

ODYSSEY OF A MAGE

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Welcome to the world of Odyssey of a Mage. This world follows along the path of a young man from our world reincarnated through the touch of a mysterious entity. He would work his way through the Wizarding World trying to alter fate. He would train growing stronger before joining the Great Wars to fight for the fate of magicals everywhere.

Eventually though he would discover just how large the universe is and the origins of Humanity. Long ago our species was a mighty force before it was brought down by parasites and jealous rivals. Perhaps you can join Atticus in understanding the mysterious fates of the Forerunners and the Flood. You may wish to assist in the rise of the magical Federation, aid the budding humanity which would eventually grow into the UNSC, or perhaps you belong to an alien race seeking to prevent the rise of a rival power.

The choice is yours as you are inserted into this world. Take these **1000 Chosen Points**, they will allow you to gain a few skills to help this world. You will be spending the next ten years in this world barring any Drawbacks.



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LOCATION

You can either choose one of the locations below or roll D8 and receive **+100 CP** to let the whims of fate decide your path.

1.) Diagon Alley

Diagon Alley is a bustling, magical marketplace hidden in the heart of London. The alley is a bustling marketplace filled with shops and stalls brim with enchanted goods, from spell books and potion ingredients to wands and broomsticks. Additionally, there are many iconic establishments including Ollivanders Wand Shop, Flourish and Blotts bookstore, and the Leaky Cauldron pub which make Diagon Alley an essential destination for any magic user. You will appear just outside the Leaky Cauldron if you start here.

2.) Hogwarts

Hogwarts School of Witchcraft and Wizardry is an ancient and majestic castle nestled in the Scottish Highlands. Renowned as the premier magical education institution in the world, Hogwarts is a place of learning, wonder, and adventure. Its grand towers, sprawling grounds, and mysterious secret passages are steeped in centuries of history and magic. Numerous students from the Isles come here to study under the



tutelage of wise and eccentric professors. Many subjects are taught here ranging from Transfiguration to Defense Against the Dark Arts. The Great Hall, with its enchanted ceiling, the Forbidden Forest, and the Quidditch pitch are just a few of the iconic features that make Hogwarts a magical haven for young witches and wizards.

3.) America

Welcome to America and home of the MACUSA, the American Magical government. The city is a melting pot of cultures and home to a hidden magical community that coexists with the No-Maj (non-magical) populace compared to their counterparts on the other continents. By default you will be starting out in New York. In a few years the Obscurial Credence Dumbledore will launch his attack before being dealt with by Newt

Scamander. Perhaps you could lend your aid to one of the parties once this conflict occurs.

4.) Russia

Starting out in Moscow, you find yourself in a nation on the brink of turmoil. The surrounding region will soon become one of the most perilous fronts during World War II, as Grindelwald's forces launch devastating attacks against the Russian magical population. The city of Moscow is a blend of rich history and magical intrigue, where ancient magical traditions intersect with the burgeoning industrial power of the time. The Russian magical community, though resilient, faces immense challenges as they prepare to defend themselves against the dark forces that threaten their survival. If you prefer, you can choose another location within Russia, each with its own unique magical landscape and historical significance.

5.) Celestis

Celestis is the future capital world of the magical race following their exodus from Earth. Situated approximately fifty thousand light-years away, this planet will become the heart of the Federation, a sanctuary and stronghold for magical beings. While barren currently it is designed to become one of the most protected worlds in the galaxy. Eventually it will serve as a center of learning, governance, and culture for the magical community, ensuring their continued prosperity and safety in the cosmos. You may optionally reroll if you lack any way to travel across the galaxy.

6.) Covenant Space

This might be an issue, somehow you have found yourself somewhere in the vast and perilous expanse of Covenant Space. This region is dominated by the militaristic and theocratic alliance of alien species known as the Covenant. This sprawling empire is marked by its advanced technology, formidable fleet, and religious zealotry. The Covenant's territory is home to a mosaic of diverse worlds, belonging to the various Covenant species. These include the Sangheili, the Unggoy, the San'Shyuum, the Jiralhanae, and other species. Should you not be affiliated with the Covenant you may want to leave this area as quickly as possible.

7.) Installation 04

Welcome to Installation 04, one of the most formidable weapons in the galaxy. Known as a Halo Ring, this colossal structure was created by the Forerunners and serves both as a research facility and a powerful weapon against the Flood. The ringworld features a diverse array of ecosystems and biomes, designed to study and understand life across the galaxy. It however, is also the only location said to contain living Flood spores though they are currently contained. I would genuinely recommend you destroy

this ring if possible or leave if you lack any methods of doing so. You will start outside of the Ring in a small spaceship with enough fuel to reach another habitable world.

6.) Free Choice

Lucky you, feel free to pick any of the locations above or choose a location not listed. You could even choose to arrive in one of the other universes if you want.

Time

You will be starting out a few days before the main plot of the story begins.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50 CP to change instead.

ORIGINS

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Bringer of Change - Free

You are a figure destined for greatness and one who will likely change the world. Whether through innovation, leadership, or sheer force of will, you have the potential to reshape. Your path is one of influence, and the question that remains is what kind of change you wish to impart. Will you usher in an era of enlightenment and progress, or will your influence bring about a radical upheaval? The power to alter the course of history is yours to wield.

The Old Guard - Free

You are a descendant of an ancient house or faction. You may not be the most up to date on the times, but you have thousands of years behind you proving your methods work. Perhaps you are a child from a long dead family or the newest scion of a House in this world. Regardless you have been given an opportunity that quite a few lack. Do you have the courage and ambition to take hold of it?



Shimmering Darkness - Free

You are a member of the Dark-aligned forces within the world. The darker side of magic is not inherently evil, but instead a path to power. You are one of the few who remembers what it

truly means to be a dark wizard not one of the fools running soured in the current era clamoring for a throne they do not deserve. Perhaps you can remind the world of what it means to be a true Dark Lord.

Eternal Light - Free

You are a member of the light-aligned forces, a bearer of the intricate and often misunderstood power of the Light. The Light encompasses order and control, and like the Dark, it is not confined to notions of good or evil. Your path could lead you to become a genuine champion of justice and righteousness, a beacon of hope in a world fraught with darkness. Alternatively, you might wield a more nuanced version of the Light, akin to the complex machinations of Dumbledore, using its power to enforce your vision of order. Will you stand as a paragon of virtue, or will you manipulate the Light to serve a more personal agenda?

The Ancient - Free

You are a remnant from a bygone era, a living relic of a time long past. By all rights, you should have disappeared into the annals of history, yet somehow, you have endured. Whether you are an Ancient Human, a Forerunner, or the latest inheritor of their legacy, you carry the weight of ages within you. You possess insights and abilities that the modern world has forgotten or never known, making you a formidable force and a repository of lost wisdom. The only question is whether you wish to rebuild the fallen empires or build something new atop their ashes.

RACES

This section allows you to specify which species you belong to. There are a number of various races to choose from in the jump.

Goblins - Free

Goblins are a proud and ancient race of magical beings known for their expertise in craftsmanship and banking. Goblins have a complex hierarchy and are governed by ancient traditions. They are renowned for their skill in metallurgy and enchantment particularly when using Goblin Silver. They however, are treated with both caution and hatred by many other races due to their attitudes. Despite this they have remained as a powerful faction due to their warrior culture. Goblins physically are a short species with long fingers and hooked noses. Lastly, Goblins have their own unique form of magic and becoming a Goblin will allow you to speak Gobbledegook perfectly.

Veela - 50/100 CP

Veela are enchanting and alluring humanoids with an avian ancestry. They are a naturally beautiful species that can captivate anyone who witnesses them. This is mainly due to their Allure. Veela Allure is a natural form of charm magic that bewitches others though it can be resisted by those with strong wills. Now for 50 CP you may become a half Veela. This is typically a child of a Veela and a male Wizard. Their powers are not quite as strong as their mothers, but they are easier to control in turn. Half Veela are naturally beautiful though not to the same degree as their full Veela counterparts. Their final power is that they possess a high talent for fire.

- **Full Blood Veela - 100 CP:** For an additional 50 CP you may instead become a full blooded Veela. This will enhance your species powers and allow you to transform into a harpy-like form. This state causes them to grow feathers, wings from their shoulders, and a beak-like structure on their faces. Additionally, your Veela fire will be greatly enhanced, and your allure will become stronger.

San'Shyuum - Free/100 CP

The San'Shyuum also known as the Prophets are the leading caste of the Covenant. They are physically frail, but possess remarkable intellect.. They are renowned for their religious fervor and political acumen. The San'Shyuum serve as the spiritual leaders and guiding force behind the Covenant, interpreting the will of the Forerunners and directing the actions of the various Covenant races. Additionally, purchasing this will give you a Free gravity chair that you can float around in.

- **Ancient San'Shyuum - 100 CP:** The modern San'Shyuum are a pathetic parody of their ancestors. The Ancient San'Shyuum were a highly intelligent and powerful race though far from the might of Humanity or the Forerunners.

Additionally, unlike their current species the ancients were considered exceptionally attractive beings by the other species.

Sangheili - 100 CP

The Sangheili, commonly known as Elites, are a proud and honor-bound warrior species native to the planet Sanghelios. Renowned for their martial prowess and unwavering loyalty, the Sangheili serve as the backbone of the Covenant military and command respect on the battlefield. Standing approximately seven tall, most Sangheili are muscular, with distinctive mandibles and reptilian features. Culturally they possess keen instincts and a deep-seated sense of honor and duty. You may start in any Sangheili family of your choice.

Sirens - 100 CP

The Sirens are an aquatic race known for their mesmerizing singing voices. Their songs are capable of bewitching anyone who hears them, though they can disable this at will. They typically reside in the depths of the ocean away from others. They are graceful beings, with shimmering scales and webbed appendages. While in the water they possess a long fish-like tail similar to Mermaids though it can split into human legs when they are out of the water. Sirens are deeply attuned to the rhythms of the ocean and possess a few special innate abilities. These include water manipulation and the ability to communicate with marine life.

Giants - 100 CP

Giants are colossal humanoid beings of immense stature, towering over most other creatures at heights ranging from 10 to 15 meters. Endowed with formidable strength and endurance, they are renowned for their physical prowess and resilience in battle. Possessing robust frames and rugged features, giants are formidable warriors capable of wielding massive weapons with ease. While they may appear brutish to some, giants possess a deep sense of loyalty, often forming tight-knit communities to defend their territory against intruders. Lastly, while they typically have a dark reputation they aren't actually classified as a dark species.

Nymphs - 100 CP

The Nymphs are humanoid spirits born from the world's magic. Some examples of them include Wood Nymphs, Water Nymphs, Forest Nymphs, and a few others. They possess magic and physical traits from their environment. For example, Wood Nymphs have green skin and great affinities for nature magic. You may freely choose which type of Nymph you wish to become. Unfortunately until Illos develops you will be treated like a second-class citizen in most wizarding nations. So keep that in mind when traveling outside of your groves and enclaves.

Werewolf - 100 CP

Werewolves also known as Lycanthropes are beings suffering from a magical curse. This causes them to transform into large wolf-like creatures during the full moon. The curse however, was eventually dealt with in Illos allowing werewolves to become near human beings instead. You are one of these new modified werewolves. Though you may optionally become one of the original cursed wolves if you wish for whatever reason. You can transform at will, retaining full control over yourself. Your only real weakness is that you are weak to silver. Lastly, you can still infect others by biting them, but you must actively be attempting to.

Centaur - 100 CP

Centaur are odd beings with the upper body of a human and the lower body of a horse. They have a profound connection to the natural world, typically inhabiting dense forests and verdant meadows, where they live in harmony with the land and its creatures. Many Centaur have gifts of prophetic insight and an innate understanding of the stars. This causes them to be a helpful, but often cryptic species. Unfortunately relationships between them and the Wizarding World are strained due to the wizards hunting them. Lastly, you may optionally start at any herd of your choice. The two most famous of which are the Grecian herds and those who live in the Forbidden Forest near Hogwarts.

Humans - Free/200 CP

Humans are the most widespread and diverse species in both the magical world and non magical world. Humans may not be the strongest race naturally, but they have a great capacity for both great kindness and profound darkness. With their varied cultures, traditions, and magical talents, humans have shaped the course of history in countless ways. You may freely choose your ancestry and appearance if you wish. You will start out as a Human in peak physical shape such as a fit soldier or athlete. Lastly, I know you're likely curious about your magic, but that's a separate perk you can find later.

- **Ancestor - 200 CP:** If you are not satisfied being an ordinary human then you may instead return to their original roots. Modern humans lost most of their advantages due to the genetic attacks launched by the Forerunners to cripple their rival species. You will now become one of the only remaining humans from the Precursor era. They live up to 1200 years, have an average IQ of 200, have stronger bodies, and a neurophysical connection like modern magicals. Additionally, the Ancestors, or Ancient Humans, were also much taller than current humans on average. Lastly, as with normal humans you will become a peak Ancient Human.

Vampire - 100/300 CP

Vampires are individuals who have been infected with the curse of Vampirism. This curse grants them immense physical strength, speed, and durability. Vampires are one of the fastest types of magical beings. Additionally, they're incredibly difficult to kill only being brought down by fire or decapitation. Vampires can create new Vampires or Ghoul servants by biting others. The user can determine which is created during the biting process. Vampires also grow stronger as they age. This curse however, does force the being to survive by routinely consuming blood. The souls of Vampires are also muted making it difficult for them to feel emotions. The final weakness is that Vampires are harmed by sunlight which can be lethal in prolonged exposure.

- **Elder - 300 CP:** It would seem that you are no mere fledgling Vampire, but a true Elder Vampire. You are one of the oldest beings in the world and likely a firstborn of Dracula himself. The only other known Vampire of this level is Drakul, the current leader of the Vampires. You possess all of the normal powers of a Vampire at a significantly stronger level. Power wise you are on par with an average Archmage though your physical body is far stronger than an equally strong Wizard. Lastly, this will also greatly boost your authority over other Vampires and similar undead species.

Magical Beast - 100/200/400 CP

Magical Beast is a term that refers to any non-human species that possesses magic. This can range from the simple flobberworm to the majestic phoenix. There are hundreds if not thousands of different species. This option allows you to become one of these creatures. The first level costing 100 CP allows you to become a normal magical beast. Some examples include Hippocampus, Hippogriffs, Pixies, and Ramora. These creatures often have minor magical abilities or are imposing physical creatures.

- **Dangerous Beast - 200 CP:** If you want a bit more metaphorical firepower then you can choose the second tier. This level encompasses any magical creature with an XXXX threat rating. Some examples of this include Griffins, Merpeople, Phoenixs, and Thestrals. These creatures typically possess near-human level intellect and have powerful abilities.
- **XXXXX Class - 400 CP:** The final level encompasses any magical beast with a threat rating of XXXXX or higher. Some examples of this level include Dragons, Basilisk, and Nundus. These creatures are true powerhouses and often able to slaughter entire teams of Wizards single handedly.

Xalanyn - 200/600 CP

The Xalanyn are one of the many species created by the Precursors. They have smooth skin like a shark that typically takes on a dark bluish color. They possess relatively slim builds compared to humans and have large black eyes. Their perception far surpasses

other species, though they also lack the ability to walk. Instead they rely on mechanical thrusters to move around. Their species most important trait however, is their ability to control Living Time on an unrivaled scale. Even Atticus admitted he was lacking in comparison when he was over seven hundred years old. They can render themselves invisible to fate, direct the fate of others, and so much more. Granted you will be an ordinary Xalanyn with this alone assuming you lack any other perks to improve your condition.

- **Titans - 600 CP:** The Titans are abominations representing the most powerful of the Xalanyn that have undergone immense amounts of experimentation. The end result is a massive planet sized warrior. The Titans have four arms made from black holes. Their mere presence is enough to drag moons and other stellar bodies towards them. They are incredibly powerful, but still far from the strongest beings alive. After all, it took nearly two dozen of them to match Atticus and Emily at their full power.

Flood - 1000 CP

The Flood are an ancient species born from the remnants of the Precursors. After their shells were destroyed and ground up becoming powder it became corrupted. This corrupted powder spread throughout the galaxy though a bulk of it up in Ancient Human space. It rapidly grew out of control before turning into a crisis that would lead to the destruction of both Humanity and the Forerunners. The Flood are a horrific infestation on an unimaginable scale that can survive as long as a single cell is intact.

They infect host organisms subjugating them and absorbing them into the hivemind. This mutates the body making it far deadlier and adds their knowledge to the hiveminds. Additionally, even technological or psychic beings are not safe from being infected. There is no cure for the flood, they can only be cleansed through complete annihilation. You will start out as a Proto-Gravemind. Your body will be in a safe location and you will be able to possess other Flood life forms. Given sufficient time you can become even more powerful than the original Flood.

AI - 200/600/1000 CP

The Artificial Intelligence or A.I. are beings born from code in the digital realm. You are one such AI made using a combination of Ancient Humanity and Forerunner technology. Due to this you will not suffer from rampancy and have capabilities far above most standard A.I. that would be developed by the UNSC later on. You will be given a basic robot body to move around in. This can be an orb (with a built-in Spartan Laser) like Guilty Spark or a more humanoid body if you prefer.

- **Contender-Class - 600 CP:** The Contenders were the most powerful of the Forerunner Ancilla A.I. By purchasing this option you may become a Contender

or an equally powerful A.I. Additionally, you possess the capability to command entire fleets and manage an intergalactic empire single-handedly, demonstrating your strategic prowess and computational capacity. You may also receive a much more impressive body such as a life-like android body developed for Alice.

- **Domain Keeper - 1000 CP:** The final option is to become an entity like Abaddon. You are now a Precursor A.I. and a veritable god. You have enough processing power to observe every molecule in the universe simultaneously. Your most dangerous ability however, is the ability to manipulate fate itself. For you the universe will be a computer and fate its programming. Additionally, you will be capable of generating new life both mechanical and organic with, but a thought. Third, you have the ability to create physical avatars that can potentially be even larger than planets. Lastly, unlike Abaddon you will not be bound to the Domain having a greater amount of freedom.

Hybrid - Varies

This option allows you to choose from any of the species above. You may become a freak of nature or just a bizarre existence that appeared one day. Granted more than likely you were created by one of the various beings that live here. The other option is that you could use this to gain a set of unique parents. The total price is number of species * 100 CP + Species cost. So becoming a XXXXX-Class beast x Domain Keeper hybrid would cost 1,600 CP ($400 + 1,000 + (100 * 2) = 1,600$). You will gain unique advantages that are related to the species you choose.

SKILLS AND PERKS

All perks are discounted to their origins and the 100 CP perks are free to their origin. Additionally, all perks that grant you mastery over an ability also boost your talent with that field unless stated otherwise.

GENERAL PERKS

You're a Wizard Jumper - Free

Magic also known as Neurophysical Energy is a mysterious energy generated by the universe. Little is truly known about the source of this energy as the only race to truly master it were the Precursors. Sadly this knowledge was lost after they were wiped out by the Forerunners. This perk gives you a magical core and allows you to function as a Wizard. You will be able to use Neurophysical Energy, the various magic systems, and potentially replicate the feats of the Precursors given time. Post-Jump you will retain the ability to use magic even if other settings lack it.

Blood Status - Varies

While a great deal of effort was put into removing the issues with blood purity it does still have some effects on the individuals. This option allows you to determine your blood status if you don't want to leave it up to fate. The various choices and their associated cost are shown in the following list:

- **Non-Magical +400 CP:** You aren't a Wizard at all and lack any relation to the magical world. This option will also prevent you from taking the *You're A Wizard Jumper* perk. Unless you possess magic from another world it will be impossible for you to use this magic in this setting.
- **Muggleborn +100 CP:** Muggleborns are individuals born to two non-magical parents. In reality these individuals have a squib or other magical ancestor, but this was only proven by Emily years after becoming Lady Slytherin. So make sure you have an inheritance test done since you might end up being the heir to a forgotten family. This level will likely have minimal effects on your magic.
- **Halfblood - Free:** You have one magical parent and one non-magical parent. You may be looked down on slightly, but Halfbloods are accepted in the magical world. Additionally, your magic will be refined naturally, boosting your potential slightly. You may select one 100 CP option from *Heritage of the House* perk for Free. The higher levels will be discounted.

- **Pureblood - 100 CP:** You have two magical parents and were born in the magical world. You likely will have grown up with magic and have opportunities others don't. Additionally, your magic will be refined naturally, boosting your potential noticeably. You may select two 100 CP options from *Heritage of the House* perk for Free. The higher levels will be discounted.

Magical Prowess - Varies

While hard work is important the overall potential of most magicals is determined by their innate potential. This perk will boost your talent, your innate magical potential and initial magical capacity. Though the degree of the boost you receive will be dependent on the price you pay. The default option is average, but it's also Free for everyone. This level represents the general population of the Wizarding World. Examples of this level include your average Hogwarts graduate or any other Wizard that can be found throughout the world. This will allow you to use magic, but you'll likely never become a powerhouse with this alone.

