

Ravenclaw

A Jump by Sillywickedwitch (version 1.0)

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

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

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

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

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

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

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

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

—The Sorting Hat, September 1st of 1991.

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

Time Period

*You are free to choose any of the time periods below to start your adventure, or even choose a different point in time entirely. However, if you choose to roll a **[1d8]** to determine your time period you will gain a **[200 CP]** stipend to use in the **[Birds]** section.*

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

1. The Founding

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

2. Oddly Medieval

Starting your adventure here in the middle ages sometime after the founding of Hogwarts, you'll find yourself in the very same year that one of the most unconventional wizards of all time starts to attend Hogwarts School of Witchcraft and Wizardry. Often the punchline of wizarding jokes even far in the future because of his outrageously weird behaviour, choosing to attend Hogwarts alongside Uric the Oddball is sure to be an interesting experience. Your starting location is set to either Hogwarts Castle, Knockturn Alley, County Wicklow (Ireland), or Crail (Scotland).

3. The House of Tudor

Between 1485 and 1603 the Tudor dynasty held the throne of England, and of that time period it said that England was economically healthier, more expensive, and more optimistic than at any time since the ancient Roman occupation. On the more magical side, it is during this period that a Scottish witch capable of perceiving and wielding an ancient form of magic starts attending Hogwarts, and sometime after completing her education, ends up becoming a professor at Hogwarts. You may choose to start your adventure here at any time in the Tudor period, but your starting location is set to either somewhere in Hogsmeade, Feldcroft, Stratford-upon-Avon, Diagon Alley, or Hogwarts Castle.

4. Hogwarts Legacy

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

5. All's Fair in Love and War

In 1834, Laverne de Montmorency is set to attend Hogwarts School of Witchcraft and Wizardry, where she will end up sorted into Ravenclaw. Sometime after completing her

schooling she ends up becoming a highly successful potioneer, inventing several powerful love potions. If you choose to start in 1834, it may be possible to convince her to pursue a different path, and thus prevent the invention of some of those awful, awful potions. Your starting location is set to either Hogwarts Castle, Diagon Alley, or Montmorency, Val-d'Oise in France.

6. Fantastic Beasts

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

7. World at War

Alas, it seems you've found yourself in the latter half of the Global Wizarding War, which coincides with the middle period of the Second Muggle World War. Starting on September 1st, 1942, this is the school year that, without the intervention of you or your Companions, a certain Ravenclaw will find herself to have become a ghost after staring directly into the eyes of a Basilisk. Once again you may start at Hogwarts Castle or New York City.

8. Philosopher's Stone

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

Perks

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

Yer a Wizard, Jumper [Free]

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

A Jumper of an Intellectual Nature [100 CP]

Rowena Ravenclaw prized several traits within her chosen students, one of them of course being intellect. You would make for a fairly terrible representative of your House if you were lacking this particular trait, so from now on your ability to think and reason abstractly, to focus on logical reasoning and analysis, and to retain both information and facts has been boosted by a fair amount, enough that even the most lacking of dunderheads would find themselves at least above-average from this point onwards.

A Choice Most Wise [100 CP]

One of the most prized traits of Ravenclaw House is the willingness of its members to acquire knowledge of all kinds. Indeed, there have been cases where a Ravenclaw chose to study dangerous dark magic not out of a desire to actually use those spells, but just because of their own intellectual curiosity, even if that may not have been the wisest choice. Fortunately, you are not one of those Ravenclaws who find themselves being led astray because of their own curiosity. You have the good sense and wisdom to know when things are better left alone, and also happen to be quite good at persuading other people when things should be left in the dark.

Au Courant [100 CP]

One of the traits exhibited by many witches and wizards sorted into Ravenclaw is of course their near-insatiable thirst for knowledge. It would seem you are no different, having read through many a tome on many a subject. As a result, you have a broad if shallow understanding of a vast array of subjects, both magical and Muggle. By no means does this make you an expert in any one subject in and of itself, but the sheer breadth of general knowledge this has provided you will no doubt come in handy at one point or another.

Creatively Inspired [100 CP]

As one of the founders of Hogwarts "Fair Ravenclaw, from glen", was known for her outstanding intelligence and creativity. To this day, creativity is still a trait valued by most of her House. And you are most certainly one of the more creative individuals to have attended Hogwarts. Not only can you draw inspiration from even the most mundane moments, you are also immune to writer's block and other, similar forms of creativity blocks.

An Appreciation for History [200 CP]

It is said that Rowena Ravenclaw herself was quite the history buff, and that even long after her death her portrait was used to help teach Hogwarts students about the History of Magic.

