounters into it and replay those sexual encounters vividly, as if you had gone back in time and were having those encounters again. The second feature is that the book's information actually grows and expands as you have interactions with creatures catalogued within its pages. Any kind of encounter builds on the knowledge contained in its page, but peaceful and sexual encounters make its entries grow the most. The book is also quite loyal to you and will aggressively attack anyone who isn't you who tries to interact with it unless you give the people in question permission in front of the book. Such individuals can also store memories of their lewd encounters in the book and their interactions improve the book's entries as well. It is possible to reproduce this book and give people their own personalized copies (though when you do this all of the copies are keyed to yours, and when people do things like put memories into the book the memories show up in your book, though the reverse isn't true and their books don't have memories of your sexual encounters unless you allow it).

Companions

Companion Import/Companion Creation [50-200]
With this you can spend WP to import companions into this jump, giving them 600 WP and the ability to pick and choose origins, perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 WP per person you do this for, or you can spend 200 WP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no

you get the token back, it is recharged and you can give it to someone else. Each investment of 50 WP here gives you a new token. Each unspent token is refunded at the end of the jump. Anyone you meet here can be recruited using this option.

OC Companions

Jumpers get 1 of these OC companions for free, each extra costs 50 WP. The gender, sex, and precise relationship type these characters have with you can be swapped or otherwise customized within reason. Additionally, while it costs CP or what have you to import these companions into future jumps as companions these individuals can be imported into future settings for free as followers if you wish.

Dark Witch

This dark witch is a skilled sorceress and scholar of the twisted magic of the dark arts. She is also utterly, sanity-shatteringly obsessed with you as well as highly sadistic. What's perhaps worst of all, though, is that she is beautiful and wealthy coming from a highly esteemed noble family, giving her deep connections and plenty of social power, though she'd gleefully throw it all away for you. She is stunningly powerful with regards to magic, and becomes much more powerful when she uses her magic to protect you or to hunt down your enemies. She has few morals of her own, though she is a firm believer in the notion that magical humans are the greatest beings (with an exception for you if you happen to be a magical creature) and should be the rulers of the world. She listens to you wholeheartedly and eagerly works to please you. She is a surprisingly skilled leader and is extremely good at using magic both generally and specifically to achieve her dark aims; whatever you want though achieved through violence and cruelty.

Book Smart Warlock

This headstrong, cunning, and surprisingly vicious warlock comes from a family of non-magical people and is the first person in his family to be a magical human. He is brave, obsessed with magical knowledge, and clings tightly to you, being less socially adept than he often feels comfortable admitting. He is fiercely protective of you and while he presents an image of being a nerdy rule follower, he knows the rules and is more than willing to break them if it means protecting those he cares about or for causes he believes in. He seems to have strong feelings for you, feelings he quickly becomes aware of and wishes to act on but is scared by.

Shapeshifting Fan

This aspiring journalist, and skilled photographer, is a happy freshman armed with an enchanted camera, one of the old-timey big ones, and they use it with surprising skill given their youth and inexperience with it. They are a bit of a prodigy in one specific area; they are a metamorphmagus (a mage who can shapeshift). They use this to take on forms that please those around them, and they like to use it on you, trying to sneak up to you in a form that looks nothing like past forms they've snuck up on you in, before flashing the camera and taking your picture. They are a big fan of yours and the more stuff you do in the jump (and the better known you become) the more they'll enjoy taking pictures of you. They'll even sell some (don't worry they'll share the profits with you)! After a while this person will try to seduce you, and then, in the midst of your enjoyable times, take a picture of you. They really like using their metamorphmagus abilities to have as much sex with you as they can in a variety of positions

with a range of body parts and creating chances to take whole albums of pictures of you. They will share their photos with you, if you ask, and they keep many intimate photos close at all times or as safe as they possibly can. With time and training this person could become a skilled spy…

House Elf
This submissive little thing is a beautiful house elf (with an appearance far more in line with traditional fantasy media's depictions of elves than the way that house elves look in *Harry Potter*) with a masochistic streak. She is your house elf, acquired either by your family before the jump begins and given to you as a personal servant or acquired sometime early on in your jump. She is talented at her kind's particular magic and is skilled in every sort of housework and homemaking even without magic. She is also incredibly submissive and gets excited at the thought of being punished for her failures or praised for her successes.