- **Warlock - 100 CP:** Warlocks is the second tier of magic users that makes up about 18% of the population. These individuals are more powerful magically and have noticeably greater ease when using magic. Examples of this level's strength include most of the Hogwarts professors, skilled Aurors, and other advanced Wizards.
- **Sorcerer - 200 CP:** Sorcerers are the upper tier of magic users that make up 1-2% of the population. These Wizards and Witches often are often born from ancient families granting them an innate connection to a magical field. Some examples of this tier include Grindelwald's lieutenants, Riddle's personal circle, and the Unspeakables.
- **Archmage - 400 CP:** Archmage is a term used to refer to the most powerful and talented amongst the Wizarding World. This is the level that Albus Dumbledore, Aurelius Dumbledore, and Xavier Charleston are considered to be at. Each being at this rank represents the pinnacle of magical power and talent. This level alone will allow you to become a titan in the magical world as long as you put in the effort.
- **Herald of Magic - 600 CP:** The Archmages are incredibly rare, but amongst their ranks are some who can rise even further. These individuals are said to have inspired the legends of the gods like Thor and Zeus. Supposedly only Grindelwald after his demonic resurrection, Atticus, and eventually Emily were said to have reached this level. Of course you can join their ranks with this option as well.

Duelist - Varies

Dueling is not merely a contest of wand-waving, but a refined art of magical combat with distinct forms and strategies. Professional dueling adheres to tournament-style regulations, often imposing restrictions on spells and boundaries, while combat dueling encompasses the versatile tactics employed by Aurors and battle-hardened warriors like Battlemites. By purchasing this perk, you gain instant proficiency in both disciplines, bypassing the need for basic training. Your mind will be imbued with the knowledge, muscle memory, and techniques suitable for your chosen style. Opting for the **100 CP** tier will hone your abilities to rival those of an average Auror or tournament duelist. You will be able to pull your weight in a fight, but you'll be far from a one man army.

- **Champion - 200 CP:** For those seeking to ascend to greater heights, the Champion tier beckons. This level will increase your skills to match a veteran dueling champion or an individual such as Grindewald's lieutenants. With this tier, your every movement will become a dance of calculated precision as your spells weave webs around your opponents.
- **Grand Master - 400 CP:** At this level, you embody the epitome of dueling mastery, a paragon of skill and finesse unmatched by all but the most legendary figures in magical history. You will be on par with the likes of Gellert Grindelwald, Emily Riddle, and Atticus Sayre. At this level you will truly be considered a one many army and nigh undefeatable unless you encounter an equal.

Life Debts - 50 CP

When you save someone's life even if unwillingly this process will allow the formation of a life debt. This debt creates an intrinsic connection between you and the debt-owed individual. It makes it impossible for the debt holder to harm the owner. Additionally, it allows the debt owner to claim one favor which cannot be denied unless paid. For example, many Wizarding families will pay a life debt with a marriage proposal or something else of immense value. Lastly, you will gain an instinctual mental tally of who owes you a debt and how many they owe.

Face Me With Honor - 50 CP

Despite the many horrific tactics used by the magical populations they are oddly honorable. For example, if they have an issue with someone they will normally target them exclusively. This perk ensures that your enemies will only direct their ire at you as long as your allies don't become directly involved. This will prevent something such as an assassination attempt on your family. It however, will not protect a family member if they enlist choosing to join a war willingly.

Magical Beauty - 50 CP

Most magical beings are considered attractive with the effect being more noticeable the more powerful someone is. Some speculate this occurs due to magic passively enhancing the body and removing so-called impurities. Even if this isn't true it seems to be working in your case. Even if you are powerless you can now be considered an 8 out of 10 at minimum. The main effect will take place however, should be strong allowing your body to be improved. For example, both Atticus and Emily were considered to be incredibly attractive individuals. This effect has no upper limits in case you need another reason to train.

I'm the White Mage - 50 CP

Healers are treated as a neutral force due to their commitment to preserving life. This makes them universally protected by the ancient traditions of the magical world and the consequences of offending the Healer Guilds. This privilege ensures that as long as you remain true to your healing duties and refrain from participating in combat, you are granted immunity from harm by any combatant, regardless of their allegiance. This doesn't necessarily protect you from wide scale attacks, but no one will deliberately target you as long as you abstain from fighting.

My Blood is My Own - 50 CP

Magic is imbued within every individual making pieces of an individual in question powerful catalysts. On one hand they're useful for empowering rituals and binding the effects to you alone. On the opposite end this makes them excellent tools for harming you. To resolve this issue you have isolated your very being making it unusable for anyone else. For example, if someone stole your blood it would be useless in any rituals meant to affect you negatively. This has the added benefit of empowering your own body when used as a reagent as you have limited its purpose. This way you can still use aspects of yourself for your own purposes without concern of others doing the same.

The Little Things - 50 CP

Simply showing that you care is one of the easiest ways to become a beloved leader. A method Atticus used to demonstrate this was to remember the names of every citizen in Illos he encountered using his Seer powers. It seems that you likely do the same or have your own variation. This allows you to instinctively know the names of everyone around you and have a sixth sense of how to generate good faith from them. For example, you might get the urge to give a worker a day off so that they can go to their child's birthday. This may seem minor, but sometimes the little things are all that you need.

Love Aged Like Fine Wine - 50 CP

In the course of many relationships, the initial spark that binds lovers together often fades over time. Yet, for you, such bonds only grow stronger and more profound as the years go by. Your searing passions remain ever strong, deepening with each passing moment. Regardless of the trials you face or the attempts made to separate you, your bonds will never weaken or fade. This ability helps you cherish your relationships, making each moment with your loved ones feel like a treasure trove of years. The love you share ages like fine wine, becoming richer and more intense, ensuring that your connections remain vibrant and unbreakable through any adversity.

Peak Performance - 50 CP

One of the simplest, but most enjoyable benefits of magic is passive maintenance of the user's body. For powerful mages this allows them to keep their bodies in peak conditions. If you wish you may enjoy this trait as well with this perk. This will boost your body to peak condition and keep it there regardless of what you do. So feel free to do things like eating a full cake every day without worrying about your waistline.

Animagus - Free/50/100 CP

Animagus is a term that refers to magicals who have connected with their inner animal. Completing the process allows the user to transform into their inner animal and grants them a few abilities belonging to the animal. For example, a hawk Animagus would likely possess the eyesight of a hawk. There are three options you may choose from for this perk. The Free option ensures that you have the potential to unlock your Animagus form though you will need to perform the necessary steps. You however, will not be able to choose what you become, it will match your true character. The 50 CP option will allow you to directly choose any non-magical animal for your Animagus form. The 100 CP level you may choose a magical form for your Animagus form. The 100 CP tier also covers any aliens or super powered animals as well. Finally you may purchase this multiple times to unlock additional Animagus forms.

I Can Fit Everywhere - 100 CP

Occamies are a species of winged serpent that typically live in the eastern countries. One of their most interesting traits is their ability to shift their size. They are choranaptyxic which allows them to grow and shrink at will. There is no limit to their size though most species will stay within certain boundaries. As long as you have enough magic to support your body you may adjust yourself however you wish. While transformed your attributes will be enhanced based on your size.

Flavors of Magic - 100 CP

Emily has a bizarre ability that allows her to sense the flavors of magic within others. These sensations can tell her quite a bit about a person. It allows Emily to see the true depth of someone's character and their real self. For example, Dumbledore has a grandfather like persona, but his true self is sickly demanding control over everything. You seem to possess a similar ability allowing you to see the hearts of others. With this no one can disguise themselves or hide their character from you. They may deceive others, but all shall be revealed before your sight.

No Secrets Amongst Us - 100 CP

As you might imagine many ancient families hold innumerable secrets. Some of these are minor, while others can potentially affect the whole world. You however, seem to be particularly privy to the secrets of those around you. This perk is effective on everyone giving them loose lips though it also ensures that those close to you will be completely open. Even someone who is normally absolutely paranoid would be willing to open themselves up completely. Lastly, although it may be hypocritical, everyone will be fine with you doing the opposite. Your allies will not mind if you keep things close to your chest.

The Disappearing Act - 100 CP

When messing with others Atticus would occasionally disappear from sight. This made it difficult for others to locate him when he wished to be alone or confuse his opponents. Like the Sayre Heir you are capable of this minor feat as well. Whenever someone is not looking at you, you're able to rapidly move, escaping further detection. This is done through a mixture of misdirection, skill, and perhaps a bit of magic. The only restriction is that this ability cannot move you a great distance. Moving quickly over a few hundred feet would be simple, but appearing a full mile away would likely be impossible unless your natural speed was sufficient.

Familiar Bonds - 100 CP

Familiar bonds are a special bond that forms between a magic user and creatures they are close to. This bond enhances the creature allowing them to become significantly larger, more intelligent, and overall powerful than other members of their species. The bond also creates a telepathic link between the user and their familiar. This link cannot be severed by distance or any barriers. This perk grants you the ability to create familiar bonds with other beings. The amount of bonds you can create depends on the strength of your soul. The effects of the bond are most beneficial if done with a young or newborn creature, but it is still effective on adult beings. Though it will likely take years for the full effects of the bond to shine.

Divine Taste - 100 CP

Magic is capable of many things so it shouldn't be surprising that magic can aid in cooking. Some groups take this a step further like the Fanglost family who are renowned for making legendary wine. You are an equally skilled chef having numerous ways to enhance your cooking via magic. This is most importantly to improve your already grand skill. You must have traveled the world given your sheer range of dishes. You have knowledge of virtually every culture and cooking style used throughout the world. If you decide to open a restaurant it's practically guaranteed to become a successful venture.

Rituals of Powers - 50/100/200 CP

It is a common practice for ancient families such as the Sayres to perform rituals on their children. These rituals are performed at the various significant ages of 7, 11, 14, and 17 to bolster their magical prowess. The level of the rituals however, is typically dependent on the families capabilities.

- For 50 CP you may undergo a single focused ritual that will bestow you with a boon. This boon could be something like increasing your magical power, your efficiency, or strengthening your body.
- For 100 CP you may undergo a 3 by 3 ritualistic set that will comprehensively boost your abilities. An example of this level would be a much denser magical core, troll regeneration, and magic resistant skin.
- Lastly, for 200 CP you may undergo a 7 by 7 ritualistic set. This is the rarest and by far the strongest set of rituals. These rituals will vastly boost your physical power, magical capabilities, and healing capabilities alongside some other skills. Some examples of the more exotic effects include bloodline protection, immunity to mind magics, imbuing your blood with basilisk venom, and acquiring Phoenix Fire travel.

If you wish you may undergo the same rituals Atticus or Emily did if you purchase the 200 CP option. Lastly, while you can purchase this multiple times to stack rituals. All rituals performed using this option will be guaranteed to function seamlessly.

Magic Affinity - 50/100/200 CP

There are a vast amount of magical types and classifications. More importantly it is possible for wizards to develop affinities for all of them. By using this perk you can acquire an affinity for a specific field of magic. For 50 CP you may develop a minor affinity. An example would be most dark families affinities for Curses. For 100 CP you may develop a high affinity for a magical field. An example would be Lily Evan's affinity for Charms. Lastly, for 200 CP you may develop a pinnacle affinity for a field. An example of this would be Dumbledore's affinity for Transfiguration. You may purchase this as many times as you can afford.

The Guardian Shinobi - 200 CP

Japan is one of the few countries to keep their magical and non-magical governments deeply intertwined. One of the main ways that this is demonstrated is via the magicals who guard the Emperor. The most skilled of these are the Guardian Shinobi. They are incredibly skilled magical warriors who use katanas to channel their magic and are incredibly skilled sword users. For example, Hirahito was able to easily slice through spells, strengthen his body, and deflect what he couldn't block. You have been trained in their arts and techniques forging your body into a weapon. So unlike the majority of magic users you are a threat both physically and magically. Lastly, this will also greatly enhance your talent with blades and similar weapons. In your hands a sword will practically become an extension of your body.

Ego Custos - 200 CP

Ego Custos is a special spell that Atticus created after his duel with Grindelwald. This spell was designed as the ultimate shielding charm. It is capable of blocking all forms of physical and magical attacks making it impossible to pierce. Additionally, the shield can grow more powerful as the user becomes more desperate. The only true restriction is the amount of energy the caster has. Obviously more powerful or esoteric abilities are more draining to defend against than standard spells. By purchasing this you will gain mastery over the spell and it will become significantly more efficient than it would be otherwise if you learned it normally.

Mindless Masses - 200 CP

You possess an extraordinary talent for manipulation and persuasion, enabling you to shape public opinion and control the masses with remarkable ease. Through the strategic use of propaganda, repetitive messaging, and psychological tactics, you can sway the beliefs and behaviors of the masses, bending their perceptions to your will. Your influence is not limited to traditional media; you can utilize social media platforms, viral marketing, and even subliminal messaging to reach and sway your audience.

With your keen understanding of human psychology and behavior, you can tailor your messages to resonate deeply with different demographics, ensuring widespread acceptance and minimal resistance. Furthermore, your ability to maintain and reinforce these beliefs over time ensures that once the masses are convinced, they remain steadfast in their convictions. Whether you're building a utopia based on lies or orchestrating chaos for personal gain, your power to manipulate the mindless masses is a formidable tool in your arsenal.

Ritual Synergy - 200 CP

Rituals are some of the more dangerous and beneficial forms of magic in the world. They however, have to be done in a careful fashion as excessive use can overwhelm the user. Somehow though you are an exception to this rule. Your body seems naturally compatible with rituals and their effects. Rather than being overwhelmed your body seems to stabilize their effects allowing you to undergo as many rituals as you wish without issue. Additionally, this perk extends to any external alteration that is done removing their negative effects.

Fidelius Charm - 200 CP

The Fidelius Charm allows the user to hide a secret within one's soul. For example, using this on a location will make it invisible, intangible, unplottable and soundproof. It will be impossible for someone to locate it as long as the Secret Keeper doesn't reveal it. Learning this version allows you to perform the spell without a Secret Keeper and have the spell retain effect in the case of your death. You will also learn the original version if you wish to use it for some reason.

The Unforgivables - 200 CP

The Unforgivables is a set of three dark spells. What sets these spells apart is that they require genuine negative emotions to be cast. The first is the Imperio which seizes control over the target's body and makes them act out orders. You must manifest a desire to dominate for this work. The second is the Cruciatus which activates all nerves simultaneously causing immense pain which can drive the target insane. This spell requires you to crave suffering and pain from your foe. The final spell is the Killing Curse which separates the soul from the dead and destroys all nerves within the target's body. As you might expect you must crave a being's death for this to work properly. Purchasing this option allows you to learn all three Unforgivables and allows you to bypass their emotional requirements.

Get Me More LSD!! - 200 CP

Walter Bishop is one of the most intelligent scientists within Illos, but he is also by far one of the most eccentric. This is mainly due to his lackadaisical attitude towards safety and his tendency to down LSD like tic-tacs. The funniest thing is that it actually helps him, letting him move past roadblocks. Somehow the negative effects of drugs, toxins, and other similar items don't affect you. In fact the opposite seems to occur. Much like how LSD helps Bishop you will find yourself being improved when using similar items. A drug that normally would dull your mind will instead sharpen it. Just try not to get in trouble acquiring these items.

Metamorphmagus - 200 CP

The Metamorphmagus trait is a rare trait said to be unique to the Black family. While it's inherent to their family, it's not impossible for others to manifest it. This trait allows them to freely alter their genetics on a fundamental level. Regardless of whether or not you are a member of the Black family you seem to possess the Metamorphmagus trait. Additionally, since you are paying CP for this you will start off skilled in using it and not suffer from common issues such as clumsiness.

- **This Perk is Free with Black Heritage**

Potion Pioneer - 200 CP

Potions is an art as subtle as it is complex, a magical discipline that demands precision, creativity, and profound knowledge. As a master potion maker on par with Eileen Prince, you possess an extraordinary talent for brewing potions that can heal, transform, and produce a myriad of other magical effects. Crafting new potions and improving upon existing formulas is second nature to you. Your expertise is such that, given time, you could revolutionize the entire field of potions.

- **Free with Prince Heritage**

False Sight - 200 CP

Battles between Seers are complex as each party will actively be altering their plans based on what they see. To deal with this issue powerful Seers have learned how to hide their actions and in some cases even falsify them. You are one of the rare talents that can do this. Your presence will be hidden and blend in with fate naturally hiding you from any attempting to monitor you. Should you actually be a Seer or have your own similar methods then you may instead also misdirect others.

- **This is Free with the 400 or 600 CP tiers of the Sight Beyond Sight Perk**

Patronus - 200 CP

The Patronus Charm is a uniquely powerful spell fueled by the caster's positive emotions and happiest memories. When successfully cast, it produces a luminous, spectral construct that embodies pure positivity. This construct is a formidable tool against dark and negative beings, such as Dementors. It can drive them away and if used by a truly powerful magic user it can even kill them. By purchasing this, you will master the Patronus Charm. Additionally, you'll be able to summon your Patronus even in the absence of the typically required emotional state. Lastly, you will learn all known variations of the spell, such as the messaging form of the spell.

Expanding Cracks - 200 CP

Powerful foes can create mighty bulwarks overcoming great odds. Rather than attacking with overwhelming power it's often better to target their weak points. You are capable of

easily identifying weak points in your enemies and their forces. This might be a weak point in their cause, a symbol, or something direct like an old injury. You will instinctively know the best ways to target these points and to expand them causing them to shatter. Additionally, this can manifest in different ways. For example, this might be a sixth sense or the areas on your target's body might be highlighted.

Mind Magic - 200/300 CP

The mind arts are a complex, but highly useful field of magic. It is primarily divided into two main fields known as Occlumency and Legilimency. Occlumency is the art of shielding and organizing your own mind. Legilimency on the other hand is the art of going into the mind of others. By purchasing this you may choose to either become a seventh level master Occulumancer or Legilimancer. The second purchase will be discounted as each path is known to assist the other.

Occlumency is divided into seven total levels. The first and second levels involve organizing the mind. The third level is when you gain the ability to detect mental intruders. The fourth and fifth levels are when you gain the ability to develop real defenses. The sixth layer combines all of the previous tiers greatly amplifying their effectiveness. The final level is the level you likely are hoping for. This stage grants the user the ability to control their emotions, increase their reflexes, the processing power of their mind, and many other feats. The last stage has no limit to how far it can be developed.

Legilimency is similarly divided into seven levels. The first level allows you to read body languages, and improve your general perception. The second tier allows you to become an Empath sensing the emotions of others. The third tier is when you can intrude into others' minds. The fourth and fifth levels involve combining the previous skills to break into defended minds. The sixth level allows you to implant commands and manipulate the emotions of others without them realizing. The final tier builds on the sixth granting you powerful abilities. These include transferring knowledge to others, freely altering memories, and altering the mind of your targets. Additionally, true masters of the art are effectively telepaths. They do not require eye contact and can easily gather information without their targets becoming any wiser.

Parselmouth - 100/200/300 CP

A Parselmouth is a special magical trait that allows the user to speak with and command serpents. This ability grants the user the ability to use unique branches of magic such as the Parselmagics developed in India. Additionally, this grants you immunity to most powers possessed by magical serpents. For example, a Speaker

cannot be harmed by a Basilisk's glare. Purchasing this perk allows you to become a Parselmouth and turn it into a genetic trait for your family.

The second tier costing 200 CP however, will allow you to upgrade your Parselmouth to that of True Parsel used by the Naga. It was said True Parsel was beyond normal Parselmouths as hooded cobras are to grass snakes. This magic made their voices into a song that would move the soul with even the simplest of words. Lastly, if you wish to put your ability to use immediately you may spend an additional 100 CP for either level. This will grant you an encyclopedic understanding of all Parselmagic. You will still need to train in using the spells, but all of them will safely be stored in your mind.

Elementalist - 100/300 CP

The Elemental Arts are the magics that allow their wielders to bend elements to their will. There are numerous different arts such as Pyromancy, Cryomancy, and Geomancy. For 100 CP you can acquire a solid foundation when it comes to utilizing one of these elements and become an Elemental. Using Cryomancy as an example you would be capable of manipulating the temperature around you, launching barrages of ice spikes, and creating semi-complex sculptures. There however, is also the 300 CP level which will allow you to become a true master of your chosen element. A Cryomancer at this level would be capable of freezing Fiendfyre, actively draining the energy around them, and supposedly freezing anything should they have enough energy.

Legacy of Death - 300 CP

As befitting their legacy the Peverell family was known for producing powerful Necromancers. This made them some of the most powerful wizards as each Peverell would be an army unto themselves. Perhaps you are a Peverell yourself or an inheritor of their legacy. These spells allow you to create undead servants, cast obscure curses, and potentially even perform true resurrection. Once they have been created none of your undead will require any upkeep. You can create these servants directly through magic, but it is far more efficient to use corpses.

- **This Perk is Free with the Peverell Heritage**

Heritage of the House - 100/200/400 CP

Each magical family is home to unique talents and hidden knowledge. This perk allows you to gain access to the heritage of a house of your choice. This will grant you their bloodline, abilities, and access to their skills. You may optionally be related to the family in question. This will also give you a claim to the house if there are no other living members or heir. For 100 CP, you may choose any of the standard or average House. This covers most of the lower ranked and Normal houses.