Is it then any wonder that an appreciation for history and the many lessons one can learn from it fits very well with the traits associated with Ravenclaw House? As a Ravenclaw yourself it should come as no surprise that you're quite knowledgeable when it comes to history. You have a near-encyclopedic knowledge of the history of the wizarding world, and especially of the history of Hogwarts itself,

In future Jumps you may choose a single subject or era to gain that very same near-encyclopedic history knowledge of.

To Spread One's Wings [200 CP]

No doubt you must wonder what it'd be like to soar through the skies like a raven or eagle, yes? Well, wonder no more, dear Jumper. It would seem you've gone through the long and difficult process of becoming an animagus. As an animagus, you're able to transform yourself into an animal and back again at will. Perhaps fittingly as a member of Ravenclaw it turns out that your particular animagus form is that of a bird. What kind of bird you may ask? That's up to you to decide, though it must be a non-magical species and once chosen it is not something that can be changed.

Who Am I? [200 CP]

It takes a particularly self-centered person to convince other people to tell you of their greatest accomplishments, obliterate them, and then write about those accomplishments as if you were the hero in their story all along. And yet, that's exactly what famed author Gilderoy Lockhart has done, or so his critics would have you believe. But surely such a dashing and gallant hero would never do such things, would he?

Whether or not he truly accomplished whatever he wrote about is certainly up for discussion, but what isn't up for discussion is how you are very much capable of the same. Gilderoy's expertise with the Memory Charm and other memory-related magic, the writing skills to captivate the hearts and minds of the wizarding world, and the acting skills and charisma to fool that very same audience, all of those are now yours as well. Go on Jumper, take up Lockhart's legacy and become the greatest author and, if one is to believe your future novels, the greatest witch or wizard of all time.

Professor Ravenclaw [200 CP]

What's the point of opening a school if you've got no teaching skills or, Merlin forbid, skills to teach to others! It's a good thing the founders of Hogwarts weren't lacking when it came to both. Whilst this perk does not grant you any skills you could teach to other people, it does grant you the teaching skills required to actually teach whatever skills you do have to them. Certainly, any student of yours would quickly come to understand whatever it is you're teaching, in far less time than they normally would.

Curiously enough, should you find yourself teaching entire classrooms full of students at once then you'll find, as if by magic, that all of your students' rate of learning will increase to match that of your best student.

Stripping-down [400 CP]

To ensure a level playing field between the various Quidditch teams that are competing against each other it is not uncommon to see players' brooms being examined for jinxes,

hexes, curses, and other kinds of tampering. 'Tis a lengthy process known as "stripping-down", and its specifics are not known to many. It is the only method to ensure that a Quidditch player's broomstick is completely safe to use, however. One of the wizards known to have performed this process is Filius Flitwick when he checked the Firebolt acquired by Harry Potter from a mysterious benefactor. Just like Professor Flitwick you are capable of examining brooms in this manner, but you are capable of so much more than just checking broomsticks. Any object, magical or not, can be safely examined by you to check for tampering, the presence of dark magic, and other such dangerous effects.

Magical Architect [400 CP]

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

To Protect That What Is Most Precious [400 CP]

During the Battle of Hogwarts in the last few years of the 20th century, it was the staff of Hogwarts who cast a number of powerful protections on the castle, to hopefully keep those within safe from the forces about to besiege Hogwarts. The most powerful of these protective enchantments were cast solely by none other than Filius Flitwick. Matching his expertise with such spells, you will find that spells and other abilities that are solely used for defensive purposes coming much easier to you, all whilst being more powerful as well.

Duelling Champion [400 CP]

If you find yourself in the final years of the 20th century you'll no doubt be acquainted with Filius Flitwick, Professor of Charms at Hogwarts and Head of Ravenclaw House. Despite his diminutive stature, you would do well to not underestimate him. As an immensely skilled duelist he has participated in several duelling competitions and earned himself a shelf full of trophies. You now share his expertise when it comes to duelling and martial magic, becoming a fearsome opponent both on the battlefield and on the duelling stage.

Hogwarts Educated [400/600 CP]

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

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

Ancient Magic [600 CP]

There exists a form of magic more ancient and mysterious than the magic wielded by wizardkind. It is known only to a select few, and capable of being perceived and wielded by

even fewer. You now belong in that latter category, being a witch or wizard born with the ability to both perceive and wield this ancient magic.

Though there is a lot of potential to be found within this ancient magic, for now you only know the truly most basic things about it, and it will be up to you to learn more about this powerful form of magic. The one exception is the pain extraction spell originally created by Professor Isidora Morganach, of which your expertise matches that of its creator itself.