Academic Rival
Early on in your stay in this setting you'll meet this infuriatingly talented spellcaster and student. This person has a personality that is strongly opposed to yours in a range of ways, such as being confident and loud if you're shy and quiet or being a bully if you're a defender of the downtrodden. This person does not like you, but there is something there… A sort of palpable attraction. It is purely physical, but holy Merlin is it physical. If you're a non-human this rivalry could be quite different, with them being a colleague at your place of employment or a tamer and magizoologist absolutely determined to capture you. Regardless the attraction remains intact and it can and will be exploited by both of you in all likelihood.

Possessive Pet
You have a rather curious familiar. And one of striking power. If you have a snake this could be a curiously mutated basilisk (one that can control its gaze power and can control its size), if you have a bird this could be a phoenix, if you have a mouse this could be an elemental critter, if you have a toad this could be some sort of powerfully poisonous thing. Regardless of the nature of the familiar you have, this creature is far more intelligent than members of its kind typically are, and it's far stronger than normal members of its kind should be. And this creature will always have one universal ability in addition to the previously stated stuff; they can take on a humanoid form with some small features that help reveal their true nature. Beyond that this creature is extremely possessive of you, and powerfully attracted to you, greedily wanting to monopolize your time and keep you close by. It wants you in every form, and is attracted to each of your forms as well. If you are a magical creature yourself then this creature is in your pack or is a member of your tribe/community and wants to be your mate in a more traditional sense. You COULD use this companion to get a non-human humanoid companion, if you really want, though the intention here is that you have a devoted, protective pet in a style similar to that of Tama from *I'm a Behemoth, an S-Ranked Monster, but Mistaken for a Cat, I Live as an Elf Girl's Pet*.

Pretty Sad Potions Master

This darkly handsome potion maker is, despite his appearance and aura of misery, a romantic at heart who longs for love. He is frighteningly adept at potion mixing and has recently accepted a post at the arcane university you attend (or meets you while buying supplies or even looking for them depending on the type of inhuman creature you are). Something about you reminds him of his lost love, and he quickly becomes fond of you, even showing you mercy in his class. He will quickly become unprofessionally attached to you if you show him even simple kindness, and he will happily supply you with potions if it means earning your favor. Do not underestimate the power of having someone as skilled at potion making as him at your side given the staggering diversity of potions someone in this setting is capable of making.

Drawbacks

Another Universe [0 WP]
This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish. Common supplement rules exist and are in place in this drawback, such as you keeping point totals separate, and drawbacks taking precedence over other things like perks, and any and all drawbacks can still be taken though how they manifest may well be radically different if the two settings are different enough.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for 100 points each time you take it, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockout [Varies]
You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three, you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 WP.

Annoyed Staff [100 WP]
Teachers do not like you. Something about you just rubs them the wrong way. This is overcomeable, but it's enough that by default teachers will take extra work to befriend and your grades may feel this.

Wandless Jumper [100 WP]
Wands don't work with you. Wandless magic is still possible in this setting, and many smarter wizards and witches prefer it, but you'll have no choice but to use it which can be frustrating.

Dramatic And Embarrassing Entrances [100 WP]
Like the protagonist of the base setting, you have an uncommon flair for dramatic entrances. And this is not to your advantage. You have a long streak of bad luck that keeps you from arriving places in normal ways, requiring you to enter locations dramatically and explosively.