For 200 CP, you may choose any Ancient or Most Ancient House. This covers the vast majority of the higher ranked noble Houses. An example of this rank would be the Potters granting you affinities with Battle Magic, Enchanting, Transfiguration, and Forging. For 400 CP you can receive the heritage of a special or unique House. For example, choosing the Sayre's would give you affinities for Arithmancy, Runes, Ritualistic Magic, Wards, Battle Magic, Defensive Magic, Transfiguration, and Blood Magic. Lastly, you may purchase this perk as many times as you can afford.

Magic Proof Hide - 200/400 CP

Dragons and many other powerful magical creatures often possess great resistance to magic. For example, it might take a dozen Killing Curses to bring an adult dragon down. By paying 200 CP you may acquire this resistance for yourself. It is not immunity, but it will greatly decrease the damage you take from any negative magics. Since you are paying for this with CP it will not stop beneficial magics such as healing if they are meant to help you. If you still aren't satisfied then you may instead pay 400 CP to acquire true immunity to magic like the Xalanyn. This was arguably the greatest reason that Illos had trouble fighting them. The Xalanyn's biology provides a natural shielding which makes them outright immune to virtually all forms of magic. Even the most powerful dark spells can simply be shrugged off by the aliens.

- **The 200 CP option is Free for any XXXXX-Class Creatures**
- **The 400 CP option is Free to any Xalanyn**

Hyper-Percipience - 100/200/400 CP

Hyper-Percipience is a trait held by the Sayre family and their greatest secret. The ability grants the user the ability to understand magic on a fundamental scale. Its second key component is that it grants the user the ability to access their full potential while enhancing it. The final main ability which is also tied into the first is allows the user to decipher problems at a supernatural rate. Supposedly all languages, runes, arithmancy, and ALL forms of magic will become simplistic to the user. The ability is divided into three grades, each of which is vastly stronger than the previous rank.

For 100 CP you may acquire the Grade 1 ability. This is the lowest level that can develop. Despite this it still is incredibly powerful granting the user the ability to learn any magic and understand anything at an extraordinary rate. For 200 CP you can acquire the Grade 2 ability. This ability only appears in the Sayre family once every 200 years. This tier allows you to bend ambient magic to your will. This level alone would allow a skilled Sorcerer to match Archmages like Dumbledore and Grindelwald even if magically weaker. The final option costs 400 CP which grants you a Grade 3 affinity. In the Sayre family history only three individuals have had this affinity including Atticus. With this level you could very well master entire fields of magic in mere weeks. Lastly,

as mentioned each level will increase your potential allowing you to reach greater heights.

- **The 100 CP option is Free and the higher tiers are discounted for Sayre Heritage**

Sight Beyond Sight - 150/300/400/600 CP

Divination is a complex art that is both ridiculed and feared within the magical world. Though the feared aspect is generally reserved for true divination users. There are two main classifications for those who can see the future. The first is Prophets and the second is Seers. Prophets are those who give out prophecies detailing future events. These however, cannot be changed and are often impossible to decipher until after an event has occurred. Seers however, are those who can acquire glimpses into events both near and far into the future. Most importantly they can act on their visions changing fate. For 150 CP you may become a Prophet while 300 CP will instead let you become a Seer.

Should you be a Prophet you will be able to more easily decipher your prophecies and restrict whether others can learn of them. Should you become a Seer you will start out with clarity and control over your visions. Though you will be able to increase your sight over time via training. True Seers are also considered to be some of the most valuable individuals within the Wizarding World, though this can also place them in great danger. Third, for another 100 CP totaling 400 CP you can become trained in the Ancient Human Perceiver arts to see Living Time. This will greatly amplify your sight's length and capabilities. With this you would likely become the most powerful Seer modern humanity has produced aside from Atticus. This boost will affect both your far reaching gaze and your ability to see the fate of others around you. An example of this level is watching thousands of your future selves experiment with a puzzle until you find the single method that works properly.

The final level is the 600 CP option which will grant you an innate connection with Living Time like the Xalanyn. This tier will grant you an affinity on par with the most powerful Xalanyns. You will be able to see thousands of years into the future with ease navigating every path. Most importantly as this connection is built into the fabric of your being now it will elevate you beyond any other equally powerful Seer. Meaning that you will be able to easily suppress your presence from others, override their visions, and easily blast through any protections they have in place. Even beings who would normally be unseeable will have their fates open to your gaze.

- The **300 CP** option is Free if you have the **Sayre Heritage**
- The **400 CP** option is Free if you are an **Ancient Human**
- The **600 CP** option is Free if you are an **Xalanyn**

BRINGER OF CHANGE

Eternal Wonder - 100 CP

Children always wish to grow up, but often this comes at a cost. Most people lost the sense of wonder and curiosity they had when they were young. This often causes stagnation as they become content. You despise this idea and have engraved it into your soul. As a result you have managed to hold onto this inner wonder. You will never lose your motivation, your drive, and your will to improve. No matter what happens you'll always have that inner spark. As a side benefit this grants you immunity to boredom and a near unbreakable will. After all, you have to be motivated if you're going to explore the universe.

It's Still Him - 100 CP

Normally when individuals gain overwhelming power others will instinctually become afraid of them. For example, after killing Grindelwald many feared what would happen if Atticus stopped restraining himself. This perk prevents this from happening and stops others from becoming afraid due to your power, resources, or other similar factors. This means you won't have to worry about those around becoming paranoid of what you could do. You may optionally disable this if you wish to for whatever reason.

Power Gravitates - 100 CP

Those of great power tend to naturally gravitate towards each other. As a Jumper it is practically guaranteed that you will become powerful and that this will become true for you eventually. Everyone around you with great power or talent will find themselves drawn to you. This will endear you to them, create an attraction, or facilitate bonds between you. In fact as you become stronger and your talent appears grander so too will this magnetism become stronger. Lastly, while not directly targeting them this will also have a significant effect on those weaker than you. After all it's much easier to gather a following when you can tangibly demonstrate your might.

I WILL NOT BOW - 200 CP

Throughout history, many of the strongest magical threats have acquired variations of immortality. This often requires elaborate measures to restrain or imprison them if they cannot be killed. Your abilities cannot be sealed or diminished. Attempts to suppress your magic, drain your strength, or restrict your powers are futile. Additionally, you possess an innate ability to escape from any form of confinement. Be it a high-security prison, a magical cage, or an ancient binding ritual, you will always find a way to break free. Perhaps they will slow you down, but you will never be held for long.

Law of Permanence - 200 CP

The Law of Permanence is a rule of Transfiguration that Atticus discovered. It is a revolutionary law that allows the user to create an endless supply of any material as long as you know its basic composition. He decided to bury it before it could accidentally destroy the world's economy, but that's not a concern for you. You have learned how to apply this law allowing you to create a limitless supply of materials for your use. You have the knowledge to do this yourself or to instead set up an automated conversion system. At this point it's merely a matter of how large your workplace is.

A Second Chance - 200 CP

After dealing with the Raven, Atticus offered him a second chance. In the end he didn't want to take it due to the cost. It however, was an interesting option as it would've allowed Raven's soul to reincarnate. Somehow you have figured out how to replicate this feat. You can capture the soul of your target and safely reincarnate them. This will allow you to create a new being who retains their previous talents. As you are facilitating this process you may design the new being's personality and appearance if you wish. Otherwise they will likely resemble their previous self to a degree with some new aesthetics.

Power of the Public - 400 CP

Commanding a large territory such as a country is a rather complex task. One of the most important issues that can arise is gaining and maintaining the love of the public. After all fear can let you take power, but it paves way to rebellion. A truly successful leader knows how to earn the admiration of the masses. Thankfully, you are an excellent orator capable of carrying out this task. Anytime you represent a cause or group you are capable of representing their best aspects.

With you at the helm any group will find their numbers and the depths of their forces' loyalty growing at an incredible rate. For example, if you led a political party in a country you would become beloved by all and lead your people on an unmatched road of progress. Most importantly, you will find that even after you cease your ministrations your forces will remain cohesive without fragmenting. Even after a hundred years passed your ideals would remain in place, if anything they would have grown even more encompassing within the group.

Might of Thor - 400 CP

The Northern Magics used by the Norse mages are considered to be some of the strongest to ever exist. The magic is effectively a fusion between active rituals, nature magic, and elemental magics. The Norse learned how to merge themselves with the

world and direct its fury. These magics would also form the basis of modern Elemental Battle Magics. You have trained extensively allowing you to utilize these magics on the level of a master. Additionally, your body through elements to increase your affinity with them. The final and most important boon however, is the tempering your body has undergone. You will be able to safely channel vast amounts of magic without your body breaking down. You likely still have an upper limit, but now it is far higher.

Wonder Teacher - 400 CP

Atticus ended up becoming the favorite teacher within Hogwarts and arguably their most successful due to his innovative methods. You are an exceptionally talented teacher capable of becoming just as impressive. Your expertise in pedagogy is unparalleled, allowing you to approach complex topics with clarity and present them in an engaging and relatable manner. Your teaching style is not only effective but also charming, making you highly sought after by institutions and adored by your students. Most importantly is how well and how fast your students learn. Your students will practically race ahead of others mastering subjects in a fraction of the time it would typically take. For instance, you could guide a struggling first-year student to excel in advanced subjects while enjoying the process.

Reaching Across Time - 600 CP

There are many incredible feats that a true master of Living Time can perform. One of the most impressive abilities allows the user to reach across fault lines in time forcing a convergence. For example, Atticus was able to retrieve a copy of Pandora Lovegood's necklace imbued with her mother's magic from a separate timeline. He forced two separate timelines together for a moment choosing the path he wanted. With this perk your ability to manipulate Living Time will be greatly enhanced. The most important ability you will receive however, will be the ability to pluck things from other timelines without issue. Retrieving items is typically easier as they lack a will to resist your efforts. You can still retrieve people, but this will take a fair bit more effort. Lastly, just remember that the people you retrieve aren't necessarily going to be friendly. So maybe try to grab them right before their deaths or something along those lines.

We Have Much To Discuss - 600 CP

After accomplishing his goal and creating a new empire Atticus became complacent. This would lead to a dark future. This future was only avoided through the actions of Atticus's future self reaching back in time to alter fate. He may not have been able to save his people, but he still wanted to guide his people. Perhaps a similar fate has befallen your future counterpart. At the beginning of each Jump you will be summoned to discuss important events with your future self. This version of you will be from the end of the Jump or from a point far into the future. They will warn you of any tragedies or

events of interest that can help you. Should your future be fine then they will likely just talk to you before wishing you luck.

Power of the World - 600 CP

When Atticus and Grindelwald fought the Dark Lord used a horrific spell that horrified the world itself. In its desperation to strike back at Grindelwald, the world itself seemed to merge with Atticus. This vastly amplified his connection with nature magic to an unseen level. Somehow you have attained a similar connection becoming one with the world. This grants you a perfect compatibility with all forms of nature magic, vastly boost your power while you are on a world, and a variety of other benefits. To magical creatures, spirits, and other beings born from the world you are practically a primordial existence similar to the Earth or Mother Magic. Aside from this you can speak to the Wills of the Worlds. To you everything be it the rivers, rocks, and even the planet itself will be able to call out to you. Should you wish you can strengthen and awaken these spirits in new locations as well.

THE OLD GUARD

Nos Simul Stare - 100 CP

Nos Simul Stare is the motto of House Sayre and translates to We Stand Together. After their family suffered from infighting it was nearly destroyed. To prevent this from happening once more the family pledged to never have strife from that point on. You have either learned this concept yourself or perhaps you were taught by the Sayres. This has allowed you to ensure that your allies and family will always remain loyal to one another. Nothing will ever cause your people to turn on one another. Even magical manipulation like the Imperius Curse or Grindelwald's brainwashing will be unable to force your allies to betray you.

Noble Etiquette - 100 CP

While Nobles enjoy many privileges this also means that they are expected to perform to certain standards. Generally this refers to etiquette and a variety of skills. Thankfully you have received some training to deal with these issues. You have learned how to navigate social events, dances for various situations, how to play a single instrument, and become a master in some minor skills like Chess. There are a few other aspects you have been trained in, but these are the major ones. So at the very least as long as you don't do anything stupid you'll be a perfect representative of a noble house.

Tongues of the World - 100 CP

There are numerous languages especially once you factor in the various hidden magical societies. Often these languages are forms of magic and security while being a communication method. Obviously this means that there are quite a few benefits to learning different tongues. Recognizing this you have endeavored to learn a variety of languages. Resulting in you possessing a perfect understanding of a dozen languages and their writing systems. You may pick any languages you wish to master. Some popular examples include English, French, Latin, and German along with magical languages like Gobbledegook (Goblin). Lastly, having put so much effort into learning new tongues will also allow you to do so more easily in the future. You could likely learn a whole new language within a week or two even if you have an average intellect.

Towering Monopoly - 200 CP

Normally people dislike monopolies even amongst their own allies and when it proves beneficial. This is a natural distaste when it comes to having a single force control the power. You however, have learned how to best navigate the business world and the various social circles you need to work in. This has allowed you to gain monopolies in

various fields without suffering any negative effects. For example, no one would become hostile if you had control over a market. No matter how expansive your control grows you will never have to be concerned about suffering from any issues. Just keep in mind this also means that you will likely be responsible for any issues that occur.

Mage Sight - 200 CP

Mage Sight is a rare skill that allows the user to see magic. This ability can be used to gauge the magical capacity of others and see the flow of magic. By observing others you can analyze the amount of magic they have and the type of magic they use. For example, the color and feeling of each magic type will correlate to certain magics. Additionally, this can be used to gauge a person's morality as this affects their magical presence. Seeing the flow of magic on the other hand is useful in battle as it can tell you what spells someone is using. Similarly you can tell if they're subtly charging up strength. You will need to explore this ability to unlock its full potential.

Fluidic Transfiguration - 200 CP

Fluidic Transfiguration is an extremely high level skill only usable by true masters of the field. These spells are constantly in motion never ceasing. This allows them to remain intact regardless of damage, effectively become sentient, and it allows them to absorb many forms of magic. For example, fluidic transfiguration is practically immune to dark magic as any spells will merely strengthen the transfigured object. You are one of the few individuals capable of using this level of magic and can be considered a one man army as a result. You could focus on high quality constructs or simply create an endless tide against your foes.

Magical Travel for Dummies - 400 CP

The magical world has developed a surprising amount of methods to quickly travel vast distances. Some of the most well known include the Floo Network, Vanishing Cabinets, Portkeys, Apportation, and later on the Gate Networks. You are a master in this field with a comprehensive understanding of virtually every method of magical transportation. This knowledge allows you to instinctively see the best way to design and hasten a transport system efficiently. Under your guidance a nation could develop a highly efficient and most importantly quick network. Given access to new information you may also identify the best ways to improve their movement or otherwise use them for your purposes.

The Warder - 400 CP

You are a master of the versatile art of warding. This craft is primarily used to protect and secure locations. Your expertise covers an extensive array of wards, from alarm and death wards to the latest nuclear-proof wards and various types of detection wards.

Trained as a consummate Wardsmith, you possess intimate knowledge and skill in creating, breaking, and utilizing warding systems. Your experience covers ancient Egyptian, Goblin wards, as well as the newer Illosian wards, making you adept in both traditional and cutting-edge warding techniques. Additionally, your talents extend to barriers and other protective systems that function similarly to wards. Whether defending a fortress, safeguarding a secret location, or setting intricate traps, you'll be capable of doing so with ease.

Talismans and Amulets - 400 CP

India is host to a number of unique magics exclusive to their country. The most prominent of these magics are Talismans and Amulets. Talismans allow the user to store magical spells that can be deployed in large numbers. Additionally, these Talismans can be used to channel symbolic power. For example, godly power and symbolic interpretations related to animals can be used with these Talismans. Amulets on the other hand function similar to Totems empowering the user's magic. They generally lack the preciseness of finer channels, but they make up for it in manipulating raw magic. You have been extensively tutored in these arts making you a master of these fields.

Convergence Point - 600 CP

A Convergence is a phenomenon that occurs across the greater multiverse. These are typically beings who exist in every universe. One such being Atticus encountered was Stan Lee who supposedly appeared in every world in some way. Most importantly these Convergence Points are connected to each other. You are a unique phenomenon due to your nature as a Jumper. You are an ever expanding being slowly growing into a Convergence Point. This power will allow you to exist within each setting and universe that you travel to. Essentially as you continue Jumping you will gain a new body forming a hivemind within the Omniverse. You will simultaneously occur all of the bodies though your main active body will still function normally following the rules of your Jumpchain until you acquire your Spark. Each new body will grant you a well of power to draw on allowing you to gain strength on your journey.

Runes and Glyphs - 600 CP

Runes are one of the most extensive magical fields. Given time you can replicate nearly every other type of magic with a proper runic sequence. You simply need a proper runic language to work with. Luckily for you, it appears that you are a master of Runes, Glyphs, and Enchanting. You have a comprehensive understanding of every runic language that has ever been used including the new Illosian runic language made by Atticus. Your most useful skill however, is the ability to construct three dimensional runes. You can fit far more runes and those of much greater complexity onto your

creations. All together this culminates in your runes being stronger, longer lasting, and more effective than the average runes.

Obscurial - 600 CP

An Obscurial is a magical individual who has been forced to repress their magic and often been heavily abused. As a result of this they develop a magical parasite known as an Obscurus. These parasites resemble black mist with tendrils that remain inside their host. Normally the Obscurus will act like a typical parasite slowly killing their host often before they reach ten years old. Despite this they grant their host immense destructive capabilities and powerful dark magic.

By taking this perk you may become an Obscurial though you will possess a beneficial relationship with your Obscurus. Alternatively you may instead merge with it directly receiving its power if you don't want the Obscurus to be a separate being. Regardless of which choice you pick the Obscurus strength will be similar to that of Aurelius Dumbledores. Lastly, should you be attacked with lethal intent the Obscurus's magic will automatically defend you. Though you may disable this if you wish to for whatever reason.

SHIMMERING DARKNESS

Thought Partition - 100 CP

In order to pull off his more complex magic Grindelwald trained himself to partition his mind. This allowed him to run multiple parallel thought processes making him far more dangerous than he should have been. You must have undergone similar training as you possess a similar ability. You initially will be able to control a full eight separate partitions. Each of them can channel separate magic, run through processes, and even do complex work like you would normally. Additionally, you can merge the separate minds multiplying the capabilities of your mind.

Right of Conquest - 100 CP

Magic works in mysterious ways and has a variety of effects in specific situations. One of the most interesting examples is the Right of Conquest. This right allows an individual to claim everything that belongs to their opponent if they defeat them. For example, beating or killing a Head of House would allow you to claim the house. In this situation this would include the other family members, the properties, and anything else they possessed. Should you claim any markets or individuals this will also grant you their loyalty.

They Could be A Problem - 100 CP

An odd ability Atticus has is a sixth sense that determines how someone will affect his plans. He used this ability when initially recruiting Muggleborns to form the initial Illos population. His ability however, was triggered by one of the individuals who was planning to spread information about the magical world to the various governments for revenge. This simple alert prevented what could have easily become a major disaster that would have ruined many of Atticus's plans. You have this ability as well allowing you to determine what effect others will have on you. The greater their impact the stronger the alert will be.

You Still Lose - 200 CP

Eventually there will come times where you face a foe you cannot best. There will be no path to victory, but that doesn't mean you can't hurt your foe. You're a remarkably spiteful person with a back-up plan for any situation. Should you ever lose you'll at least be able to hurt your enemies. For example, if they were attacking a fortress then perhaps you rigged the main power source to detonate when most of their forces were inside. This might not help you win, but your enemies sure as hell won't be either.

The Art of Torture - 200 CP

Causing pain is easy, but truly breaking someone requires a delicate touch. You are a master of torture both physical and psychological on par with Emily Riddle. Your work will leave those like Alard Carrow and De Galle in awe of your skills and imagination. You can break anyone regardless of their willpower. This is due to your instinctual understanding of what points to press on and how best to carve out their secrets. And once you're finished with them you may decide what is left. Perhaps you wish to leave them a shattered husk. Alternatively perhaps you might reforge their fragmented psyche into a loyal puppet preserving what's left.

Interconnected Minds - 200 CP

The magical world for the most part has remained stagnant since its isolation occurred. On the opposite side the muggle world started to advance at a significant rate due to how interconnected they became. Having learned this lesson you have figured out how to improve the efficiency of your groups. In fact the larger and more interconnected your group becomes the better they will perform in any task. For example, a large number of scientists would accelerate their research and might discover new fields. This effect will provide an exponential boost as the number of people involved increases. This effect however, is only useful when skilled members of a team are involved. So you can't boost your military by making the teachers join them.

Moulder of Minds - 400 CP

A common quality possessed by great leaders is their immense charisma. These individuals are able to sway the hearts and minds of those around them. Their words resonate in the hearts of their listeners inspiring unbreakable devotion. The greatest of these individuals can even touch the minds of their foes turning them to their side. You are one of these individuals. Be it a small group or a whole civilization, anyone who hears your words will soon fall under your sway. Be it trying to steal an expert from your enemies, sow discord amongst their ranks, or simply to bolster the hearts of your own people your words will have grand effects. You could just as easily convince a child to murder their own family as others might ask for a minor favor.