Sight of the Inner Eye [600 CP]

It is said that both the location and name of Hogwarts were chosen by none other than Rowena Ravenclaw herself, after experiencing a prophetic dream where a particularly warty hog led her to the valley Hogwarts now finds itself in. In the many years since Rowena and her companions founded Hogwarts there have been several Ravenclaws who, like the founder of their House, turned out to be true Seers. One such witch is Sibyll Trelawney who would go on to make several true prophecies, even if she herself wasn't aware of them.

Like Rowena Ravenclaw and Sibyll Trelawney, you are a true Seer, a witch or wizard who can see into the future by using their Inner Eye. Unlike some lesser Seers you are capable of remembering prophecies you make when in the trance-like state that Seers enter to make their predictions.

Unfortunately the Inner Eye does not generally See upon command. Fortunately however there are ways to still divine the future even when not in a Seer's trance. As it turns out you are not merely a Seer but also an expert when it comes to Divination in general. Crystal-gazing, dream interpretation, fire-omens, tessomancy, so long as it's a method of divining the future as practiced by wizardkind you have at least an expert's skill and talent with it.

Charms Connoisseur [600 CP]

Amongst other things Rowena Ravenclaw is of course known for her mastery of Charms. And just like how Rowena Ravenclaw possessed a mastery of Charms, so too did a number of Ravenclaws in the years afterwards, Filius Flitwick being amongst them. From casting charms of various levels of difficulty found within this world to enchanting magical artefacts on par with Rowena Ravenclaw's lost diadem and bestowing sentience onto a piece of headwear, all of these and more you are now capable of. You now stand comfortably amongst the witches and wizards capable of the most powerful and advanced Charm-work, such as the aforementioned Rowena Ravenclaw and Filius Flitwick.

Items

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

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

A Fine Wand [Free]

Though wandlessly casting spells is possible, most witches and wizards use a wand to channel their magical powers through. You now own your very own wand, crafted by none other than the premier wandmaker in the United Kingdom, Garrick Olivander (or one of his ancestors). It is said that it is not the wizard that chooses the wand but the wand that chooses the wizard, and so you'll gain a wand made of a combination of core and wood used by Olivander's that best matches your own personality. Though you have no control over what kind of wand you'll end up with, you can rest assured that no matter what it's made of, your new wand will be an excellent match.

Blue-and-Bronze Robes [100 CP]

A beautiful set of dress robes, Sapphire blue with bronze trimmings. Comes with self-cleaning, self-repairing, and self-ironing charms already applied. It even has the ability to change its overall style, appearance, and materials to whatever suits you most.

Knowledgeable Knocker [100 CP]

As you may know, the door to the Ravenclaw common room can only be opened by answering a riddle asked by the door's eagle-shaped knocker. An interesting take on security, certainly, but despite the uniqueness it's quite effective since most witches and wizards seem to be a bit lacking in both logic and common sense at times.

You now own several replicas of these knockers, as well as a book detailing how these artefacts are made, thus allowing you to produce more. Simply place one such knocker on a door and it will magically meld with the door in question. In order to open the door from that point onwards one must solve the knocker's riddle. Of course, should any other locking methods be in place already then those will still be required to unlock the door, in addition to solving the riddle.

Lockhart's Vanity [100 CP]

No, not his excessive pride in his appearance, but a copy of his vanity table and bewitched mirror. The mirror in question is what's known as a talking mirror, capable of advising those who stare into it on how to best improve their appearance. The vanity, on the other hand, is completely mundane. What's more interesting is the collection of hair care potions, skincare products, and other cosmetics found on top of it and within the vanity's drawers. None of these products will have any side-effects, and no matter how much you use them they will never run out. It even includes Gilderoy Lockhart's one truly genuine creation: A shampoo made from Occamy egg yolks. The only reason this product was never commercially viable despite guaranteeing locks of lustrous luminosity is because acquiring the Occamy eggs required is both expensive and dangerous. But with this never-ending supply you now have, that's not something you ever have to worry about.

Portrait of Rowena Ravenclaw [100 CP]

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

Spectrespecs [200 CP]

A magical pair of glasses that makes you look like a demented, multicoloured owl. In addition to being a very unique fashion statement, these spectacles also allow you to see wrackspurts, creatures that are normally invisible to the wizarding eye. But that's about as much of a benefit as Spectrespecs normally provide. This particular pair however is unique, for it will allow you to see a far wider range of creatures and objects that are normally invisible. Keep in mind however that even this unique pair is not infallible. It will not let you see thestrals if you are not already capable of seeing them, and it will not let you pierce through the invisibility of those who are wearing Death's own cloak of invisibility.