Like with a flying car. Or atop a dragon. Or teleported somewhere against your will. It will not be fun, even if it sounds cool. A lot of the time this won't be that badass, and if you think you'll be able to always look cool be ready to be wrong. If you manage to enter enough places normally or semi-normally you'll have an irresistible compulsion to balance it out by being embarrassing when you enter places for a while.

House Rivalry [200 WP]
Go ahead and sort your jumper into a house either through authorial fiat or by taking one of many Hogwarts house quizzes online. Whatever house you get sorted into is now your house. You do NOT like people from other houses. You can cooperate with them when necessary and you'll probably meet people you like enough to overcome your instinctive dislike of their house, but this colors your relationships with other people here. If you are a monster/non-human you're still sorted into a house, in your own mind, and can still determine what houses others would be sorted into, giving you effectively the same drawback (as you still feel the revulsion students feel).

Worst Kinds Of Sex [200 WP]
Something you're NOT into colors this setting in a real and annoying way. Whatever your least favorite kind of sex or fetish is will be something you encounter regularly and has touched the cultures of this place.

Spellcasting Reversal [200 WP]
Your abilities here, be they of the spellcasting or more generalized variety, will always have a chance of spontaneously backfiring. How this manifests depends on the power or spell you were using, and it'll always have some minor lewd bent but it can be really bad depending on the power. It won't kill you outright, but if you're dueling someone and a spell backfires and makes you drop your wand that could be really dangerous. The more abilities/spells you use in short succession the more likely your spells and/or abilities are to backfire, but the increase is slow. This also only applies to spells and abilities you gained through here (and this filters out any *Wizarding World* abilities you gained from other jumps if applicable), but if you want you can add 200 WP to the total value of this drawback and in exchange this lumps everything together and causes it all to count for the sake of the drawback, which dramatically increases how dangerous this can be.

Monster Bait [400 WP]
You are… extremely attractive to the worst kinds of monsters. At all times. These monsters will not eat you, at least not at first, but they are unpleasantly aggressive and want to do things to you that'd make most people blush or look away. Sapient monsters and non-human humanoids will strongly want you and will be able to plot and scheme more cleverly than more primal beasts, but more primal beasts will be more simplistic in their approach and less concerned about the long term consequences of their actions.

Ghosts Of The Past [400 WP]

Something about you attracts the attention of ghosts. And in this world that can be a problem. Ghosts can possess people in this iteration of the *Wizarding World* and they get handsy. You are also guaranteed to have significant encounters with powerful ghosts, particularly the ghosts of founders of magical institutions who have mighty attitudes and retain a semblance of their spellcasting abilities, which can be terrifying if you aren't armed with knowledge of their abilities.

Gotta Hump Them All [400 WP]
There are so many kinds of creatures here. And you sure would like to meet them all. You'd… really like to *meet* them all. For the duration of your stay here you'll be determined to have as many close encounters as you can with monsters and non-human humanoids. Congratulations this did awaken something in you. It wears off when the jump ends.

Worst Headmaster [600 WP]
Oh no, a villain Dumbledore drawback! Yep, this is one of those. You now have to deal with the worst kind of fanon Dumbledore, a scheming, sometimes outright villainous figure. Your headmaster (and somehow he'll be your headmaster no matter what with this drawback, even taking over the reserve you live in if you're a monster or your job if you're a working non-human humanoid) is enigmatic, powerful, and more than willing to absolutely fuck you up if you get in the way of his lofty ambitions and he can do so with or without lewd magic. His plans will invariably involve you to some extent and if you get involved in the main plot of this setting you'll find that his actions touch on you more and more as the plot intensifies.