Endless Hunger - 400 CP

One of De Galle's greatest experiments was the creation of the Wendigos. These creatures possessed incredible physical capabilities, a powerful regenerative factor, and had claws that could cut through anything. Working together, two Wendigos are capable of matching Archmages and similar threats like Credence's Obscurial form. Purchasing this grants you the powers of the Wendigo and the ability to transform into one like Amelia Cantona. While transformed all of your abilities will be amplified. Lastly, as you

are purchasing this with CP you will lack the endless hunger of the Wendigo and have full control of yourself.

Illusions Made Reality - 400 CP

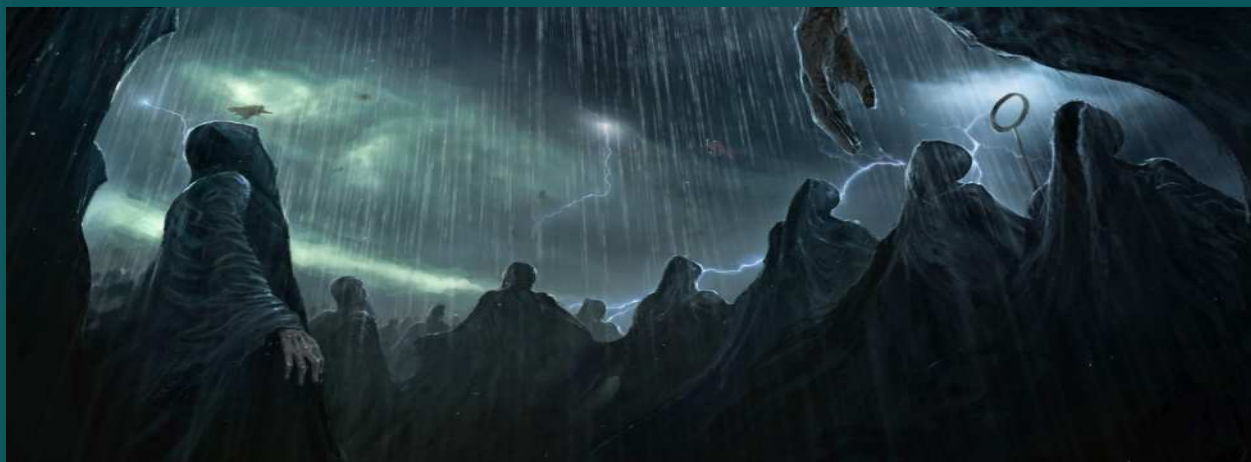
Vinda Rosier is the most feared of Grindelwald's forces aside from De Galle. She is an extremely skilled battle witch and a master of illusions. Her most feared ability however, is to make her illusions into real forces. For example, she often attacks with illusive dragons who will actually burn and smash their opponents. Perhaps you were taught by Vinda as you are an equally skilled master of illusions. These illusions can be shattered by those with sufficiently powerful wills, but will otherwise be unaffected. Additionally, you can use these illusions on yourself to navigate through various situations.

Offensive Aura - 600 CP

A rare trait usable by some darker wizards is the ability to weaponize their auras. This is typically performed through dark rituals or other obscure magic. An example of this would be the poisonous aura used by Cullaica. While using this power his magical power tripled in strength and incredibly toxic fumes poured from his body. He became an embodiment of pestilence and disease. Each time you purchase this perk you may choose a type of power or concept to imbue within your aura. The majority of these are elemental effects, but you may choose different abilities as well.

Lord of the Dark - 600 CP

Ezkridis is arguably the most feared and powerful dark wizard to ever live. He was the creator of Azkaban, the Dementors, and some of the vilest magic ever used. He was only defeated through the combined might of the Peverell Brothers. After his defeat it was believed that his legacy was lost to time. It would seem that this belief isn't true as you are the inheritor of Ezkridis's legacy. You are a true master of the dark and the wielder of the countless magics the rest of the world deemed too cruel to exist. With but a wave of your hand you can raise undead armies, create dark-aligned monsters, and curse your targets. This will also give you a boost to make sure that you are capable of using all of your new magics.



Demonic Resurgence - 600 CP

After Grindelwald was crippled by Atticus, De Galle performed a dark ritual to heal him. This was an act against magic itself using truly evil magic and the sacrifices of numerous innocent souls. The end result was equally terrifying, making Grindelwald strong enough to kill Dumbledore instantly, while granting him unmatched regenerative capabilities. Somehow you have undergone a similar ritual while managing to preserve your own soul. You will gain all of the powers Grindelwald received. Your regeneration will be capable of repairing any damage as long as a single cell survives.

Your magic capacity and power will be vastly increased to the point even Archmages seem weak in comparison. Third, you will receive the ability to control the flames of Hell which are capable of destroying magic and souls on contact. Lastly, you will gain a powerful demonic aura representing the forbidden deal you struck. Though you may optionally suppress or disable this aura if you wish to for any reason. This will grant you authority over demonic beings which will scale with your power. Lastly, this will have minimal effects on your soul leaving this as a key weakness. After all, Atticus managed to destroy Grindelwald's soul and could only destroy his body by tossing it into the sun.

ETERNAL LIGHT

No Matter the Darkness - 100 CP

Amongst the darker families little is forbidden which often means that they are more willing to commit “evil” acts. Despite this most magicals don’t seem to care. This effect is particularly prominent for you allowing you to easily maintain relationships. No one will ever be bothered by your actions. They might still despise an act, but won’t hold it against you. For example, you could be an evil Necromancer and still be friends with a zealot crusader. They might comment on your magic, but they wouldn’t try to kill you or your creations even though you’d be a heretic. This effect will also work on the opposite alignment letting a hero be friends with villains.

Rising Merits - 100 CP

One of the biggest changes Illos made as a society was utilizing merits rather than lineage. Their culture views those who accomplish great deeds with respect. Expecting to become important based on your lineage is an ultimately doomed effort. This lesson is one that you’ve learned and applied. Everyone around you will be willing to disregard any barriers that would restrict you as long as you have the skill needed for your desired position. Similarly should you be a leader then you may apply this to any groups or organizations you lead. For example, the son of a general might still become a new general, but it will only occur if he is skilled enough to lead. Given time this will vastly increase the competency of your forces and eliminate nepotism.

Honor Bound - 100 CP

The honor of a mage is one of the most sacred aspects of each individual. It affects how others view you and even how magic itself treats you to a degree. As a result any binding deal is upheld no matter the circumstances within the wizarding world. This perk reflects this ensuring any agreement made with you will be honored following its intent and done regardless of the binder’s feelings. Second, you can call upon favors owed through related individuals. For example, you could use a Life Debt owed to you from a son by the boy’s father due to their relation. This is a measure often used by powerful families to protect their heirs should they be tricked into a deal or intentionally to have the favor of a more powerful target.

Work With Me Instead - 200 CP

Be it through cunning, an offer of redemption, or through another method entirely Atticus has proven to be surprisingly skilled at turning foes into friends. He does though by impacting a sense of understanding allowing others to feel that he truly does care. This

allows him to instill a powerful sense of loyalty turning these individuals into some of his most devoted followers. You possess this same remarkable charisma, enabling you to achieve similar feats of persuasion and loyalty-building.

You have an innate ability to understand others' motivations, fears, and desires, allowing you to connect with people on a deeply personal level. Your sincerity and concern for others are evident in your interactions, drawing people to your warmth and authenticity. This makes them more receptive to your influence and guidance. You excel at offering paths to redemption for those who have strayed or feel lost, seeing the potential for good in others and guiding them towards a better path. Even the fiercest of enemies can become a stalwart ally if offered the chance.

Man of the Community - 200 CP

Atticus's father in his first life was a bastard that abused his wife and son. Despite this he was a widely beloved individual due to how he acted in public and his ability to conceal his secrets. Like the man himself, you are able to perfectly conceal your darker side. Be it through misdirection, your victims shame, or another reason entirely nothing will see the light of day as long as you aren't caught in the act. This effect is further amplified by your own charming demeanor. Virtually everyone you encounter will gain a positive impression of you which can be developed further.

Unbreakable Wall - 200 CP

There are less than a dozen Archmage's in the world each of whom specialize in their own fields. The president of Ilvermorny Xavier Charleston is a perfect example of this as he specializes in defensive magic. This makes it so that while he isn't the strongest of the Archmages he is arguably the hardest to kill of their number. Like the president you are a true master of defense. Your shields are harder, your buffs are more effective, and you're simply just harder to hurt. Someone will have to be significantly more powerful than you to stand a chance of genuinely hurting you let alone actually killing you.

Wand Smith - 400 CP

You possess the rare and esteemed skill of crafting magical implements, akin to the Ollivander family. Your expertise extends to the creation of wands, staffs, swords, and other tools designed to channel and amplify magical energy. This craft requires not only technical skill but also a deep understanding of the magical properties of various materials and the unique needs of each individual. You have an encyclopedic knowledge of magical materials, including woods, cores, and other reagents. This allows you to select the perfect combination for each tool, ensuring optimal performance and compatibility. Lastly, your skill set isn't limited to traditional magical energies. If you encounter other forms of energy, such as psionics or elemental forces, you can easily

adapt your techniques to create effective catalysts for those as well. Given your nature as a Jumper it's only a matter of time till this becomes effective.

Economic Domination - 400 CP

Realizing that the fragile nature of the Statute of Secrecy Atticus worked to prepare the Wizarding World. One of his main methods to do this was to claim economic power in the muggle world. Through a combination of his own genius, future knowledge, and psychology he would go on to dominate the world's economy. This perk gives you the business know-how and skills needed to pull off similar feats. Even without any starting capital you could become a global mogul controlling whole fields within a few years. Should you actually have a decent base to work with, entire countries would likely become reliant on you after you take control of the markets.

Time Bender - 400 CP

Edwyn Stark was a young genius with an immense amount of talent in the field of Chronomancy. His most infamous feat was creating the first Time Turner when he was thirteen. Unfortunately he went missing, believed to have been forcefully enlisted by the Department of Mysteries leaving the end results of his research unknown. Though perhaps you could pick up where he left off as you seem to share his talent. Like Edwyn you are a genius with an unparalleled talent over time and spatial manipulation. You can develop your understanding of time and space at an immense rate. Lastly, this will grant you an instinctual ability to learn any ability related to these fields.

Grand Smith - 600 CP

There are many smithing methods in this world. Some of the most outstanding are those used by the Goblins and the Dwarves. The Goblins excel in enchanting while the Dwarves focus on metal shaping primarily. Either through traveling or through a sponsorship you have been taught by the various masters of this field. You have all of the skills needed to be a true master of this world's forging. Given a proper forge you could create equipment on par with Zeus's Thunderbolt or the mighty Mjolnir wielded by Thor. As a bonus this will give you a large strength boost to ensure that you can hammer the metals properly. After all, you can't forge properly with spindly arms.

I WILL NOT DIE HERE - 600 CP

In many stories the hero is often pushed to the brink before something changes. This change often comes in the form of a second wind granting the hero new might. Well you're probably the hero of your own story so it's only fair you get access to something similar. When you are truly pushed to the brink and likely to die you will find yourself able to erupt with immense power. You will be capable of commanding strength more than ten times your normal power. This force will stay with you until your battle

concludes and whatever force that brought you low has been struck down. After battle has finished much of your power will fade, but your body will adapt during this period. The result is that your body will likely remain double or triple of what it was before. You will need to put a bit of work in if you wish to gain the full strength you had during this state.

The First Healer - 600 CP

Charaka was one of the oldest wizards in the world and the creator of the Healing magic used throughout India. Charaka's journey was marked by relentless learning, innovation, and the creation of new healing methods, a legacy now passed on to you. Your knowledge of healing is vast and comprehensive, making you an authority in the field of magical healing. This includes not only conventional methods but also rare and powerful techniques such as finely honed blood magic, which allows you to manipulate life forces for healing, using life-for-life exchanges to save the gravely injured, and dealing with complex bloodline curses that others might find impossible to cure. Your natural talent for healing is extraordinary. Like Charaka, you are a prodigy, capable of understanding and mastering healing spells with remarkable ease and speed.

Additionally, you're not just a practitioner but also an innovator, with the insight to improve existing healing methods and develop entirely new ones, pushing the boundaries of magical healing. Your approach to healing is holistic, blending traditional magical practices with ancient wisdom and modern innovations, making your healing more effective and comprehensive. You have a unique talent for identifying and breaking even the most intricate and potent curses. This is invaluable for dealing with bloodline curses and other deeply rooted magical afflictions. Charaka's legacy also includes a wealth of knowledge about teaching and mentoring other healers, enabling you to pass on your skills and knowledge to others, ensuring the continuation and advancement of healing magic. So make sure you take on a few students to ensure your legacy doesn't die out.

THE ANCIENT

Bloodline Empowerment - 100 CP

After Moira had a child with the Sayre ancestor their bloodline powers became significantly stronger. This occurred due to her being an Ancient Human allowing her blood to enhance the Sayre family's potential. Regardless of whether or not you're an Ancient Human you are capable of producing a similar effect. The powers and bloodlines of any children you have will be stimulated vastly, boosting them.

For example, if your spouse had the ability to manipulate water then your children might also gain the ability vapor and ice as well. Regardless of the exact effects your children's powers will undergo a qualitative leap evolving. Of course this enhancement will become permanent functioning as the new family bloodline. Lastly, should this become open knowledge it's likely that you'll become a very desirable individual. Just make sure that you don't get kidnapped or assassinated first.

Timeless Marvels - 100 CP

Time is the bane of all things grinding down ancient wonders into forgotten fodder. Such events make the eternal dream of many to create an artifact that will never rust and be forgotten. Somehow though you have managed this feat and found a way to embed it into anything you create. Your creations will never break down, wear out over time, and will remain in perfect condition past the heat death of the universe. Granted they can still be destroyed, but time and use will have no effect on them. No you will never again have to fear the flow of time knowing what you have built will withstand it.

Uplifting Civilization - 100 CP

A problem that can arise when vastly increasing the technology prowess of a species is that they will not be ready. Other fields will not keep up, infrastructure won't be developed, and people may go "mad" with power. You have figured out the best way to peacefully uplift civilizations without causing issues. These methods would allow you to transition a species stuck in the Iron Age to the Space Age in a single generation. You will be able to identify the best way to educate the populations while helping the infrastructure grow.

Mega Construction - 200 CP

Megastructures are supermassive structures and ships that often represent a milestone in a civilization. You are capable of accomplishing these projections at an incredible rate compared to others. For example, normally a true megastructure would take centuries, but your people could make one in only a single decade. This perk's effects increase the

speed at which you can accomplish any large project. This also handles other factors such as gathering resources, workers, and coordinating efforts together.

Age Begets Power - 200 CP

Wizards naturally grow stronger over time though the most significant growths are at their maturities. Each point represents the stepping stone in their magical volume and power. After their final maturity at twenty-one, this growth normally slows down. Some rare cases however, maintain their previous rate and it would seem that you are one of these unique individuals. Your power will increase explosively at significant milestones in your aging while passively growing. This rate is equivalent to approximately 1% of your full power each year. This effect will still occur even if you possess ageless immortality or freeze your own time.

Wandless Magic - 200 CP

All magical beings have an innate connection with magic that allows them to direct it and reshape reality. Most however, never explore this connection resulting in the need to use a wand. There are some though who possess exceptional control over their magic. These individuals can use magic without any form of foci. You are one of these few individuals due to your intense connection to magic and your near perfect control over your abilities. This means that you don't require a foci to use magic though it will greatly increase your efficiency and power. Similarly any other abilities you possess that would normally require a device to channel them are no longer needed.

Goddess of War - 400 CP

While Moira doesn't fight much she is actually one of the deadliest beings in the universe. This is due to two things: her training and her experience. Regarding her training she was taught every known combat technique, weapon instructions, and martial art used by the Ancestors. These techniques were refined over hundreds of thousands of years. The second factor is her experience which consists of centuries of combat experience against some of the most horrific beings the universe has ever seen like the Flood. Now though it appears that there is an equal to her skill. Perhaps she took you as a student or you somehow were able to go through similar training. Regardless, the end result is that you are now one of the most skilled combatants alive. Someone would have to be a millennia old warrior to likely even have a chance of hurting you.

Human Adaptability - 400 CP

Magic grants the magical populations a number of advantages over the non-magicals. This however, doesn't mean that the non-magicals don't have any advantages over their counterparts. The most significant of which is their sheer adaptability. This occurs both

culturally and physiologically. Culturally they are capable of advancing their entire world changing it completely in mere years where others would take centuries if not longer. Physiologically humans are capable of rapidly evolving as a species. Be it adapting to hostile environmental conditions, simply growing stronger, or dealing with other issues. These effects can be applied to your people, improving them broadly though it is particularly prominent in you.

Biomanipulation - 400/600 CP

Manipulating genetics is a complex field with immense potential. You may choose one of two options: The combined skills of the Ancient Humans and Forerunner or the Atlanteans. The first option grants you a perfect understanding of biological manipulation, super soldier development, genetic regression, and conventional genetics. You will be equal to the Librarian and Yprikushma. Feel free to start creating abominations against nature or bring some dinosaurs back to life. The second option may not be quite as expansive, but the Atlanteans found a way to master neurophysical genetics. This understanding of the magical fleshcrafting allowed them to create numerous species such as the Goblins, Veela, Centaurs, and many Dragon variants. Their greatest feats however, are creating beings that represent concepts. Alternatively you may purchase this perk a second time at a discounted price to receive both options.

Builder of Builders - 600 CP

The Master Builder was the highest ranking Forerunner Builder within the Forerunners. The greatest of whom was known as Faber-of-Will-and-Might. He was responsible for creating the Halo Rings, the Greater Ark, and many of the Forerunner's most impressive creations. He was considered by many to be the single most intelligent and skilled Builder of the Forerunners. Perhaps that was true, but it seems that he has a worthy peer. You are on the same level as Faber himself in the arts of Building or his peer amongst Humanity. You have a comprehensive understanding of both Forerunner and Ancestor technology. This includes their common use technology, their weapons, ships, their greatest megastructures, and even the technology long since hidden away. Now all you need is a proper facility and the materials to recreate their wonders. Should you be missing something, well it likely won't be that hard for you to create a worthy replacement.

Lord of Admirals - 600 CP

During the war against the Flood the Ancestors actually were able to hold their own initially. The turning point however, was when the Forerunners learned of their conflict. Rather than aiding them the Forerunners attacked as well forcing Humanity to fight two threats who were stronger than them. The result was Humanity's near extinction over the next thousand years. By all rights it should have been much faster if not for the Lord

of Admirals. He was the Ancient Human's greatest military strategist and the only being to ever match the Didact in military strategy. At least that's how it used to be. You are a worthy peer to these two legendary commanders. Perhaps you received their mental templates inheriting their skills or you were simply born for war. Regardless you could command a fleet of millions of ships with the same ease a normal commander would lead a single vessel. If war comes to your people would be the one best suited to leading the charge.

Magitech Marvels - 600 CP

The Ancient Humans were masters of technology, but they lacked an understanding of neurophysical energy. The magical population inverted this, developing an incredible understanding of magic while lacking scientific progress. This gap was bridged in Illos through the efforts of Atticus and Moria creating entire fields surpassing all of their components. You are a scientist with an unmatched understanding of magitech. You may not be aware of the specific designs used by the Precursors, but it is only a matter of time till you develop wonders that leave even them in awe.

ITEMS

All items are discounted to their origins and the 100 CP items are free for their origin. In addition, you gain 400 CP to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times. Lastly, any items that update post jump will also receive a retroactive update.

GENERAL ITEMS

Wand - Free

Wands are the most common method used to channel their power particularly within the British Isles. As a Wizard you obviously need a Wand and that is what you shall receive. This is a wand perfectly suited to you. Alternatively if you dislike Wands you may choose another channel such as a staff, ring, or even a sword. There are pros and cons to each magical device. Additionally, unlike other Wands this one is built to handle your maximum power. That way you don't have to worry about overloading it.

Odyssey of a Mage - Free/50 CP

This is a copy of the Odyssey of a Mage Series. It contains the events that occurred throughout the fanfiction and allows you to view events that would normally be unknown. You may take this copy with you; it will contain a large amount of relevant information should you be unfamiliar with the setting or need a refresher. For an additional 50 CP it will come with a wiki. This version will have detailed information on character profiles, abilities, and anything about the setting you could want to know.

Broomstick - 50 CP

Broomsticks are one of the most iconic tools used by Wizards. These seemingly simple vehicles, while appearing impractical at first glance, are surprisingly effective and versatile. Designed for swift, effortless travel, they can navigate through various terrains and weather conditions with ease. Their enchantments provide remarkable stability and control, making them essential for transportation, sports like Quidditch, and even rapid escapes in dire situations. Purchasing this will give you what would later become known as the Firebolt. Should you somehow break it, the broom will be repaired in a few hours.

The Eternal Milkshake - 50 CP

There are many wonders throughout the world and some of them are surprisingly simple. This is one of these simple wonders and a wonderful item to bring enjoyment to all. Of course I am speaking of the elegant chocolate milkshake. The drinks are a thing of wonder providing endless enjoyment. If you wish you may acquire one for yourself, though you might ask why it's worth it? Well not only is that the greatest milkshake in existence, but the cup is literally endless. This shake is made from the finest ingredients and with the care of a loving parent. Lastly, if you are some sort of heathen that dislikes milkshakes then you may choose to receive another snack or beverage.