Divination Tools [200 CP]

There are many ways to broaden one's mind and see past the mundane. The art of Divination is one such way, but to properly practice it you may need some tools. How fortunate then that with one simple purchase you'll gain all the tools you'll ever need. Crystal balls, tessomancy supplies, tarot cards, dream interpretation guides, all this and more is included. What's especially useful about all these items is that for some reason they actually seem to increase the accuracy of your predictions. Even the least skilled witch or wizard will find their predictions becoming much more accurate. What would happen should a truly skilled seer use these tools, I wonder?

Incidentally, the crystal balls acquired here are seemingly indestructible and make for good improvised weapons. Even a witch or wizard, with their more durable constitution compared to muggles, is likely to go down if they take one of these directly to the face.

And finally, should you, in future Jumps, learn of new and/or different ways to see the future, then this collection will update with new items suited for your newly acquired divination abilities.

Gringotts Vault [200 CP]

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

Wandmaker's Toolkit [200 CP]

One of the most important tools of wizardkind is, of course, the wand. These quasi-sentient tools are created only by those skilled in Wandlore, a mysterious and highly complex branch of magic. It is often said by Garrick Ollivander, famed wandmaker and member of Ravenclaw House, that it is the wand that chooses the wizard, and not the other way around.

For those who aspire to follow in Mr. Ollivander's footsteps there is a veritable treasure trove on offer here. A wandmaker's toolkit containing a beginner's guide to wandcraft, as well as an endless supply of all the different kinds of wand-grade quality wood and cores one may find within this world. It should be noted however that thestral tail hair is not included in this kit for some reason.

In future worlds any materials native to those worlds suitable for crafting wands will automatically be added to this kit. Should you already be capable of crafting wands or other kinds of magical foci as a result of your previous Jumps, or end up learning to do so in the future then materials for constructing those kinds of foci will be added as well.

Wit Beyond Measure [400 CP]

What we have here is Rowena Ravenclaw's lost diadem, no longer lost. Made from what appears to be silver and encrusted with precious gemstones, it is shaped like Ravenclaw House's emblematic animal. If one were to put it upon their brow, they'd find both their wisdom and intelligence enhanced as a result of the enchantments laid upon this lovely piece of jewelry by none other than Rowena Ravenclaw herself, or so the story goes.

Should you find yourself in a time period where the diadem would've been defiled by dark magic you may instead opt to gain an identical copy of the diadem instead, free of the taint of dark magic. Alternatively, you may choose to gain the original artefact turned horcrux at a 50% discount, though it does mean the soul fragment within and the no doubt terrible curses laid upon the diadem will have to be dealt with before being able to make use of the artefact's original powers.

Jumper's Personal Floo Network [400 CP]

The floo network is a transportation method utilizing a method of connected fireplaces where one steps into one fireplace and then steps out from another fireplace through the use of a glittery magical powder invented in the 13th century by Ignatia Wildsmith.

You now have such fireplaces installed into each and every property you and your Companions own, as well as an endless supply of floo powder stored in a small box on top of said fireplaces. All of your fireplaces are properly secure, and will prevent entry to those not previously authorized. You also have a book containing the secrets of floo powder manufacture, as well as how to create and connect more fireplaces to the network, which no doubt will come in handy in future Jumps. It should further be noted that your floo network does not allow travel between Jumps until after you've gained your Spark.

Wizarding Tabloid [400 CP]

You've come into the ownership of a wizarding tabloid written, edited, and published by a single highly eccentric witch or wizard. Published once a month, it contains all sorts of strange, nonsensical articles, conspiracy theories, and stories of unconfirmed cryptid

sightings. Despite most people looking at this monthly publication with no small measure of disdain, it's got a dedicated and fairly sizable following. Because of this dedicated following, you can expect a decent amount of money to head your way every month.

The above-mentioned money is, of course, a nice boon, but the true value comes from the articles written within this magazine. At first glance, they may indeed seem to be as nonsensical and conspiracy-filled as previously thought, but upon closer inspection and with a bit of studying they will reveal the truth that many seem to miss. Yes, that article about the Rotfang conspiracy in last month's issue is of course complete hogwash, but should you actually investigate you might stumble across actual dark wizards within the Ministry of Magic itself. In future Jumps you can expect these articles to be just as conspiracy-filled as in this world, but by actually actually investigating these conspiracies you might just find that, even in future worlds where magic isn't supposed to exist, there are hidden corners of the world waiting to be found where you might encounter a bit of magic, perhaps in the form of a mysterious tomb with an actual magical artefact at the end, or a hidden glade where one might encounter a herd of centaurs.