He-Who-Should-Not-Be-Touched [600 WP]
This is the *Voldemort Rising* drawback. With this a creepier version of the dark lord begins to return as you initiate the jump. He is as skilled as he is in the inspiration for this, and he is armed with the twisted magic that allowed him to come into being as well as the same meteoric skill in lewd magic as he has with other forms of magic. Nonetheless, just like in canon, there is a chosen one somewhere who was responsible for his earlier fall and will play a critical role in defeating him again. You better hope you get to the chosen one before he does…

Squib [600 WP]
Ouch. This blows. With this you are not a magical person (at least with regards to this setting's magic, if you want to lockout your other stuff the lockout drawback is waiting for you) for the duration of the jump, and any chosen perks and items you paid for you get at the start of your next jump. If you're a magical creature, then you instead are a mundane creature for the duration of this jump. This is the no fun drawback. Thankfully you (probably) still have out of context stuff… right?

Decisions

You have three choices…

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Notes

-This jump is inspired, in terms of formatting at least, by the *World of Lewd Superheroes* jump.
-There are a lot of goofy, potentially lewd things in the *Wizarding World* franchise and I decided to try and get the silliest ones and put them in a jump.
-I originally wanted to name the second capstone *Magical Creature* item *Fantastic Beasts And How To Fuck Them* but that felt a little TOO aggressive. But I'll still immortalize my original intent.
-In case it's not clear, the origins and their base inspirations are as follows; Mysterious Mage is the "Protagonist" origin, Humble Hero is for good aligned magic users, Arcane Aristocrat is for evil nobles, and Magical Creature is a broad origin meant for people who like the monsters in the Wizarding World franchise and want to get more of their stuff, as well as for people who happen to enjoy monster fucking (with the perks being good for BEING a monster and the items being good for SLEEPING WITH monsters). With regards to the items for the Magical Creature origin being as… magizoologist as they tended to be, I didn't want to write various primal items and items easily keyed to being a wild monster since some people may well choose to be different kinds of humanoids.
-Not everything in this is my (the author's) direct creation. Portions of perks and whole items were originally envisioned by other people. Muroshi 9 gave me the idea for later part of the *Magical Mentalist* perk and completely created the *Weasley Cookbook* item, while R2TH_CL105 TR14 asked for clarification on a matter of magic and inspired me to further talk about the fact that all origins get some power from this jump as part of basic fiat-backing and to outline the fact that all human origins get access to *Wizarding World* spellcasting.
-This has morphed and taken on hues I wasn't originally anticipating. It has become something of a cross between a more universal lewd magic jump and a Harry Potter jump, which isn't a bad thing, it's just mildly amusing.
-For the *Basic Sex Magic* perk the spell to get rid of pregnancy scares is *Fetus Deletus*. Okay, fine, it's not actually that (unless you want it to be, in which case go wild).
-The inspiration for the companions is probably pretty obvious but for people who aren't familiar with *Harry Potter* they are inspired by (in part at least), in order, Bellatrix Lestrange, Hermione Granger, Colin Creevy, Dobby, Draco Malfoy, Tama (the only non HP one haha), and Snape. I could revisit the companions and add new ones in a future update. I might also add scenarios in a future update.
-The follower for free, companion as normal, set of importing rules I have for the OC companions is a home rule I've always allowed. It may be official as well, but if it is I've never seen it. I just loathe the idea of companions being stuck vibing in your warehouse if you don't

pay to import them, so I have always let my companions be able to become followers and be able to explore settings just without new perks and items keyed to them.
-This setting's magic is as diverse as the base setting it is inspired by, though with plenty of new applications for people with more adult interests. There are also just as many monsters, and probably new ones that have collections of new and lewd powers.
-In terms of danger I'd actually say that while monsters on the whole are LESS dangerous, with a greater interest in lewd activities and usage of NSFW powers, wizards here are just as skilled and as dangerous as they are in the base setting, and the range of new magic may distract some but there are many dangerous wizards who'd become far more dangerous with magic that can do a number on people's minds and bodies.
-Yes all characters can be gender and sex swapped. If you'd rather fight *She-Who-Should-Not-Be-Touched* alongside *Dumbledoreana* that's absolutely fine with me. Live out the horny Hogwarts experience of your dreams.