Basilisk Robes - 50 CP

Basilisk hide is notoriously resistant to magic making it one of the most desired materials for armor. This is an expertly crafted set of Basilisk Robes with a number of enchantments. The enchantments include warming charms, passive magic absorption, environmental defenses, and a rune scheme to stop high velocity attacks such bullets. You have come into possession of a dozen robes. These are primarily combat robes, but they are also high quality robes for formal occasions.

Vanishing Cabinets - 100 CP

The Vanishing Cabinets are a fascinating set of magical tools. They allow for instantaneous travel between their connected cabinets bypassing wards or distance. Purchasing this will give you a set of two Vanishing Cabinets. You can freely move the cabinets wherever you wish. Additionally, you will receive instructions on how to produce additional cabinets. It is recommended that you place the cabinets in hidden areas of strategic importance to rapidly deploy your forces or travel.

Expanded Trunk - 100 CP

Expanded trunks are a common magical item used by nearly every wizard in Britain. These trunks are enchanted to hold a massive amount of space though the exact size depends on their quality. This trunk is a Bulling Model which contains a small library, a potions lab, two workshop rooms, an ingredients room and a single bedroom. The trunk is protected by a security system keyed to the user. You may also set up a password to open the trunk if you wish. Lastly, purchasing this will grant you a catalog of all trunk enchantments and everything needed to produce more trunks. Granted, you will need a fair bit of experience with Runes and Enchanting to make them.

Cana's Harp - 100 CP

Cana's Harp is a legendary instrument forged by an Irish Druid. The harp was forged from the carcass of a powerful magical creature known as the Ghost Whale. The harp is capable of creating unbelievably beautiful music. Even a novice could make an amazing

performance with this harp. A skilled musician could drive someone to tears with their songs. Optionally, if you dislike the harp you may transform this into another instrument.

Aegis Gauntlet - 100 CP

The Aegis Gauntlet is an enchanted piece of equipment developed by the Unspeakables. It was created during WW2 to match the rapidly developing technology of the non-magicals. It resembles a standard black gauntlet worn over the user's forearm. It can generate a shield capable of blocking both magical and physical attacks. The shield can freely change shape and be activated automatically whenever objects with sufficient velocity target the user. You will receive a hundred of these gauntlets along with their blueprints.

Stone Knights - 100 CP

One of Hogwarts most infamous defenses is their veritable army of knights. These knights are used throughout the castle for decoration, but when the castle is in danger they can be activated. Each and every one of them is heavily enchanted making them a match for most wizards. Purchasing this has two benefits: the first is that you may place these statues throughout any properties you possess. This will add a layer of protection while also enhancing your decor. The statues will be appropriate for their location and may be made up of stronger materials than ordinary stone. The second benefit is that you will receive a manual detailing how to create similar protective golems.

Family Manor - 100 CP

This grand estate is a magnificent family manor situated within a picturesque and secluded valley, offering both a beautiful view and an easily defended location. The manor is protected by an extensive array of powerful wards, making it a heavily fortified structure. These wards shield the manor from all forms of intrusion, detection, and harm, ensuring the safety and privacy of its inhabitants. Additionally the manor is guarded by a veritable army of enchanted knights and the artifact spirit of the manor itself. The spirit can manage the household, control the defenses, and assist its residents. Lastly, as you might expect from an ancient family manor it is home to a vast number of luxuries, an extensive library, and other magical facilities. You may turn the manor into a Warehouse attachment if you wish or insert it somewhere in the setting.

Skymobile - 100 CP

The Skymobile is the most commonly used vehicle within Illos. This is a sleek curved vehicle that has no wheels. The vehicle can carry up to a dozen people at once due to spatial charms despite being the size of a four person car. Skymobiles are capable of traveling at high speeds going a few hundred miles per hour and have automated systems letting them fly. They can be controlled with the user's magic allowing virtually

anyone to use them. Though they are keyed to specific users to prevent them from being stolen.

Resonance Transformation - 100 CP

One of Eileen's greatest accomplishments was developing a potion that altered the curse of Lycanthropy. This transformed the curse into an animagus-like transformation which also removed a number of their standard weaknesses. This is an enhanced version of the potion that is effective on any type of cursed species. Some examples include Lycanthropes, Vampires, and Ghouls. The potion is stored in a large cauldron which will not degrade over time and refill if it's used up. You will also receive the recipe for the potion alongside your potion.

Misty Greenhouses - 100 CP

In order to provide food for orbital housing and long voyages it became necessary to innovate Illos's crop cultivation methods. A fascinating method they created allowed them to use Mist removing the need for soil. This mist can carry all of the necessary nutrients the plants require. This mist can adapt to provide the ideal conditions for any plants being grown. This is mainly used to grow crops in inhospitable environments. Purchasing this will allow you to install these greenhouses on any ships you possess. The exact size of the greenhouses will vary, but be sufficient to provide enough food for a ship's full crew. Lastly, you will also receive a booklet containing the needed spells and a supply of seeds to start you off.

Shopping Dials - 200 CP

Shop Dials are a device that functions similar to the Ancient Human's molecular synthesizers. These devices are capable of creating any form of food, drink, or other simple item with a simple push of a button. The devices work by converting ambient magic or similar energy into matter to create the item. Normally, the device would be linked to a factory nearby, but this special dial is able to operate on its own. You will also receive a hundred of the standard dials along with a single facility to power them. The factory will contain instructions on how to create more facilities and to link new Shop Dials to them properly.

Spiros Towers - 200 CP

Spiros Towers are massive two kilometer tall structures. These towers are normally built in sets of four to terraform planets. They can transfigure the area around them to connect to the planet's core. The towers can be used to transfigure the entire planet's inner and outer core. While this may be more primitive than the Ancestor's methods it is significantly faster. If activated at their full capacity they can fully terraform a world in a

few weeks. You will receive four of these towers placed at strategic locations. As usual you will also receive the blueprints to produce more of these towers in the future.

Thermal Piercer - 200 CP

The Thermal Piercer was a powerful weapon of mass destruction developed by the British government to be used against the Magicals. The weapon has power comparable to an atom bomb, but it is fired in a single direction rather than omnidirectional like a standard bomb. The weapon expands superheated air which is then directed through a magical field to a single point. It is meant to be fired from above the target piercing through any shields. Keep in mind that while the effect is focused it still will destroy everything within its blast radius. You will receive ten of these warheads along with the blueprints to produce more of them.

Drone Targeting Center - 200 CP

In order to strike against the Vampires Illos launched a series of assassination strikes in rapid succession. The operation was coordinated from a facility similar to this one. From it you will be able to control thirty three drones. These drones are equipped with particle beams fired in half inch diameter blasts. The shots are extremely accurate, capable of striking a pinpoint target from miles away. Additionally, each drone is completely silent making it perfect for stealth operations. Should any of the drones be destroyed they will be replaced in under a week.

Court of Truth - 200 CP

After the end of the war with the Ravenites there were thousands of Wizards who were tried for their crimes. To uncover the depths of their crimes they were all questioned in an enchanted courtroom. The room is enchanted to cohere the defendant to speak the truth bypassing any mental shields they possess. Additionally, if necessary the room can visualize the user's words using their memories. The room will also automatically censure the targeted individual such as insults, speeches, and other commentary that is unsuitable. Lastly, the room can be sealed preventing any forms of interference from occurring. You may install this room in any location you possess or make it a Warehouse attachment if you wish.

Magic Tracker - 200 CP

In order to gather Illos' initial population and to rescue abused magical children Atticus developed a magical tracking system. This system connected to the world's leylines which pinged it whenever magic manifested in a child. This is a similar system spanning the world that can detect any supernatural abilities. When pinged the system will record the user's name, location, strength of their ability, and special traits. Additionally, you will receive instructions on how to expand or construct new nets as well.

Seelie - 200 CP

The Seelie are a bizarre species created during Emily's attempts at Fleshcrafting. They are an incredibly skilled species when it comes to rapidly building, repairing, or altering machinery. They possess six highly flexible arms with eight fingers allowing them to easily perform complex tasks. They are capable of flying due to their thin membrane wings which function similar to hummingbirds. These creatures are logic machines which instinctively seek to understand and maintain everything around them.

Any project they assist with can be vastly accelerated. For example, Illos's construction was believed to have finished multiple years ahead of time due to their assistance. Purchasing this will grant you a dozen Seelie loyal to you. If they possess an insufficient crew for a project they are capable of self-replicating until they reach sufficient numbers. Lastly, in the event they are all killed the initial dozen will respawn in your Warehouse.

Magical Metals - 200 CP

There are a variety of unique metals created by magic. Some of these materials are naturally generated in areas of high magical concentration while others are forged alchemically. This is a large stockroom filled with every magical metal imaginable. This includes standard metals, Goblin Silver, Adamantite, Uru and even the legendary Mithril. Additionally, this room contains detailed information on how to create each material. There are a few tons of each material which will be restocked daily if used. Post-Jump this facility will expand giving you access to any new metals or forging materials from your future travels.

Wealth of a Lord - 200 CP

The Ancient Houses hold immense wealth that can even rival whole countries in some cases. Perhaps you belong to one of these Houses or you've somehow managed to accrue an equally impressive amount of wealth. This total wealth is equivalent to approximately a hundred million galleons. Additionally, this also includes an equal amount of ancient relics, magical equipment, and other special items. Post-jump you will receive a similar amount of wealth in your new world's currency.

- **This is Free if you purchase an Ancient and Noble House**

Golem Workforce - 200 CP

When constructing Illos Atticus needed to inscribe runes across the structure of the World Ship. As this would take centuries on his own he created a massive force of Golems to assist him. You have either created your own similar group or purchased them in bulk. This is a massive group of fifty thousand humanoid golems capable of working tirelessly. They are capable of advanced tasks such as rune craft, caring for

magical creatures, and general construction. These golems don't require any fuel and they will be replaced in the event they're destroyed.

Mineral Revelio - 200 CP

In order to initially gather materials for Illos, Atticus created a new spell to locate minerals. This spell is capable of being applied to any map including planetary models to identify the locations of minerals. The color of the spot will shift depending on the size of the deposit and the purity of the site. Purchasing this will grant you a map of your setting allowing you to search for deposits. You may optionally search for specific minerals or certain purities using the map as well. Lastly, post-jump this map will expand gaining information for the new setting.

Atticus's Collection - 200 CP

Atticus created numerous spells throughout his life. This is a journal containing all of the spells that he and Emily created. Two examples of these spells are Percutio and Cerebri Manduca. Percutio is a dark piercing hex with multiple variations. This spell functions similar to a magical armor piercing explosive round. Cerebri Manduca is a unique spell meant for assassination. The spell takes effect over a few days creating similar effects to the microbe Naegleria Fowleri. It is impossible to treat after the spell spreads, becoming fatal after approximately five days. The journal has detailed instructions on how to learn and cast each spell.

Project Interconnected - 200 CP

Project Interconnected is a system of magical mirrors connected through a hub. They're effectively a magical system activated using a runic sequence. They are capable of transmitting voices and live images to another connected mirror. Purchasing this grants you a thousand mirrors that you may use. It is impossible to spy on the mirrors due to the methods used to make them. You will also receive instructions on how to build them, their hubs, and the unique spells used to create them.

Olyndicus' Lance - 200 CP

Olyndicus' Lance is a weapon forged by a mysterious Archmage known as Hephaestus. The lance is capable of absorbing the blood and magic of its victims. This magic is stored in a practically endless reserve. When ready the user can unleash all of the lance's stored energy in a single overwhelming attack. Supposedly the last time the lance was used it was responsible for separating Sicily from the rest of Italy after being fired.

The Flow of Information - 200 CP

In order to change society you need to control the narratives told. Understanding this Atticus created the Wizarding Wireless Network, the International Magical Press, and a few other companies. Together they revolutionized the communication industry allowing him to subtly change the opinions of the public. Purchasing this allows you to create your own equally expansive network of companies. You will have a monopoly on information aside from minor outlets like the Daily Prophet. Post-jump you may import your companies into similar roles. For example, in DC you will own news networks similar to the Daily Planet.

Dagda Cauldron - 200 CP

The Dagda Cauldron is a unique magical artifact. The cauldron is forged from Orichalcum making it extremely conductive for magic. The greatest property of the cauldron however, is that it is capable of endlessly replicating any potion brewed inside it. The cauldron can reproduce any potion using this method regardless of rarity or any other special quality. The potion will always be in perfect condition when it is removed.

We Need a Medic - 200 CP

One of the main resources that are forgotten about are medical workers. It's one thing to have a large supply of healers, but another thing entirely to have one assigned to every squad. In an effort to fix this issue you have trained a massive amount of healers. This allows you to staff at least one healer in every squad in your forces. Additionally, a full team can be stationed at every facility you possess. When not in combat the medics can take on normal positions ensuring that they don't just sit around doing nothing.

Slitharsa - 300 CP

Slitharsa is a hidden city in India home to the original Parselmouths. The city is not only home to a few thousand Parselmouths, but numerous magical serpents. Virtually every species of magical serpent lives in the village. Though the exact number of each varies. By purchasing this you can either become the leader of the city or create your own equally impressive city. Each and every inhabitant will be loyal to you, treating you as their greatest leader. Lastly, the city holds numerous ancient experts and countless texts should you require an experienced teacher. This land welcomes all serpents and any bearing their gift.

- **Discounted for Parselmouths**

The Gate - 300 CP

The Gates are advanced versions of the Vanishing Cabinets developed using Slip-space technology and magic. These gates are capable of creating portals across the galaxy allowing instantaneous travel. These portals can be controlled through a main control

center. The center can open and close the portals at will. Purchasing this will allow you to install Gates throughout your territory. The size of the gates can be altered at will anywhere from the size of an ordinary person all the way to being large enough for a starship. Lastly, you will receive blueprints allowing you to construct new gateways as your territory expands.

Time Turners - 300 CP

Time Turners are powerful magicals relics shaped like hourglasses. They utilize the sands of time allowing the user to send themselves back in time. You however, need to be careful to avoid creating paradoxes when using them. The safest method is to stay far away from your past self's location. This variant of the Time Turners was improved by Illosian scientists allowing the users to travel up to seventy-two hours back in time. Keep in mind however, that excessive use can cause accelerated aging. You will receive a dozen Time Turners in a small container and instructions on how to create more of them.

BRINGER OF CHANGE

Magitech Armor - 100 CP

The Magitech Armor is a set of incredibly advanced armor infused with magical power. The main frame of the armor is made using Ancient Human power armor similar to the Mjolnir armor worn by the Spartans only significantly more advanced. The armor is enhanced further as it is covered in numerous detailed carvings. Each of these carvings are made up of countless runes to make it indestructible, impervious to environmental conditions, and provide others benefits. By default the armor will be silver with a mixture of medieval and futuristic aesthetics. Though you may alter this if you wish. Lastly, you may merge this with another armor if you already have a favored set.

Losi Brand - 100 CP

After Illos took off a vast number of new industries developed. One of the simplest, but most appreciated by the population was the clothing brand Losi. The basic charms on the clothes allow the user to block medium level spells, endure the vacuum of space, and even convert their magic into sustenance. For example, you would not require any food or drink as long as magic was supplied to your clothing. You seem to have gotten your hands on a full wardrobe of clothing for every occasion. Everything from casual shirts to full on business suits will be in this room. This wardrobe will be stored in your warehouse by default, but you may attach this to another property you own if you wish.

Orphanages for Outcasts - 200 CP

Children are regarded highly by the magical population due to their small population. This makes issues such as abuse very rare for the most part. Sadly many non-magical families react negatively and even abandon their children. The end result is a large number of muggleborn orphans. Later on Emily founded a number of orphanages to house these children. While it may have been done primarily to earn a positive reputation it is a good idea.

You have established your own company of orphanages spread throughout the world. These orphanages are well funded and capable of helping all manners of children. Though they shine particularly well when it comes to dealing with super powered children. Anyone without a home will be drawn to them so that they can be helped. Additionally, these orphanages have their own security to protect the facilities and the kids. Lastly, post-jump you may expand the company spreading new orphanages throughout the setting.

Memory Crystals - 200 CP

The Memory Crystals are a special artifact originally created by Atticus and refined by Emily. The crystal can be used to copy knowledge and skills which can be given to new individuals. These crystals can be used repeatedly without issue and can be improved continuously by adding new knowledge. You will receive crystals filled with the knowledge of most non-magical disciplines at a Doctorate level along with most magical disciplines at a Master level. This will purely contain the useful knowledge without any emotional connections from the original user. Lastly, you will have blueprints detailing how to make more crystals and instructions on how to properly use them.

A Worthy Weapon - 200/400 CP

As Atticus grew stronger he built stronger and stronger weapons to use. These weapons were meant to perfectly channel his magic and amplify his power. With this option you can acquire your own personal weapon. If you already possess a weapon you may import it into this option as well. For 200 CP you can acquire a weapon on par with Scal Sleá, a Trident meant to summon and command storms. This is a powerful tool, but far from the greatest weapon Atticus wielded.

If you prefer a stronger tool then you need to pay an additional 200 CP. Atticus's greatest weapon was an unnamed sword forged from the loss of billions within his empire in the future to kill the Xalanyn. The sword was capable of channeling more than a hundred times more magic than Atticus possessed allowing him to easily hurt the Titans. He could channel the energy bolstering his own power and reserves. Its true limits were never revealed, but the blade was capable of slicing through black holes with ease. This will allow you to claim an equally powerful weapon for yourself.

The Knights of Mimpost - 400 CP

As World War 2 started to drag on the British Ministry of Magic refused to get involved repeatedly. Eventually Atticus and a large number of the younger generation set off into the war forming a group known as the Knights of Mimpost. The knights formed one of the most powerful and deadly groups on the Allies side. The force is primarily made up of highly skilled Sorcerers led by a single Archmage. This option will allow you to either claim the group itself or create your own equally powerful force. If you wish you may freely design the appearance, personality, and backgrounds of each individual.

Asgard - 600 CP

Asgard is a masterpiece created by Atticus after he was inspired by Newt Scamander's infamous trunk. This is a supermassive facility built to house all sorts of beings that can be stored within a small magical suitcase. The trunk contains virtually every environment imaginable making it the ultimate on the go zoo and research facility for any creature.

Each habitat within the trunk will have a small population of every creature both living and previously extinct within the setting. Post-Jump you can make the trunk expand by capturing new creatures. This will cause the trunk to generate a new environment for your target. It will be impossible for anything to escape the trunk without your permission and the creatures will be provided with everything they need to have a happy life.

Miring-Gene-Array - 600 CP

The Miring-Gene-Array is arguably Atticus's greatest work of magic. The array was designed to make changes on a genetic level on a planetary scale with the ability to be scaled to a higher level. He used the array to remove the magical gene from all humans and to only return it should they fulfill certain conditions. You have acquired the array for yourself and have the ability to deploy it as you wish. You may freely make genetic changes to entire populations utilizing it. The only restriction is the amount of magic you possess. Altering a single planet with seven billion life forms was enough to drain Atticus completely. Performing this on a larger scale would prove difficult unless you possess a much larger magical capacity.

THE OLD GUARD

The Black Book - 100 CP

Politics is a game that requires you to carefully balance those around you. One way to shift this in your favor is blackmail though this can sometimes be distasteful. The Black Book is the perfect tool for this as it has detailed notes containing every secret, hidden goal, and mystery of the power players in your world. This book contains information on everyone from the forgotten janitor to the new Minister of Magic. The only restriction is that the book cannot make things up. Meaning that if someone is genuinely squeaky clean you won't get much from them. Additionally, the book will actively update letting you know about anything of note. Lastly, you are the only one able to read the book ensuring that it never is used against you.

Magic Portraits - 100 CP

Magic Portraits are special imprints of individuals in the form of paintings. This is a collection of portraits with imprints from special individuals that you have encountered. These portraits will contain the full knowledge of their painted individual until their death or the last time you encountered them. The collection will expand as you encounter individuals of note creating new portraits. Keep in mind though that these portraits retain their personalities. Meaning that if you had a portrait of someone like Madara then he would probably refuse to talk to you if he didn't respect you. Lastly, due to their enchantments there is no reason to worry about the portraits breaking down over time.

Mental Balancer - 200 CP

It was widely believed that Bellatrix suffered from the Black curse of madness, but in reality she was severely bipolar. Unfortunately the condition did combine with her natural madness causing an extreme chemical imbalance that would have eventually killed her. To ensure that Emily got her second in command however, Atticus developed a cure. Somehow you've managed to get your hands on it as well. This marvelous liquid is stored within a small vial. By drinking it the cure will flow throughout the consumer's body resolving any defects in them. This includes magical effects, mental issues, or physical aberrations. After using the vial it will be refilled completely a day later.

Ritual and Requirements - 200 CP

Rituals are a complex art used to create powerful permanent enhancements. Doing a ritual properly often requires special reagents and sometimes even unique locations. This area was constructed to deal with these issues. This item takes the form of a large

facility filled with rooms holding various ritual circles, stockpiles of ritual reagents, and other useful tools. This area functions as the perfect environment to perform any ritual that you are capable of completing. Additionally, the stockpiled supplies are capable of providing you with any high quality materials you need including living sacrifices. The only restriction is that these supplies can only be used for rituals. Lastly, should you learn any new rituals or require a new environment the facility will expand giving you access to the needed area.