It is often said that the pen is mightier than the wand, and to prove that this item will provide you with one other boon. Should you at one point or another in the future find yourself fighting against a tyrannical government or other kind of tyrannical and/or fascist organization, you can choose to publish whatever articles you desire through this magazine, all whilst the powers that be are unable to stop people from reading them somehow.

Headmistress' Book Collection [400 CP]

A collection of books on wizarding fables, amongst them you can find titles such as The Tale of the Three Brothers, The Wizard and the Hopping Pot, The Fountain of Fair Fortune, and several others. These are not ordinary books, however. They've been enchanted by a previous headmistress of Hogwarts for what's sure to be quite the experience. Upon opening one such book the reader will be drawn into the book itself, and be able to take the place as the protagonist (or antagonist, if so desired) to truly experience the story within for themselves. In the event that the reader dies within the book they will simply be ejected from the story without harm. Time does not pass at the same rate within these books, allowing the reader to experience the entire written story in a few outside minutes.

These books even come with magical bookmarks that automatically mark the reader's progress within the story, allowing them to continue where they previously left off. Also included is one such interactive book that contains not a story, but instructions on how to create more of these interactive storybooks.

Hidden Repositories of Magic [600 CP]

Crafted by a goblin artisan at the behest of Professor Isidora Morganach, these two artefacts are capable of somehow safely containing all forms of magic. They are stored within a sanctum hidden beneath a building of your choice and warded against intruders through the use of mysterious and powerful magical charms.

Already one of them contains a truly vast amount of corrupted ancient magic that could be used to empower the one who unleashes it, or if misused, used to destroy large swaths of the British countryside. Due to this storage unit having been corrupted by the Dark Arts, it is

only capable of storing corrupted ancient magic or similar magic of darker natures. This repository will refill at the beginning of a new Jump if empty, or if it stays empty for more than 10 years, whichever comes first.

Unlike the above-mentioned repository, the second one is currently completely devoid of any stored magic, and will not refill of its own accord. Perhaps that may seem like a downside, but with it being free of the touch of dark magic it is capable of storing any kind of magic or form of energy, not just those of a darker nature.

The Grey Lady's Personal Archive [600 CP]

Being a highly intellectual young lady in life, it is no surprise that the Grey Lady of Ravenclaw still possesses a personal archive of books even after her shuffling off this mortal coil. Within this grand collection one may find books on all sorts of topics, from simple cookbooks and books on household charms to tomes dealing with highly complex magical theories, as well as anything in between. All of these books are unique, unable to be found anywhere else in the world. They are written by Ravenclaws, and are solely for Ravenclaw eyes only. No matter what problem you may be having, there's bound to be one or two books here that will help you with your problems. In the unlikely event that they do not contain the answer you're looking for, you can rest at ease knowing that they will at least point you in the right direction.

Should you manage to join different groups, organizations, clubs, and so on and so forth in future worlds this archive will magically update itself to include exclusive works written by your fellow members.

Hogwarts School of Witchcraft and Wizardry [600 CP]

It seems you've somehow gained ownership of Hogwarts itself. This magical school and the grounds it was built upon will naturally follow you to future Jumps, where it may be placed in a suitable location of your choice. Optionally, you may choose for it to become a warehouse attachment instead. In future Jumps it will be staffed by highly competent but otherwise generic members of staff, and its curriculum will update with new lessons for every kind of magic you'll encounter. You and your Companions of course have a standing invitation to attend any classes you'd like for free. Or teach any classes you'd like, if you're feeling up to it.

Book and Quill [600 CP]

Within a small locked tower at Hogwarts lies a magical book and an equally magical quill. Together, these two artefacts are responsible for recording the births, names, and displays of magic of magical children within the United Kingdom. This purchase does not grant you those two artefacts, but it does grant you similar ones. You'll receive a magical book that, when one writes their name and date of birth in the book with the magical quill, grants them a copy of the **[Yer a Wizard, Jumper]** perk. No matter how many people have written their details down, there will always be space available for more people to write their name and date of birth down. An owl will arrive a few moments after someone's written their details down, carrying a package from Ollivanders containing a perfectly matched wand.

Birds

With the mascot of Ravenclaw House being either a raven or eagle, depending on continuity, and the ubiquity of owls in the Wizarding World, it only makes sense to offer you and your Companions a selection of birds and related creatures for purchase.

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

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

Owl [Free/50 CP]

Despite being largely identical in appearance to non-magical owls, the owls you'll find in these parts are most definitely magical in nature. Used in postal services and simply as companions, owls are quite the common sight in the Wizarding World. An owl is capable of finding any person a letter or package they're carrying is addressed to necessitating the use of a variety of spells if one does not wish to be found.

You gain one owl for free, but subsequent purchases will cost you 50 Choice Points each. As a special consideration of your status as a member of Ravenclaw House, you may elect to gain a raven or eagle instead of an owl for your freebie instead. They will retain all of the magical abilities of the owls seen in this world.

Golden Snidget [50 CP]

A previously-thought extinct rotund bird covered in golden feathers, their rotational wings allow them to fly quite swiftly and change their direction at a moment's notice. This is what led to them being used in Quidditch, and that subsequently led to their near-extinction. They have since been replaced in Quidditch by the Golden Snitch, an enchanted, winged orb.

Fire-Breathing Chicken [50 CP]

What we have here is a bog-standard chicken, or so it would appear at first glance. In truth, these are living violations of the Ban on Experimental Breeding, for they are wizard-bred chickens capable of breathing fire. These chickens have been trained by none other than Hogwarts' Gamekeeper to act as potion brewing assistants, their flames capable of heating cauldrons up much quicker than conventional methods. As an added bonus, these fire-breathers are perfectly safe to eat and are a true delicacy. Due to their natural spicy taste they could very well be a contender for a spice lover's new favourite food.

Fwooper [100 CP]

A magical bird from Africa, these birds sport a lovely plumage of brightly-coloured feathers, and possess an extendible tongue very much like a Chameleon. Despite their gorgeous appearance, it would be unwise to keep them as pets because their song quite literally drives the listener insane. As a result, each Fwooper being sold must have a Silencing Charm placed upon them, and it has to be reinforced monthly, lest their song breaks through the

protections offered by it. Any Fwoopers purchased here will come with unbreakable Silencing Charms.

Diricawl [100 CP]

Known to Muggles as the Dodo, this magical species of flightless bird is capable of apparating and disappearing at will.

Clodna's Bird [100 CP]

In medieval times the Irish druidess Clodna was known to keep a trio of magical birds with white feathers. These birds have the fascinating ability to sing the sick into a healing slumber.

Jobberknoll [100 CP]

Native to the Northern Hemisphere, primarily Europe and North America, these birds are known to never make a sound until moments before their death, at which point they would then scream all the sounds they've ever heard backwards. Their feathers are also useful reagents, being vital to several potions.

Augury [200 CP]

Alternatively known as the Irish Phoenix, these thin and sad-looking birds were mistakenly believed to foretell death. As it turns out that's not the case, their cries simply foretell rain showers instead. They are useful weather forecasters, if one can bear their continuous moaning during the winter months.

Hoo-hoo [200 CP]

A bird from Japan with a strong association with fire, much like the Phoenix. Though their exact capabilities aren't very well-known in the West one needs to only look towards East Asian mythology even the Muggles are aware of to gain a good idea of their capabilities.

Hippogriff [200 CP]

With the front half of an eagle and the back half of a horse, these carnivorous magical beasts don't technically qualify as birds, but they come close enough to count. With gleaming coats that change smoothly from feathers to hair, and coming in several different colours, a herd of Hippogriffs is a majestic sight to behold. Preferably from a safe distance, because they also have wickedly sharp talons on their front legs and a prideful temperament. Proper etiquette is key when approaching these majestic creatures. Once one has earned their trust however, they frequently prove to be both loyal and protective.

Griffin [200 CP]

Sometimes confused for a Hippogriff by a layman, the griffin is a half-eagle, half-lion carnivorous magical beast native to Greece. Like Sphinxes they have a natural instinct to protect treasure and thus make for useful guardians, assuming a witch or wizard is capable of befriending them.

Snallygaster [300 CP]

Once again a magical beast is on offer that's part bird, part something else. In this case, that would be part reptile. Though these beasts are slightly draconic in appearance, they are not actually able to breathe fire. Instead, they have serrated steel fangs and a bulletproof hide.

Combine that with their natural curious nature and the result you get is a highly dangerous magical beast. It should be noted that Snallygaster heartstrings also make for decent wand cores.

Phoenix [300 CP]

With beautiful scarlet and golden feathers, these birds are truly wondrous to behold. Upon death they burst into fire, only to be reborn from the ashes, making them immortal. Not only that, but they are also immune to a Basilisk's gaze, and upon being struck with a Killing Curse will simply be reborn in flames once more. Yet those are not the only magical traits of these creatures, for their tears have potent healing powers, their song can touch one's soul, by using their tails they can bear immense weight, and last but certainly not least they are capable of disappearing and reappearing at will in a burst of fire.