The Grand Library - 400 CP

Magic is primarily passed on through books, though some unique magics are passed down via verbal teachings. Given this process many powerful wizards have worked to create a truly legendary library said to hold every secret ever recorded. This library is the culmination of this research containing every book, spell, and ritual ever created in this world. Even family secrets and lost magic branches can be found here. This library is divided into various sections based on its content such as Transfiguration, Charms, Curses, and other fields. The fields that can be broken down further like Runes and Battle Magic each have their own sub-sections. This library will come staffed with a group of loyal workers that can assist you in searching for any materials. Lastly, post-jump this library will expand as it is stocked with any books that you lack.

Magical Reserves - 400 CP

The bulk of the Sayre's business was done through expansive reserves of magical plants and creatures. These reserves allowed them to be the largest supplier on the market and sell immense amounts of ingredients globally. You are the owner of a similar set of reserves. You may choose if you wish to have an even spread, focus on a specific creature like Dragons, or another avenue altogether. Regardless of your choice it will be sufficient to have a near monopoly in the global market.

Ancient and Noble House - 200/400/600 CP

The terms Ancient and Noble House are used to refer to a family's age and wealth respectively. An ancient house must be over 1,000 years old while a Most Ancient House must be over 1,500 years old. Similarly, Noble refers to the wealth, political power, and deeds of the house. Purchasing this allows you to create a House of your very own or claim the Lordship for a canon family. The strength of the house will be dependent on what you pay however, with prices shown below. You will be considered the Heir or Lord depending on your age. Should you be young enough to be the heir either your parents or a custom companion will be in charge of the house.

For 200 CP your family will be an average Ancient and Noble House. Some examples of this level include the Longbottom or the Malfoys. For 400 CP your family will be one

of the Most Ancient and Noble Houses. Examples of this option are the Potters, Blacks, and Ollivanders. Lastly, for 600 CP your family will be a truly ancient bloodline which has existed since the dawn of magic. Some examples of this tier include the Hogwarts Founders, the Peverells, or Merlin. Lastly, the tiers will comprehensively affect all aspects of your house such as family size, business, controlled territory, and other traits associated with a House.

- **The House is discounted if you have the matching Heritage**

A Proper Bank - 600 CP

The banks in the magical world are controlled by a few different species. The bulk of them belong to the various Goblin Nations, but the Dwarves and some other species control a fair amount as well. Purchasing this gives you control over a fortress-bank hybrid much like Gringotts. The bank is staffed by a species of your choice. Additionally, it houses a veritable army due to the bank simultaneously functioning as a city within. If you wish you may freely open up branches of this bank in other territories and throughout any areas you control. The banks will have a pristine reputation and be willing to follow any policy you put in place. Lastly, the bank employs some of the best financial gurus in the world ensuring that its mere presence bolsters the economy of the surrounding area.

SHIMMERING DARKNESS

Magical Cuffs - 100 CP

Magical cuffs are enchanted so that they can disrupt the flow of magic within the wearer's body. They are typically used to restrain powerful magic users. This is one such set of cuffs capable of preventing the user from accessing any beyond human abilities. The interesting part is that they can be adjusted. Their range goes from normal disruption to full on elimination. Long term use of the cuffs on their higher settings can cause powers to atrophy permanently. You will receive a dozen cuffs and instructions on how to produce more of them.

Swindler's Potion - 100 CP

The Swindler's Potion is a potion invented by Albus Dumbledore. The potion is made using the ground up seeds of a flower exclusively grown in Columbia. This potion destroys the target's free will temporarily, even surpassing the Imperius Curse. While affected the target will be unable to recall any events that occur and grant the user absolute control over the user's psyche. Purchasing this will give you a cauldron full of the potion and recipe of the potion. Should you use the potion up it will be refilled a few days later.

Seal of Solomon - 200 CP

The Seal of Solomon is a powerful relic created by the legendary mage. The artifact can create barriers and seal away other beings. The barriers can seal away entire cities and are indestructible as long as the artifact is supplied with sufficient energy. Additionally, the seal is capable of binding demons sealing their essence into the artifact. The demons within will serve the user and can be sent to perform tasks. You may optionally merge the seal into your body if you wish. This will grant you telepathic control over the seal bypassing the need to carry it physically. Lastly, if you somehow lose the seal it will reappear in your Warehouse within an hour.

Vampire Coven - 200 CP

The Vampire Covens are the main organizations that the Vampire factions make up. Each of these covens is typically led by a single powerful leader and populated by their lineages. Somehow you have acquired the loyalty of one such coven. This coven is led by an Elder Vampire and has a couple hundred standard Vampires. It will be accompanied with a large castle to house them. Additionally, the facility will have a room containing an ever refreshing supply of blood ensuring that your people never starve.

- This is **discounted** for Vampires and one purchase is **Free** for Elder Vampires for their lineage. Should you be an Elder Vampire the current leader will be your first servant turned Elder.

Magical Nets - 400 CP

The Magical Nets are a country wide defense system set up to protect the nations. These nets are capable of detecting any intruders that cross their borders and locking onto them. Additionally, the nets restrict any forms of magical travel be it vehicular or a spell. These nets normally take the form of a large dome that envelops the area. This variant of the net is similar to the supermassive net used by the Ravenites. The net will record the magical signature of every citizen within as well as the areas they have access to. This net will be powered by an anchor stone with a near unlimited capacity. Lastly, you may freely place nets throughout your territory which will all be linked to a primary station allowing your forces to easily monitor any area.

Yamatai - 400 CP

Yamatai is a powerful kingdom hidden away from the world. It was created and ruled by an incredibly powerful Archmage named Himiko. The island is defended by heavy storms and powerful waves surrounding the island which will weaken any invading force. Anyone who reaches the island will be met by a massive army of undead, samurai, and other monsters. By purchasing this you may claim the mighty island for yourself. You will be considered its ruler alongside Himiko. Perhaps she is your queen or the figurehead who leads in your absence. Lastly, you may turn the island into a Warehouse attachment if you wish.

Deathly Hallows - 600 CP

The Deathly Hallows were three incredibly powerful relics supposedly created by Death. In reality these relics were believed to have been created long ago by a long since forgotten Archmage. They were the Resurrection Stone, the Elder Wand, and the Cloak of Invisibility. Purchasing this allows you to claim all of three relics. Though it is unsure if the user can actually become the Master of Death as the being doesn't exist within the Domain. Their functions are described in the following section:

- **Resurrection Stone:** The Resurrection Stone is a small black stone that grants the user access to the Domain. You can use it to access the endless repository of knowledge held by the Precursors and speak to the imprinted souls within it. Unfortunately the stone can only access information tied to you. For example, you could call upon your ancestors, but not a famous researcher to learn from them.
- **Elder Wand:** The Elder Wand also known as the Death Stick is a weapon meant for war. The wand is speculated to manipulate Living Time through the Domain to

grant the wielder victory in any battle. It will function as a perfectly compatible wand that can double the power of any spell cast with it.

- **Cloak of Invisibility:** The Cloak of Invisibility was never discovered, but it is believed to perfectly conceal its wearer. The user can become hidden from the Domain and Living Time as long as the cloak is donned. When it is not being worn it takes the form of a silver cloak.

Horcrux - 600 CP

Horcruxes are considered to be one of the darkest and most evil forms of magic in existence. They are created when the user commits an act of utter evil and separates part of their soul. This fragment is placed into an object or another being making the user immortal as long as it is intact. This immortality however, essentially allows the user to live on as a spirit preventing Death from claiming them. If you wish you may use this to create up to seven Horcruxes. The benefit of doing it with this item is that your soul will be protected from the normal damage you would suffer. This is the type of item that Voldemort thought he would get rather than the cursed items that ruined him as a Wizard. You may either choose items from this setting to use or choose something in your possessions. Lastly, should you be trapped in your wraith form at the end of the Jump it will still be considered a Chain-Fail as though you died. So make sure you have a backup plan to get a new body.

ETERNAL LIGHT

Marauder's Map - 100 CP

The Marauder's Map was an ingenious treasure created by James Potter and his friends. The map generated a live view of Hogwarts showing the location and names of every individual in the castle. This effect bypassed disguises, enchantments, and any other measure of concealment. This item is your very own Marauder's Map displaying every property and territory you possess. Additionally, this variant has been improved with features such as coloring individuals based on their faction, monitoring certain areas, and detecting non-human life forms. This will also come with instructions on how to expand the map and create copies to give to your allies. This was originally a pranking tool, but it is also one of the greatest security features you could get your hands on.

Creature Permits - 100 CP

Most dangerous magical creatures like Dragons, Hydras, Chimeras, and other assorted deadly creatures require a permit to own. While this is irritating, it can make things easier in some cases. Luckily you get to skip all the bureaucracy with this special license. This is a small license keyed to you specifically. It grants you the ability to own, breed, trade, and perform other services with any species you get your hands on. This will be accepted in any territory you travel to so that you never get in trouble legally. The paperwork has already been filed and will be renewed automatically. So if someone questions whether you're allowed to have a pet dragon with you the answer is yes. Now just make sure you actually can take care of the being in question before you bring them home.

Rhongomiant - 200 CP

Rhongomiant is a legendary spear crafted by the Dwarf King Volkmar for King Arthur. This was his primary weapon before he would go on to claim Excalibur. This is a similarly powerful weapon albeit more focused on Holy Power rather than the Right of Kings. This makes the spear extremely deadly against any evil beings. The spear can shift to fit the user, but generally takes the form of an immaculate white spear approximately six feet long. This weapon was thought to have been lost long ago, but somehow it seems that you've managed to get your hands on it. Should you somehow lose it the weapon will appear in your warehouse an hour later. Lastly, should you already have a preferred weapon you may merge it with the spear.

Excalibur - 200 CP

Excalibur the Sword of Kings is the legendary weapon wielded by King Arthur. The sword is both one of the most powerful magical weapons ever made and a symbol of leadership. It takes the form of an elegant long sword and is indestructible. The wielder of the blade is considered to be the heir of the Pendragons and leader of the magical population within the Isles. By purchasing this you may claim the sword for yourself and bind it to you. The sword is a perfect conduit of magic greatly amplifying it and a holy weapon capable of purging dark beings. Post-jump the sword will make you an heir to any versions of Camelot or the Pendragons you encounter. Lastly, if you already have a similar weapon you may merge it with Excalibur granting it an alt-form.

Warmages - 400 CP

Warmages are magical warriors trained for intense combat. These individuals often act as the elite forces within the Wizarding World. By purchasing this option you can recruit a force of three hundred Warmages who will be fully loyal to you. These Warmages are trained to fight in groups and can easily best powerful opponents. A large enough group can even overwhelm an Archmage if they're alone. Should any of these warriors be killed they will be replaced a few days later.

Artifacts of the Founders - 400 CP

The Hogwarts Founders were some of the most famous and powerful magicals the world had ever seen. Each of them were also said to have created their own unique magical artifacts representing their greatest skills. This option allows you to acquire these four relics for yourself.

- **Helga's Cup:** Helga's Cup is a simple, but incredibly useful tool. The cup was forged using ancient Viking technique to create the ultimate healing cauldron. The cup is incapable of making anything other than healing potions, but in exchange their effects are greatly amplified.
- **Gryffindor's Sword:** Gryffindor's Sword is an immaculate blade forged from Goblin Silver. The sword is indestructible and capable of cutting through anything. To make the blade even more devastating it was soaked in virtually every poison, toxin, and other harmful substance that Gryffindor could get his hands on. Few things can survive this blade and even fewer can survive the damages that will be inflicted on the wound itself.
- **Slytherin's Locket:** Slytherin's Locket ironically is arguably the weakest of the four relics. This was a simple locket containing a picture of Slytherin and his family. Though it will shift to show you and your loved ones should you acquire it. The locket is capable of shattering any harmful mental afflictions to protect its wielder. Additionally, whenever you look at the photos within your hopes will be rekindled as you feel the comfort of a loving embrace.

- **Rowena's Diadem:** Rowena's Diadem is a relic capable of boosting the wearers intellect and wisdom. Your intellect, processing capabilities, and your ability to make wise decisions. Problems that previously stumped you will be solved in moments. Additionally, the diadem is equally effective on any being. In fact the more intelligent you are the greater the boost you will receive.

Magical School - 400/600 CP

In the Wizarding World schools take on a special role. They are the facilities trusted with their children, research centers moving the world along, and in some situations fortresses during wars. Purchasing this will allow you to create a school on par with the top schools such as Hogwarts, Durmstrang, Beauxbatons, or Ilvermony. This school is built atop three major and two minor ley lines that bolster the ambient magic of the area. The school is staffed by numerous highly qualified professors, has a stellar reputation, and has thousands of brilliant students. Of course the school also happens to have a number of special facilities as well. An example would be the Room of Requirement.

If you pay an additional 200 CP however, you may upgrade this school expanding it to include higher education like S.I.M.S. This will greatly increase the amount of Masters, magical research, and available courses within the school. For example, S.I.M.S. was one of the only schools that properly taught non-magical subjects and magic that was forbidden in many other parts of the world. This includes Soul Magic, Blood Magic, high level Alchemy, and many darker fields of magic. Overall, this upgrade will vastly boost the reputation, capacity, and overall capabilities of your facilities. Lastly, you may freely turn this into a Warehouse attachment post-jump and insert it into future settings if you wish.

Time Room - 600 CP

The Time Room is a marvelous area crafted by Rowena Ravenclaw. The room is connected to a special dimension that accelerates the flow of time inside. The adjusted flow makes an hour within the equivalent to one minute outside. Additionally, the properties of the room prevent excessive aging from occurring making it safe for anyone to use. The only restriction is that you can only regain energy at the rate of the normal world. Meaning that you can't run yourself dry then regain energy quickly. Purchasing this will allow you to install the room within your Warehouse. Lastly, the room is indestructible allowing you to test powerful spells within it.

THE ANCIENT

Call It In - 100 CP

There are no problems that cannot be solved with sufficient amounts of explosives. Unfortunately this requires you to have such explosives. Luckily for you, you managed to get your hands on the next best thing. This is a small remote that can be used to call an orbital strike on demand. The strike will be powerful enough to glass a large city with a single hit. The exact method may vary depending on the setting in question. For example, a fantasy world might summon a lightning bolt while a futuristic setting will be a spaceship. The button has a five minute timer between uses, but otherwise will never stop working.

The Command Chair - 100 CP

The Command Chair is a system used to pilot ships by allowing the captain to mentally merge with the ship. This connection allows them to actively know the status of the ships and direct commands to the rest of the crew with mental alerts. By purchasing this you may optionally install this system in any ship you possess. Their greatest advantage is the sheer efficiency they possess due to the rapid response rate. Of course you will also receive the blueprints needed to integrate them into all manners of ships.

LAI - 200 CP

The LAI or Limited Artificial Intelligence are advanced golems that Illos inserted throughout the non-magical world. They replaced influential individuals in positions of power to spy on governments and notable organizations. These robots are capable of mimicking their target's behavior normally allowing them to remain hidden indefinitely. Purchasing this not only gives you a few thousand LAI, but they will also be placed in positions of power assembling a spy network for your use. Post-jump you may insert another group of LAI. The exact number will scale to the setting giving you a large network within most factions.

Harvesting Fleet - 200 CP

Atticus and Moira employed a variety of measures to gather the materials for Illos. One of the methods was a fleet of harvesting drones that gathered materials from the asteroid belts. This fleet is made up of a couple hundred drones. Each of which is capable of searching for and mining materials. This will also come with a facility to house the drones and store the materials gathered by them. Should any of the drones be destroyed they will be replaced a few days later.

Predictive History Model - 400 CP

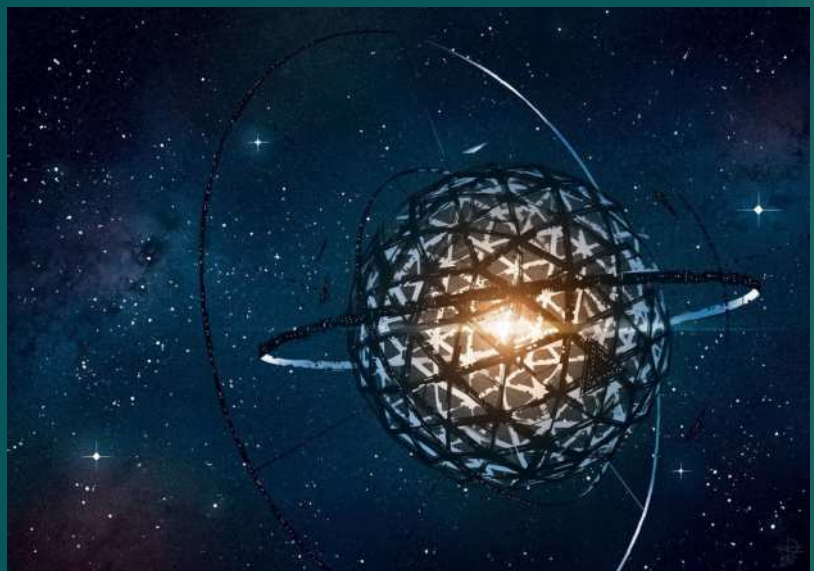
The Predictive History Model is an unbelievably complex model created using Arithmancy and Divination. It used information gathered from history and insight into Living Time to form a model for all life. Originally this model was only made to path Humanity, but later on Atticus upgraded it to account for alien life such as the Covenant and the Xalanyn. This model is constantly monitored by an advanced AI who will alert you to any events of note. You can expand the model to account for other species by adding the appropriate information. This is the ultimate tool to use against any prophetic beings or individuals who can conceal themselves from fate.

Tight Beams - 400 CP

Tight Beams are a method of communication used by the Ancestors. It was originally developed to work with quantum entanglement and later adapted to be used with the Universal Leylines. When fully set up the system can be used to deliver instantaneous messages and data throughout the universe. For example, you could send a message from Earth to Celestis with it arriving in a fraction of a second. You have figured out how to set up a Tight Beam system throughout your territory. It can be installed in every location and onboard any ship you employ. Additionally, it is impossible for the message to be hacked or otherwise piggybacked due to the nature of the system. Lastly, you will be given a manual allowing you to monitor and develop the system further.

Mithril Farms - 600 CP

One of Mithril's most useful properties is the ability to grow it by supplying an initial seed with a large amount of energy. Unfortunately growing a large amount requires an equally massive amount of energy. In order to gather enough Mithril for the Federation's plan to succeed Atticus set up nearly a hundred farms orbiting stars. These farms would be grown over the course of decades if not centuries. Perhaps you were inspired by this act as you seem to have set up your own farms. These Mithril farms are spread throughout a large region of space which cannot be found by anyone else. Lastly, should you eventually drain the stars of their energy they will be reignited a year later allowing the process to restart.



The Domain - 600 CP

The Domain is a repository of all knowledge gathered by the Precursors over billions if not trillions of years. Even copies of souls long since passed can be found here, the universe still remembering them. You have acquired your own Domain which holds the knowledge of countless worlds that you've traversed. Perhaps it is in its infancy having only known a single world or it may be a titanic structure holding the knowledge of thousands of universes. Given this sheer amount of knowledge you will receive a single Precursor-level A.I. for each universe you have traversed. They will maintain the Domain and assist you in gathering any knowledge you require.



FLEET BUILDER

You will receive a **600 FP** (Fleet Points) stipend to spend on ships and the other options. You may convert CP to FP at a 1:2 ratio. Meaning that 50 CP equals 100 FP. Lastly, you'll receive three discounts that can be used on any item below.

Solar Satellites - 100 FP

The Solar Satellites are small orbital platforms positioned around stars. They are capable of harvesting a near endless amount of energy. They do this by directly absorbing the excess energy from the star and transmitting it to their battery stations. Each time you purchase this option you will receive a hundred Solar Satellites. Additionally, you will receive the blueprints needed to produce more of these stations.

Surveillance Satellites - 100 FP

When the Ancestors hid their reserves on Earth they also placed a number of cloaked satellites to survey the planet. These dozen orbital platforms remain in geo-synchronous orbit and are powered by solar energy. They are approximately thirty meters in diameter and cannot be detected due to their unique materials. These satellites are capable of operating without issue indefinitely as long as they are not heavily damaged. You will receive a dozen satellites along with the blueprints for them.

Gradus - 200 FP

The Gradus was the first major class of ships produced by the Federation. They are made using Magi-Tech and operated by a magical A.I. The ship's armor is made using a material called Adamantite-Nickel which is on par with Mithril. This combined with the runic schemes infused in the ship make it nearly indestructible. Granted, its defenses can be worn down. It however, is strong enough to allow the ship to escape a continuous bombardment from a Forerunner Heavy Cruiser. The five hundred meter long vessel is as maneuverable as a fighter allowing it to dance around other ships.

Gallimimus - 200 FP

The Gallimimus was the second class of ship produced by the Federation. This ship serves as a stealth and scouting ship. The ship is only around three hundred and fifty meters long, but the ship is not meant to participate in combat. The alloys used to construct the ship combined with the energy suppression fields make it nearly impossible to detect. The ship does not leak any radiation or suffer from any issues used by most radars to detect vessels. Unless the ship is directly spotted by an enemy while its invisibility is disabled it is virtually guaranteed to never be found.