Thunderbird [300 CP]

A namesake of one of the Houses of Ilvermorny School of Witchcraft and Wizardry, these large birds are closely related to the Phoenix. A gorgeous creature with three pairs of shimmering iridescent wings, the Thunderbird is highly sensitive to danger and capable of magically generating storm clouds. Though uncommon, their tail feathers make for highly powerful yet difficult to master wands.

Thestral [300 CP]

A species of winged horse with emaciated-looking bodies, batlike wings, slightly reptilian features, and a carnivorous diet. Known, albeit mistakenly, by wizardkind as omens of misfortune as a result of them only being visible to those who have personally witnessed death. Despite their emaciated appearance, their wings are powerful enough to fly whilst carrying at least two fully-grown witches or wizards. Capable of traveling vast distances through the air at speeds that exceed most if not all broomsticks, thestrals make for excellent flying mounts, especially when one takes into consideration their keen sense of direction. Assuming you're comfortable being flown around by a creature you might not be able to even see, that is. A final consideration: Their tail hairs are truly powerful wand cores, with none other than the Elder Wand itself having such a core embedded within. A friendly thestral could be a great boon to an aspiring wand-maker indeed.

Companions

A Jumpchain is an epic adventure, but we all know adventures are better with your friends. You may recruit as many Companions from within this Jump as you want for free, so long as they agree to join you on your journey of their own free will.

Companion Import [Free/50 CP]

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

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

Not a Princess [50 CP]

A blonde-haired Ravenclaw originally from the Americas, she is renowned in muggle scientific circles for her intelligence and scientific endeavours. With four PhDs under her belt, a passion for physics and chemistry, and most curiously of all a level-headed, logical personality (something most of wizardkind seems to lack) she is perhaps not what you would expect a witch to be. But then again, if any witch or wizard were to choose a career in Muggle science, is anyone surprised that it would be a Ravenclaw?

Where the Dead Must Go [50 CP]

A gentlemanly Unspeakable, this silver fox is one of the Department of Mysteries' foremost experts on death and the departed. Though he hails from modest Muggle roots, he quickly ascended the ranks of the Ministry's unspeakables after completing his Hogwarts education. A skilled and knowledgeable necromancer, he does not use his talents for evil but rather to come to a greater understanding of death itself, and to protect innocents from the misuse of necromancy and other aspects of the Dark Arts. One may often see him accompanied by a somewhat unusual assistant, which appears to be a charmed skeleton.

Spring Maiden [50 CP]

A Welsh witch and former Hogwarts student, this woman is cynical, patronizing, selfish, and stubborn. Brought up in a nomadic bandit tribe before her years at Hogwarts, it is no wonder she has a "survival of the fittest" mentality. After finishing her Hogwarts studies she quickly went back to her bandit ways, only this time with magic at her side. She is highly skilled with spells that deal with the four classical elements of fire, earth, air, and water, is quite good at creating portkeys, and last but not least she is also a raven animagus.

Dusty Old Crow [50 CP]

A Welsh wizard and former Hogwarts student turned professor, this man is seemingly rude, blunt, cynical, and sometimes crass, yet actually has a heart of gold. Brought up in a nomadic bandit tribe before his years at Hogwarts, it is fortunate he never returned to his former bandit ways. Not only is he a highly dangerous duelist, he is also incredibly skilled at espionage and intelligence gathering, owing to his crow animagus form. A valued member of the Order of the Phoenix, he nonetheless often stays away from meetings due to an ancient curse that causes him to bring misfortune to both himself and those around him.

Drawbacks

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

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

Continuity Mode [+0 CP]

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

Supplement Mode [+0 CP]

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

Crossover Mode [+0 CP]

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

I'm The Main Character [+0 CP]

If you'd like to experience this world from the position of one of the people native to this world, this option is for you. It allows you to self-insert as them. The exact mechanics of this are up to you. Perhaps you'll simply take possession of their body, maybe you were them all along, or you could simply take up their position in the plot. Please keep in mind that this Drawback does not grant you any of their abilities, so self-inserting as Rowena Ravenclaw for example won't help you if you want to be a Seer but didn't take the Divination perk.

Extended Stay [+100 CP]

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

That Which Comes Before the Fall [+100 CP/+200 CP]

Even those who we hold up as the greatest of us have faults of their own, even if they try to hide them. Rowena Ravenclaw for example was quite prideful, unwilling to admit to her fellow founders that her own flesh and blood had run away with her enchanted diadem. Like Rowena Ravenclaw you yourself have some personality flaw that will no doubt make things more difficult for you during your time in this world. It could be that you are particularly prideful, or perhaps you are quick to anger, or maybe something else. You are free to decide the specifics, but keep in mind that for 100 CP this personality flaw is often only a minor

inconvenience, but for 200 CP it is a major flaw that will make things more difficult for you more often than not.

May be purchased more than once to gain more personality flaws of the desired level.

Senseless Staircases [+100 CP/+200 CP]

As you may or may not be aware of, the Grand Staircase in Hogwarts is the main way of moving between the castle's various floors, and it also changes its layout at seemingly-random times. Some say it has a mind of its own, and having been enchanted by Rowena Ravenclaw herself that very well may be true. If it truly has a mind of its own however, it does seem that it particularly dislikes you. Whenever you approach the Grand Staircase you will find all parts of the structure have moved in such a manner to bar your passage, forcing you to take a detour every time you want to use the stairs.

You may upgrade this Drawback to a total of 200 CP which ensures that all stairways, elevators, escalators, and travelators, including those of Muggle make, twist and turn to force you to take a detour.

Scarface [+100 CP]

A few months ago you were attacked by a vicious-looking man with long yellowish nails, leaving you with several ugly scars across your face that have yet to heal, and indeed show no sign of healing at all. As it turns out, that man was a werewolf in their human form. Though you are fortunate that you have not become a werewolf yourself, the experience did leave you with a disfigured visage and a hankering for very rare steaks.

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

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

As Spoken by Cassandra [+200 CP]

Like the warnings of Cassandra from Greek mythology, no one will believe your warnings or concerns, no matter how much evidence you bring to bear or how strong a Seer you may or may not be. Unlike the mythological figure you still have a chance to alter the events that are to come even if no one will believe you, but successfully preventing whatever fate is to come will most assuredly cause other people to disbelieve your future warnings even more.

Please Welcome Dunning and Kruger to Ravenclaw House [+300 CP]

Ravenclaw House is the House of wit, learning, wisdom, and intelligence, amongst other things. This unfortunately means there is sometimes a predisposition amongst its members to believe in their own supposed intellectual superiority. And it would seem you are one such Ravenclaw. Being neither particularly wise nor intelligent, it is quite apparent you are decidedly average in all matters of an intellectual nature. Compound that with a cognitive bias where you systematically assume you're smarter and better at intellectual pursuits than

you actually are, and the result is you being the living, breathing example of the Dunning-Kruger effect in action.

Merely One of Wizardkind [+500 CP]

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

Solely One of Wizardkind [+200 CP] | Requires [Merely One of Wizardkind]

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

Ending Choice

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

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

1. Settling Down

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

2. Homeward Bound

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

3. The Next Great Adventure

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

Notes

1. The creation of this Jump is not an endorsement of J.K. Rowling and her views on gender identity, and the expression thereof. Trans rights are human rights.
2. The **[Hogwarts School of Witchcraft and Wizardry]** item does not come with its own Chamber of Secrets, and also does not have a basilisk hidden beneath it.
3. **[Hogwarts Educated]**: The core subjects are as follows: Astronomy, Charms, Defence Against the Dark Arts, Herbology, History of Magic, Potions, and Transfiguration. The electives are Arithmancy, Care of Magical Creatures, Divination, Muggle Studies, Study of Ancient Runes, Advanced Arithmancy Studies, Alchemy, and Apparition.
4. **[Hogwarts Educated]**: Purchasing this does not mean you can't still choose to start this Jump as a 11-17 year old Hogwarts student. Similarly, not purchasing this does not automatically mean you can't start your Jump as an adult witch/wizard. It might raise some questions though, if you don't even know how to cast a simple levitation charm as an adult.
5. Whether Harry Potter and the Cursed Child is canon to this Jump or not is up to you.
6. **[Wizarding Tabloid]**: Keep in mind that the witch or wizard included counts as a Follower, though you may turn them into Companions through usage of a Companion Import option in future Jumps.
7. In the Slytherin Jump I tried to draw as much inspiration from Salazar Slytherin himself, and less so from members of Slytherin House. This Jump is pretty much the inverse of that, drawing more inspiration from members of Ravenclaw House than directly from Rowena Ravenclaw herself. I would've preferred more based on Rowena Ravenclaw, but unfortunately there simply isn't as much known about her as there is about Salazar Slytherin.
8. Companions are loosely based on Zelda Spellman (Sabrina the Teenage Witch), Professor Emmrich Volkarin (Dragon Age), and Raven and Qrow Branwen (RWBY), respectively.