Docking Complex - 300 FP

The Docking Complex is a twenty by forty kilometer long platform hidden on the dark side of the moon. The orbital platform is a shipyard capable of actively constructing and housing up to ten ships at once. While inside the station ships can be repaired, upgraded, or stripped down. The station is fully crewed and contains a large stockpile of materials. Should its full supply be exhausted it will be replaced a month later.

Halcyon Class Cruiser - 300 FP

The Halcyon Class Cruisers are some of the most commonly used vessels in the UNSC fleet. These medium-sized capital ships are approximately 1.2 kilometers long. The vessels are equipped with a reinforced superstructure, making them exceptionally resilient against both kinetic and energy-based attacks. Each cruiser boasts a formidable array of weaponry, including Magnetic Accelerator Cannons, Archer Missile Pods, and a suite of point-defense guns, providing balanced offensive capabilities effective against large capital ships and smaller, agile fighters. The ship's internal structure is designed to compartmentalize and isolate damage, enhancing its survivability in combat. Lastly, the ship has an array of support systems including comprehensive repair facilities and medical bays.

CAS Assault Carrier - 400 FP

The CAS Assault Carriers are one of the most widely used ships in the Covenant Navy. These capital ships, spanning nearly 5.5 kilometers in length, serve as both command centers and front-line assault platforms. They are equipped with an extensive array of plasma weaponry, including powerful energy projectors and plasma torpedoes. Their hangars house numerous dropships, Seraph fighters, and other support craft, enabling rapid deployment of ground forces and swift air support. Additionally, the CAS Assault Carriers boast formidable energy shields and advanced armor plating, providing substantial defense against enemy attacks. These carriers are the backbone of the Covenant fleets.

Infinity Super Carrier - 600 FP

The Infinity Super Carriers represent the pinnacle of UNSC naval engineering, serving as the largest and most powerful vessels ever constructed by modern humanity. These behemoths, measuring approximately 5.7 kilometers in length. They function as mobile command centers, fleet flagships, and formidable combat platforms. They're armed with a vast array of weaponry, including dual Magnetic Accelerator Cannons, hundreds of Archer Missile Pods, and a comprehensive suite of energy-based weapon systems.

The carriers are also equipped with extensive manufacturing and repair facilities capable of producing and maintaining a fleet of smaller ships and fighters. This

detachment includes ten Strident-Class Heavy Frigates and a vast number of fighters. This combined with state-of-the-art medical facilities, research labs, and command and control centers, makes them self-sufficient mobile fortresses. This vessel comes fully staffed with thousands of crew members, including marines, pilots, engineers, and command staff.

Guardians - 600 FP

The Guardian Custode also known as Guardians were powerful Forerunner constructs used to police the galaxy. The Guardians are rather small for Forerunner vessels only around 1.4 kilometers tall. They have segmented bodies resembling phoenixes which can draw energy to power the constructs. Each Guardian is controlled by an AI rather than a crew to allow for long term deployments. Purchasing this will give you a fleet of fifty Guardians. All of them will be linked to a single command AI allowing you to coordinate them.

Long Night of Solace - 600 FP

The Long Night of Solace is a behemoth of the Covenant Navy, stretching an immense twenty-nine kilometers in length. It normally serves as the Flagship of the main Covenant Fleet and is piloted by the Supreme Commander of the Covenant Navy. The ship's primary role is to act as command center for fleets and in the event of an invasion a supporting force. The ship has a massive array of armaments including twelve superheavy plasma cannons, a hundred beam emitters, and many other weapons. Additionally, the ship can deploy hundreds of Seraph fighters and over a hundred thousand ground troops.

World Ship - 600/800 FP

The World Ships are supermassive continental ships generally used to settle planets and in rare cases as powerful weapons. There are two main classes of World Ships called Minor and Major. Both classes have advanced technology such as Slipspace engines, vast armaments, and can house millions of people. For 600 FP you can acquire a Minor World Ship like Aziza which was used to house the Japanese magicals. These ships are between 40 and 70 kilometers long. They are still incredibly impressive, but lesser than the Major World Ships. For 800 FP you may acquire a Major World Ship similar to Illos. These ships range from 100 to 200 kilometers in length. The ships will come with a full crew to operate and maintain the ships. Lastly, should the vessels be destroyed they will be replaced a month later.

Fortitude - 800 FP

Fortitude is a large H.F. Hub manufacturing complex. The station is capable of actively producing six capital ships at once. Fortitude contains six separate enlarged Docking

Complexes that are approximately twenty by forty kilometers long. This facility was used to build the bulk of Celestis main fleet during their initial settlement period. The station is fully crewed and has a large number of fabrication hubs which can produce endless amounts of material. This in conjunction with the nanite constructors allow for rapid production. The facility however, is limited to producing ships with a maximum size fifty kilometers long.

Illos - 800 FP

Illos is a unique Fortress World Ship created by Atticus to become the metaphorical ark for his people. The vessel is approximately two hundred kilometers long and fifty kilometers wide. The massive vessel is capable of slipspace jumps utilizing Ancient Human technology. All of the ship's systems were built by combining magical rune craft, Ancient Human technology, and a small bit of Forerunner technology. The ship is capable of altering its size from a few meters wide to its full continental size. This is due to both the enchantments and the materials it's made from.

The ship is primarily made from Mithril and bound to its owner. This nigh indestructible material grants the user full control over every aspect of the ship. The ship holds a massive population of five hundred million magicals. In addition to the magicals the ship has a dozen habitats holding numerous magical creatures including exotic species. The final feature is that the main assembly complex on Illos allows it to actively build new ships reaching up to thirty kilometers in length. By purchasing this you may receive a copy of Illos and become the ruler of its population. You may decide the demographics and species aboard the vessel if you wish. Should the ship somehow be destroyed it and its people will be resurrected after a month.

Fortress Class - 800 FP

The Fortress Class were some of the largest warships used by the Forerunners. These massive vessels ranged from fifty to a hundred kilometers long. These ships were armed with Heavy Ion Cannons and held detachments of hundreds of thousands of Forerunner Warrior-Servants. Purchasing this will grant you a fully crewed battle group on par with Falchions consisting of a dozen Fortresses and their Harrier support vessels. You may decide the demographics and species aboard the vessels if you wish. Should the ship somehow be destroyed it and its people will be resurrected after a month. Lastly, you will receive a set of blueprints containing the various variants of the Fortress Class ships.

The Celestial Mirror - 800 FP

The Celestial Mirror is a supermassive Mithral structure approximately three times as large as Earth's circumference. The mirror burns with temperatures on par with the sun's surface though it can also fire concentrated beams of energy at far higher temperatures. This can be used to assist in situations like Mithril farming or as a powerful offensive measure. Lastly, the entire mirror can be compressed down to the size of a small globe allowing it to be moved and rapidly deployed.

Unyielding Hierophant - 800 FP

The Unyielding Hierophant is a gargantuan Covenant command center and orbital station, stretching an awe-inspiring thirty kilometers in length. This massive station serves as a hub for Covenant military operations, capable of supporting and coordinating a fleet of over 500 capital ships simultaneously. The Unyielding Hierophant is equipped with an extensive array of plasma turrets, energy projectors, and defensive systems, making it a formidable bastion in space. Its internal facilities include shipyards, repair docks, and manufacturing plants, allowing it to maintain and refit the vast Covenant armada. Additionally, the station houses vast barracks and training facilities for Covenant troops, ensuring a constant supply of fresh forces.

Mantle's Approach - 1000 FP

The Mantle's Approach was the personal flagship of the Didact. It is without a doubt the single handed most powerful vessel built by the Forerunners. This colossal warship is equipped with advanced weaponry capable of annihilating entire fleets, near impenetrable defenses, and a myriad of support systems that ensure its dominance in any theater of battle. The ship's main gun is capable of cracking a planet and its point defenses are strong enough to destroy most standard vessels. Aside from its numerous armaments the vessel also contains a Composer allowing you to digitize life forms. Additionally, in the event the ship is somehow destroyed it possesses a Core Seed which can rebuild the vessel by providing it with sufficient materials. Lastly, the ship is capable of producing a billion Promethean Knights if needed to deploy into combat.

Stellar Seed - 1200 FP

The Stellar Seed is a true megastructure constructed purely using Mithril. The structure is forged using the energy of nine M-class stars draining them completely. The end result is a solar system sized defensive megastructure. The megastructure is a massive shield meant to protect an entire system at once. Aside from its sheer durability the Stellar Seed also employs countless offensive measures. It would take hundreds if not thousands of advanced ships to even stand a chance at breaking through the shield. Due to the properties of Mithral the shield can actively change shape and repair itself further bolstering its already horrifying bulwark.

Greater Ark - 1400 FP

The Greater Ark is the largest structure ever built by the Forerunners, with a diameter of nearly 125,000 kilometers. This immense foundry is designed for the construction of large-scale structures and ships, capable of building vessels up to 30,000 kilometers wide. The Greater Ark features vast manufacturing facilities, including advanced assembly lines, high-capacity fabrication units, and extensive storage areas for raw materials. Its sophisticated production systems enable the efficient creation of massive installations, such as the Halo Rings and other strategic assets. This makes the Greater Ark's the ultimate tool for maintaining galactic order and defense. Keep in mind the Ark itself lacks armaments requiring it to be defended by a separate fleet.

The Lesser Ark - 1400 FP

The Lesser Ark was a supermassive foundry constructed to produce the smaller Halo Rings. The Lesser Ark is an impressive 90,000 kilometers wide making it the second largest of the Forerunner vessels. The Lesser Ark has three primary functions. First, it is responsible for controlling the Halo Array network. Second, it is capable of automatically replacing any Halos or other stations in the event they're destroyed. Lastly, the Ark can seed the galaxy with life having numerous biomes holding samples of the prevalent life forms throughout the galaxy.

Shield Worlds - 1800 FP

The Shield Worlds are colossal artificial worlds engineered by the Didact as a defense against the devastating power of the Halo Rings. These titanic constructs can reach diameters of up to 300,000,000 kilometers, making them some of the largest structures ever conceived. At the core of each Shield World lies a Dyson Sphere, a massive energy-generating construct that powers the entire world by harnessing the energy of a star.

The design of the Shield Worlds incorporates advanced Forerunner technology, enabling them to exist partially within Slipspace. This unique feature renders them effectively immune to any attacks from Real Space, as they can phase in and out of normal space-time at will. Each Shield World is equipped with formidable defenses, including powerful energy shields, automated weapon platforms, and extensive fleets of Sentinel drones. These defenses are designed to repel any intruders and protect the world's inhabitants from any conceivable threat. Purchasing this allows you to claim control over all Shield Worlds or create your own equally array of metal worlds. The exact number is unclear, but there are at least six fully intact Shield Worlds currently.

Halo Rings - 2000 FP

The Halo Rings were the ultimate weapon of the Forerunners, designed as a last-resort measure against the parasitic Flood. These colossal structures were approximately ten thousand kilometers in diameter. Together they formed a network of superweapons capable of eradicating all sentient life in the galaxy with a single, synchronized activation. Each Halo Ring is equipped with a central firing array that emits a massive pulse, targeting and destroying any biological entities capable of sustaining the Flood. Beyond their destructive capabilities, the Halo Rings also serve as research facilities, housing ancient Forerunner technologies and archives. Their surfaces are habitable, featuring diverse ecosystems and environments designed to support a wide range of life forms. You may either choose to receive control over the Halo Array throughout the Galaxy or to instead receive your own set of Halos that can be placed at your leisure.

COMPANIONS

If it is not otherwise specified then each companion receives 600 CP to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import/Create companion 50-400 CP

Depending on how much you pay you can import a number of companions into this jump. For 50 CP you can do this with 2, For 100 CP you can create or import 4, for 200 CP you can create/import 8 companions, and lastly for 400 CP you can import all of your companions. Each companion receives 600 CP each and gets to pick an origin.

Canon Companion - 0/100 CP

If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100 CP you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Your Parelus - 100 CP (Free Bringer of Change)

Parelus is a wizard who is absolutely devoted to Atticus. The man is a headstrong, powerful, and loyal warrior who can be trusted with anything on Atticus's behalf. Later on Bellatrix Black would serve a similar role for Emily Riddle. It would seem that the cycle is continuing as you have acquired your own absolute devotee. They will do anything you desire even if the world itself stands against them. They are incredibly talented and powerful allowing them to reach great heights. You may design their personality, appearance, and species if you wish. Lastly, as their desire to stay beside you is so grand they may be freely imported in future jumps along with a 300 CP allotment to ensure their uses.

The Loyal Retainer - 100 CP (Free The Old Guard)

Many ancient houses have history going back centuries if not millennia. This can obviously lead to a large amount of details for you to keep track of. Thankfully your ancestor had some foresight and prepared for this. This individual is a golem created by your house's ancestor who has served the lord of the house since its creation. They have taken an interest in you and have chosen to serve you now. They are well-versed in the traditions and secrets of your lineage, offering both wisdom and practical skills. Whether acting as a bodyguard, advisor, or confidant, they will do their best to ensure

that your legacy is upheld. You may freely customize the appearance, personality, and the species the golem is modeled after as well.

Lieutenants - 100/200 CP (Free/Discount Shimmering Darkness)

While Dark Lords are imposing forces they can't be everywhere. Thus to control their domains and properly terrorize their targets they will dispatch their officers. This is one such individual who serves you. This being is a powerful sorcerer-level warrior. Strength wise they are on par with Grindelwald's lieutenants. For an additional 100 CP you may upgrade this option into a group of four rather than a single individual. You may design their personality, appearance, and species if you wish.

Guiding Light - 100 CP (Free Eternal Light)

The Light often works in mysterious ways, but sometimes can be more direct. They seemingly have chosen to take a more direct approach with you. This individual is an avatar of the Light. They are a mere fragment of the greater whole, but definitely not one to be estimated. They are a master of Light-aligned magic such as building spells, healing, and purification magic. They will become their own being at the end of the Jump though they will retain the potential to develop into their full form given time. You may freely customize the appearance, personality, and species of this individual as well.

The Guardian - 100 CP (Free The Ancient)

It would appear that you found another relic from a forgotten era. This individual has survived the test of time much like you, bringing with them a wealth of ancient knowledge and power. They are a master combatant trained in their species greatest combat techniques. Perhaps they were a loyal retainer or a soul struggling to find their purpose. Regardless of how you met them their loyalty to you has become unwavering. They can provide you with both counsel and protection should you ask for their aid. You can customize their personality, appearance, and abilities, ensuring they are a perfect fit for your plans.

Basilisk - 100 CP

Basilisk is known as the King of Serpents and one of the most dangerous species of magical beast. These creatures are highly intelligent and have a near immortal lifespan. Though they can become weakened and die if they are in areas with low magic saturations. Basilisk will grow continuously as long as they keep aging. This growth will never stop until they are killed. This is a thousand year old Basilisk similar to Slytherin's familiar Seraya. This basilisk is approximately fifty feet long and incredibly knowledgeable. Since you are paying CP this Basilisk will generate a sufficient amount of magic to stay awake without issue. This will ensure that your Basilisk doesn't die from magical exhaustion.

Phoenix - 100 CP

Phoenix's are believed to be light-aligned creatures, but in reality they are neutral. They are living representations of the concepts of rebirth. These majestic birds possess several extraordinary abilities. Their tears have potent healing properties, capable of curing the most grievous wounds and ailments. Phoenixes also have the remarkable power to regenerate and restore their vitality through the process of rebirth, emerging from their own ashes. Additionally, they can teleport using flames, traveling instantly from one place to another. If you wish you may design the appearance and personality of your phoenix.

Thunderbird - 100 CP

Thunderbirds are extremely powerful magical beasts with an unmatched affinity for lightning. This ability is often demonstrated when the Thunderbirds create storms. This can be done without issue and is a sign of how strong the birds are. Typically these creatures will become five meters long with a ten meter wingspan. Purchasing this will grant you a Thunderbird companion. The creature will be loyal to you and intelligent as a normal human. You may optionally make them your familiar if you wish.

House Elf Brigade - 200 CP

House Elves are creatures that normally act as servants within the magical world. They however, are actually incredibly powerful beings when given the opportunity. This group is made up of 1,000 House Elves who are absolutely devoted to you. The bulk of their numbers are normal elves, meant to carry out household duties. These elves are extremely skilled cooks, cleaners, and wonderful with children. Approximately two hundred of the elves however, are trained similar to the elves employed by Atticus. They are capable of performing espionage, battle magic, rune craft, and a variety of other skills.

Emily Riddle - 300 CP

Emily Riddle is this world's counterpart to the Dark Lord Voldemort. Emily is an incredibly talented, powerful, and beautiful Herald of Magic level Witch. Granted she only reached that level of power due to numerous beneficial rituals and decades of intense training. By purchasing this option you can twist the threads of fate ensuring that Emily's fate becomes intertwined with your own. You may choose exactly how this bond develops. Perhaps you wish to become her closest friend or claim her heart for yourself. Optionally, if you wish you may instead receive Tom Riddle instead since I know someone is going to ask.

- **Emily is Discounted if you also purchase Atticus Sayre due to their close bonds.**

Atticus Sayre - 300 CP

Atticus Sayre is a soul who was reborn after dying in his youth in our world. He believed that he was brought here by a Precursor or a similarly powerful near-omnipotent being. He was born to one of the strongest and oldest magical families in Britain allowing his potential to be cultivated from his childhood. He would eventually go on to become the most powerful Wizard on Earth and one of the strongest magical beings to ever live. By purchasing this option you can twist the threads of fate ensuring that Atticus's fate becomes intertwined with your own. You may decide exactly what relationship you develop with him. Perhaps you wish to be a brother in arms or a queen to his king. Optionally, if you wish you may instead receive Adeline Sayre instead since I know someone is going to ask.

- **Atticus is Discounted if you also purchase Emily Riddle due to their close bonds.**

Leviathans - 300 CP

The Leviathans are an incredibly dangerous dark magical species. They were created by one of the first and most powerful Dark Wizards named Luxiticus. They were created through horrific experiments on human life. The Leviathans are similar to Dementors though they possess an array of other powers. Some of these abilities include strength similar to Vampires, the ability to take on human form, become incorporeal, a psychic ability to dominate even the strongest of wills, human level intelligence, and the ability to perfectly conceal themselves from magic. It was believed that if Luxiticus hadn't killed the only mating pair they would have practically guaranteed to go on to become the dominant species on Earth. Somehow however, you have found a second mating pair. Thankfully you figured out how to bind them and the rest of their species to you. This seal cannot be broken and they will be loyal to you above all else.

The Remnant - 200/400 CP

Moirra was believed to be the last Ancient Human who survived the war with the Flood. She was meant to guide modern humanity onto their destined path. It would seem however, that she was not the only contingency. This individual is a high ranking member of the ancient species like Ancient Humans or the Forerunners. You may select a canon individual such as the Librarian or create your own new companion. They have a wealth of knowledge, a small intact fleet, and are fully loyal to you. For an additional 200 CP you may upgrade this into a fully intact world. Perhaps the Forerunners established some sort of hidden ark safe from the Halo Rings. However, it came to be this is a complete planet with approximately a million surviving members. Additionally, this will significantly upgrade the size of the fleet they possess.

DRAWBACKS

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP

Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP

So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

The Great Journey - 0 CP

Normally a standard Jump is only ten years long, but this story lasts quite a bit longer. While its full length is unknown, Atticus's tale should last well over seven hundred years. It would be a shame to leave before then so you may optionally use this toggle to alter the stay of your Jump. This is meant to be an all or nothing option, but if you want to be here for a specific amount of time you may also use this.

Was it John or Jane? - 0 CP

This world is already quite a bit different from both of its sources even without factoring in the galactic scale crossovers. Given the variable nature of both settings you may use this toggle to pick and choose certain aspects of this jump's universe. For example, maybe you want to see a certain version of your favorite character. Maybe Dumbledore was actually a good person here, not a manipulative man seeking to defeat his old lover. The only restriction is that you cannot decrease the overall threat level of the setting or cancel out Drawbacks.

Extended Stay +100 CP

For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

I Hit My Head +100 CP

Something appears to have gone wrong upon entering the jump. As a result you have forgotten all information related to the future of this setting beyond what your origin provides. You will have no knowledge of events or people that have not yet occurred. As far as you are aware this world is a brand new setting waiting for you to discover its secrets.

The cause of this memory erasure is unknown and cannot be reversed by any means available to you. You will have to rely on your instincts and natural abilities to survive and thrive in this new world. While this may give you a sense of freedom and the chance to start anew, it also means that you are vulnerable to being caught off guard by unexpected events and enemies.

Inbred +100 CP

Sometimes ancient families end up having relationships a bit too close to maintain bloodline purity. You won't suffer from the truly extreme effects of inbreeding by taking this drawback, but it will have minor effects on you. For example, your appearance will be noticeably uglier than it should be and you may have some simpler health issues. These won't cripple you, but they are incredibly likely to inconvenience you in some way.

The Spare +100 CP

You are the second in line in your family. This means that you are less likely to inherit significant wealth, titles, or responsibilities. Instead, you are frequently overlooked, relegated to the background, and possibly used as a mere bargaining chip in your family's political or social maneuvers. Your contributions and desires may even be dismissed, as you are forced into situations that serve the family's interests rather than your own. This however, does mean that you don't have to worry about the responsibility of being an heir and the possible assassination attempts that take place on your older sibling. Though you could always get rid of them yourself if you want the position.

Last of Your Name +100 CP

You bear the heavy burden of being the sole surviving member of your family. Your parents and other relatives have all passed away, leaving you to carry on your family's legacy alone. While this tragic circumstance does not prevent you from starting your own family, it means that the weight of your family's history, traditions, and expectations rests squarely on your shoulders. As a small mercy, you retain access to your family's resources, including wealth, heirlooms, and any properties they owned.

Dark Side +200 CP

You are inherently susceptible to darker emotions and their accompanying effects. Negative feelings such as anger, jealousy, and despair grip you more tightly and are more difficult to shake off. This emotional vulnerability extends to your interactions with magic, particularly Black Magic, which has a pronounced and corrosive effect on your psyche. When exposed to or using Dark Arts, you find your negative emotions amplified, pushing you towards more destructive and malevolent behaviors. This can be mitigated with a strong will, but you will have to maintain constant vigilance over your own emotions.

Old Injury +200 CP

When he was younger Xavier Charleston was badly wounded. He managed to recover, but this injury effectively crippled him. So despite his immense power he could only act defensively while his offensive skills were greatly decreased. Sometime ago you seem to have been badly injured in a similar event. Like Xavier this injury causes you large amounts of pain and can noticeably lower your combat effectiveness. Thankfully nothing's stopping you from getting a prosthetic, but it won't be the same as your original limb.

Forceful Recruitment +200 CP

The Department of Mysteries is one of the most reclusive organizations within the Wizarding World. As they manage dangerous fields of magic they often attempt to recruit geniuses when possible. If an individual is not a member of a prominent family they will sometimes kidnap them like what happened with Edwyn Stark. By taking this you will be considered a target for recruitment by the DoM and similar groups. The extent of what they will do will primarily depend on how strong your family and allies are.

They're Parasites +200 CP

While the reasoning was not entirely clear, Emily seemed to develop a hatred for children. When her marriage agreement with Atticus was made she fought to keep the children clause out until eventually composing. Like the upcoming Lady Slytherin you seem to have a great distaste for having children. It is practically guaranteed that you will never have a child unless you meet a soul mate who desires them. Even then it will take a great deal of convincing on their part. So I hope that you don't intend to pass on anything you possess or rule given that your line is likely to end with you. Lastly, this will greatly complicate any relationship or marriage contract you acquire within the magical world given the importance of heirs.

Arranged Marriage +200 CP

Arranged marriages are a common practice by Pureblood families. These marriages are often for political reasons such as maintaining alliances. You have been placed in one such an arranged marriage with someone that you dislike. Perhaps they are an irritating harpy, monster in the making, or simply pissed that they're being forced to marry you. It however, won't be impossible to change them or otherwise make things work. Should you actually wish to keep them after the Jump ends you may take them as a Companion for Free.

Gaunt Madness +400 CP

The Gaunt family degraded over time due to the rampant madness within their family. Even the Black's curse of madness was pale in comparison. Perhaps you are one of the last Gaunts or suffering from a similar curse. Whether you are one of the last Gaunts or suffer from a similar hereditary affliction, this condition slowly erodes your mental stability and weakens your magical abilities. The madness manifests as intrusive thoughts, erratic behavior, and a gradual decline in your cognitive functions, making it increasingly difficult to trust your own mind. However, there are methods to combat this insidious curse. Cleansing rituals and the aid of a true high-level mind healer can provide relief and possibly even cure the affliction. These remedies however, are rare and will likely require significant effort to obtain.

Forgotten Payments +400 CP

It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP

So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the Harry Potter jump, Scooby Gamers jump, the Generic Harry Potter Fanfiction jump, and any other jump related to the Harry Potter series. Similarly any Jumps related to the Halo series are allowed due to the crossover elements.

False Immortality +400 CP

Long ago there was a Dark Lord known as Fulda Zereh. The wizard was powerful, but his most feared trait was his near immortal state. This was due to an enchantment created by his mother. She bound his life to a sword making it impossible to kill him. The drawback was that the sword became the only tool that could kill him and one that would do this with the utmost ease. Somehow you have replicated this enchantment receiving a similar artifact. This will offer you a great deal of protection, but will also create the ultimate weapon for someone to slay you with ease. So do you wish to take the chance with this relic?

Beyond the Veil +150/300/400/600 CP

The human mind has limitations on what it can comprehend. These restrictions are often meant to protect the mind from madness such as Eldritch abominations. As for why this matters I have good news and bad news. The good news is that you have the ability to see the future which matches the tier that you choose. So the +300 CP option will make you a Seer. The bad news is that you lack the ability to control it and will be tormented by visions. The severity of this effect will scale with your tier. For example, after gaining access to Ancient Human Perceiver training Atticus became tormented by visions of the Halo Rings being fired. This effect caused his magic to go out of control while he was sleeping until he managed to regain control. This is an example of these issues that you will have to deal with. They can be brought under your control, but it will likely take months of effort to gain proper control.

The Greater Good +600 CP

Throughout history, some individuals have been driven by grand ambitions, be it the pursuit of peace or the quest for absolute domination. Like Albus Dumbledore, you are hyper-fixated on a particular vision or alignment, and you are determined to bring this vision into reality, no matter the cost. Dumbledore believed in order above all else, striving to reshape magical society to fit his utopian ideals, often through manipulative and morally ambiguous means. Similarly, you will stop at nothing to achieve your dream, becoming single-minded and relentless in your pursuit. This obsession can lead you to make questionable decisions, sacrifice important relationships, and even engage in ruthless actions, all in the name of your greater good. Your unwavering commitment to your vision will drive your every action and decision, regardless of the consequences or opposition you face.

They Called Him the Didact +600 CP

The Didact was one of the most formidable and dangerous Forerunners, renowned as the leader of the anti-humanity faction. By taking this drawback, you will release the Didact sometime during your Jump. Once free, he will quickly regain his bearings and

set his sights on Earth, intent on its total destruction. He will command the Mantle's Approach, a massive Forerunner ship, and lead a powerful Promethean Army. This immense threat will require significant preparation and resources to counter. Should you lack a vessel or forces capable of matching the Didact's formidable power, you will be forced to confront him directly in a desperate struggle. The Didact's strategic brilliance, advanced technology, and overwhelming force will make him a devastating adversary. You will be challenged at every turn against him with the very survival of humanity at stake.

Weakness Begets Weakness +600 CP

It's true that people love to watch heroes rise, but they love their falls even more. This is an attitude that you will become intimately familiar with during your time here. Whenever you fail or make any mistake it will create openings. If you're careful then you may be able to patch such openings quickly, but if you leave them it will create festering wounds. Your allies will abandon you, your enemies will rally, and everything will be on the verge of collapse. During your time here you will need to think about every action you take and its consequences. The main solution is simple if you can pull it off. Just don't make any mistakes and punish anyone who dares to go after the openings you can't fix.

Fall of Magic +600 CP

Over the past few millennia a great deal of magic has been lost. In ancient times numerous wizards were capable of performing feats that would have them declared gods. By taking this drawback you can cause a resurgence of magic boosting the power of all magical beings. All magic users including yourself will have your power boosted, though this will also include magical creatures. Magical environments will become more plentiful and ancient titans will awaken. You may now encounter dragons the size of mountains, leviathans of the deep, and myths shall become reality. Choosing this option will vastly enhance the settings danger, but it will give you greater opportunities.

A Growing Flood +600 CP

The Flood are one of the most dangerous species even amongst the larger multiverse. They are capable of infecting virtually any technology or living being allowing them to grow at an exponential rate. Additionally, they can learn from those they infect, making their intellect grow at an equally frightening rate. Somewhere on your starting world is a small capsule containing a single live Flood spore left over from the attempt to eradicate them millions of years ago. The spore will remain inactive for the first half of the Jump before it is unsealed. Should you not stop it the spore will quickly infect everything around it until it develops into a Gravemind and a full scale pandemic. Should this happen you must somehow destroy the Flood. In fact you are forbidden from leaving the

Jump until the Flood has been dealt with or somehow brought under your control. Just remember the last time the Flood became a serious issue the Forerunners were forced to activate the Halo Rings.

Wrath of the Mighty +200/400/600/800/1000

Somehow you have made a mortal enemy. They will stop at nothing in order to kill you or to harm you in any way possible. The level this enemy takes will depend on what tier you choose. You may choose the tier multiple times and choose different levels. Keep in mind though if these people learn about each other it's very likely their hatred of you will cause them to team up. This will quickly make them exponentially more dangerous.

For 200 CP you have something on the level of an average Wizard (Hogwarts graduate or adult Wizard) after you. For 400 CP you have a Sorcerer level threat (Dementor, Dueling Champion, Adult Dragon) or an equivalent after you. For 600 CP you have made an enemy of an Archmage level threat (Dumbledore or Elder Vampire) or similar being. For 800 CP you have a Top Tier threat after you (Resurrected Grindelwald, Post-WW2 Atticus) For 1000 CP you have made an enemy of a Big Bad (Flood Gravemind) or a new enemy has appeared on this level for the sole purpose of killing you. To ensure you have a chance you will have at least five years before any of them come after you. This is assuming you are only here for 10 years.

The time limit only restricts the main enemy from acting directly themselves. For example if you choose to face a Big Bad then they would still send their forces or anyone under that is their command such as lower ranked infected in the case of the Flood after you. You just wouldn't have to worry about them personally breaking into your home and trying to kill you in your sleep at the time. Though if you choose to engage them early you may or if you display power beyond what they can handle they won't wait. Meaning if your foe was a Top Tier threat then and you showed off Big Bad strength then they won't wait for you to get stronger.

SCENARIOS

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal.

- All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. *To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. **You will not chain-fail** if you give up unless explicitly stated otherwise.*
- Alternatively, you may take multiple compatible scenarios concurrently with your main jump. **You will not chain-fail** if you fail or give up on any scenarios, unless explicitly stated otherwise. You do still chain-fail if you die though, so maybe think twice before you take all of them at once.
- Each scenario you take will give you **500 CP** as well to spend on the document upon successful completion.

The Ark Builder

Congratulations, you are now the protagonist of our story. That's right you will be replacing Atticus Sayre. The jump will last until the story ends canonically or you die. You will be required to face all of the challenges that Atticus did, but you won't be left out to dry. You will start out with all of Atticus's abilities though you will only get to keep them if you complete the scenario. There is a detailed list containing what you will start and end with from the Jump. You will receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

Rewards:

For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing ensuring that you can keep them.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed.
- Third, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Fate of the Precursors

While the Precursors were wiped out no one truly knows what happened to them. Your mission is to discover the fate of the Precursors. Rumors whisper of the last vestiges of the Precursors lingering amidst the ruins of Charum Hakkor, the ancient capital world of

humanity. It is here, amidst the crumbling remnants of a forgotten era, that the final chapter of their saga may yet be written. Your task is to delve into the depths of this lost world and perhaps the rest of the galaxy, uncovering the fate that befell the ancient species. The scenario will be considered completed once you have officially discovered the fate of the Precursors. Otherwise there is no time limit so feel free to take as long as you need.

Rewards:

For having succeeded in learning of the Precursor's fate you will receive two rewards.

- First, having prepared for the war with the Forerunners the Precursors sealed away a small group in a deep hibernative state. You have found these slumbering Precursors and may awaken them. Each of them will be loyal due to you for having rescued them. They shall be turned into Companions and they're happy to assist you in your journey.
- Second, you have acquired a small data slate that was stored with the hibernating Precursors. While seemingly unimpressive this data slate is arguably the most advanced piece of technology in the universe. Within its vaults is a complete archive of all technology and knowledge held by the Precursors. Understanding even a small fraction of it will likely take you millennia.

A True Peace

Camelot was considered the last true opportunity for peace to occur between magicals and the muggles. Unfortunately it was lost when King Arthur was killed and the kingdom destroyed. Since then the Men of Symbols have tried and failed to create this symbiotic peace. You will be given an opportunity to correct this and to return to the beginning. This scenario will drop you off at a lake shortly before the young man who would become King Arthur pulls Excalibur from the stone. You will be given the background and opportunity needed to become a close advisor or friend to him. You must assist the future king in preventing the fall of Camelot and creating a genuine peace on Earth. The scenario will be considered completed should you reach modern times while Camelot remains standing and peace between races is active. The scenario will be considered a failure if Camelot is destroyed or irreversible hatred between both sides is occurring.

Rewards:

For having succeeded in preserving Camelot you will receive a variety of rewards.

- First, you will get to take Camelot with you. Arthur or the current ruler will remain in charge if you wish, but the entire force will become loyal to you.

- Second, You will get to recruit all of Arthur himself, all of Camelot's warriors, and anyone whose fate you changed as companions for Free. For example, if you altered Morgana and Mordred fates then they will be included.
- Third, you will receive the perk A True Peace
 - **A True Peace:** You are capable of establishing peace between any faction. No level of hatred or conflict cannot be resolved by your hand. Additionally, you are capable of bringing an end to any fighting or conflict you become involved in. Establishing peace may take time, but all will be willing to put down their arms giving you an opportunity to start this process.

The Reclaimers

In a few hundred years after advancing on an incredible scale Humanity would encounter a grave threat. The relatively young species would encounter the Covenant and a Great War would descend upon them. This was a conflict that Humanity was not ready for and one that should have honestly resulted in their extinction. Currently you have approximately six hundred years before the Covenant will approach the region that would become human occupied space. You must either advance humanity or create your own faction capable of besting the Covenant. This cannot be left to chance instead you must have a force capable of genuinely besting the Covenant even if the conflict takes a century.

Rewards:

For having successfully defeated the Covenant you will receive a variety of rewards.

- First, for having saved Humanity from extinction you will now become their leader. Perhaps they were the force you built up or they wish to join you out of gratitude. Regardless, you will get to take the fully rebuilt Human-occupied space with you. Named characters such as Dr. Halsey, the Spartans, and A.I. may become Companions for Free. The territory will come with you as a warehouse attachment and can be inserted into future Jumps.
- Second, not forgetting the Covenant themselves you may decide the fate of the alien alliance. If you destroy them they will simply cease to be. Another path however, is open to you. Having had the lies of the Prophets torn away and having been bested by a worthy foe they will submit. If you accept you may become the leader of the Covenant claiming control over them. The full territory of the Covenant and the loyalty of its people will be yours. The territory may come with you as a warehouse attachment and can be inserted into future Jumps if you wish.

- Lastly, while exploring Covenant space you seem to have stumbled upon the Forerunner Keyship known as the Anodyne Spirit. This ship is eleven kilometers long and filled with a full crew detachment. Additionally, the ship is piloted by an intact Forerunner A.I. who is in possession of numerous Forerunner blueprints. As the Keyships new captain they'd be happy to give you access to them. Should the ship be destroyed it will be fully repaired a few days later.

Master of Death

The Tale of the Deathly Hallows is one of the oldest legends of the Wizarding World. Legends say whoever gathers the three relics will become the Master of Death. The goal of the scenario is to do this exact feat. At the moment the Resurrection Stone is posed by Morfin Gaunt, the Elder Wand is possessed by Gerald Grindlewald, and lastly the Cloak of Invisibility is possessed by the Potter Family. There is no time limit on this though you may give up the scenario if you wish. Lastly, Atticus will eventually attempt to get the Resurrection Stone so you may want to hurry up on that one.

Rewards:

- **Resurrection Stone:** The Resurrection Stone allows the user to summon the souls of any deceased individual. This allows the user to learn from them and discover any secrets they possess. Maintaining a summoned soul however, does require a decent amount of magical upkeep. This can be mitigated by having a large enough pool of energy.
- **The Elder Wand:** The Elder Wand is the most powerful wand ever created. The Elder Wand is capable of vastly boosting the user's power and magic. With it in hand you can easily accomplish feats that would normally take all of your effort. It will multiply the strength of your spells at least a dozen times over and greatly reduce the magic needed for these spells. Lastly, as the Elder Wand is meant to assist you in combat, having it on you will increase your combat skills.
- **Cloak of Invisibility:** The Cloak of Invisibility is said to be the cloak worn by Death themselves. This cloak can hide you from all forms of detection. It will be impossible for any Wards or senses to locate you. Additionally, the cloak can shift into different forms such as a suit or other clothing so that you can always have it on you.
- Lastly, you shall receive the perk Master of Death
 - **Master of Death:** Death is considered to be one of the two greatest fundamental forces in the universe alongside Life. As its master you now wield the power of death itself. You can use deathly energy, touch intangible beings, permanently kill anything, claim the souls of the fallen, and so much more. Additionally, any death-aligned entities or gods will

become subservient to you. You are the Master of Death now and shall be given the respect the position deserves.

A Different Path

You will be inserted into this world a few hundred years before the start of the story. Your mission will be to join the Founders in creating Hogwarts and more importantly dealing with the muggles. It was believed that if the magicals had waged war instead of placing the Statue of Secrecy they would have defeated the non-magical population. You could take this route or perhaps you could start Atticus's method early colonizing a new world. The scenario will be considered completed once two conditions have been met. The first is that the sanctuary of Hogwarts has been operating for at least ten years and produced a successful class of mages. The second is that you must have successfully implemented a method to completely protect magicals from the muggles without the Statute of Secrecy.

Rewards:

- First, you may take Hogwarts with you, especially considering how much effort you put into making it. This grand school houses a few thousand students, ancient wonders, and whatever other measures you've helped implement.
- Second, you may take the Founders and any other allies as companions. Should any of them have fallen during this time they will be revived. You may also turn them into Followers instead of Companions if you wish.
- Lastly, you will receive the loyalty of every Mage and magical species that remains in the world. Having protected the world you have proven yourself worthy of leading it.

The Root of Magic

In the vast expanse of the universe, there exists an ancient and elusive source known only as the Root of Magic. It is the origin from which all magical energies flow, a place of unparalleled power and mystery. For millennia, scholars, wizards, and sorcerers have sought its location, hoping to uncover its secrets and harness its boundless potential. However, it has remained hidden, its existence known only through myths and whispers. Your mission in this scenario is to uncover the so-called Root and the origin of magic. Some speculate it's another aspect of the Domain while others believe it to be a fundamental force of the universe created with the other concepts. This will likely take you decades of research at minimum unless you happen to have a much higher starting point.

Rewards:

- Magic Itself: You have become one with the concept of magic itself. You have the capabilities to learn any type of magic, your talent is boosted to an unmatched degree. Any magical being will instinctively understand what you are. Third, your presence will infuse magic into the world awakening it.
- Second, overtime Mother Magic has taken on many forms and now all of them will come with you as Companions. This includes gentle Hecate, a triumphant Shakti, a powerful Circe, an embracing Isis, a loving Freya, a seductive Angitia and a wrathful Morrigan. Of course she will also appear with a primary body wielding her power as magic itself.

ENDING

Go Home: Maybe your time in this world made you realize life wasn't that bad. Go home with the abilities you've gathered and enjoy your life.

Stay Here: Maybe you've gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

NOTES

All perks that have active and passive effects may be freely toggled on and off.

This Jump is up to date with Odyssey of a Mage Part III's completion. The Jump may be updated later when the author releases Part IV officially starting the Post-Earth/Halo Arcs.

Image Sources

- Title Page - [Halo - Charun Hakkor](#)
- Hogwarts - <https://wallpapercave.com/wp/wp8585751.jpg>
- Shimmering Darkness Image - [Evil Wizards](#)
- Lord of Dark - [Wallpaper Dementors Harry Potter, Josh Hutchinson, Fantasy](#)
- Solar Harvester - <https://wallpapercave.com/wp/wp9461761.jpg>
- The Domain - [Canon Fodder: Didact's Domain](#)

Magical Ores and their Uses

- **Goblin Silver:** This metal is exclusively forged by the Goblin Nations. Goblin Silver is a material used to create incredibly powerful enchantments. Its most useful ability however, is to absorb the properties of any poison, potion, elixir, and even spell that it touches.
- **Orichalchum:** Orichalchum is capable of absorbing significantly larger amounts of magic than most metals and is highly durable.
- **Adamantite:** Adamantite is a special magical material used to create highly durable gear. This means it is most often used to forge armor and other protective equipment.
- **Mithril:** Mithril is considered the pinnacle of magical metals. It exists in a fluid-like state normally though it can be molded into shape through the user's magic.
- **True Damascus Steel:** True Damascus Steel is a magically infused steel originally developed by the Dwarves. It isn't quite on par with the other higher tier magical metals, but it's also far easier to produce.
- **Ilmendus:** Ilmendus is metal that mitigates reconciliation effects. These effects occur when something disrupts space time.

Runic Languages

- Norse
- Dwarven
- Native American
- Egyptian Hieroglyphics

- Elder Futhark

Species Tiers

- Tier 7 - Pre-industrial
- Tier 6 - Industrial
- Tier 5 - Atomic Age (WW2 Earth)
- Tier 4 - Space Age (Modern Earth)
- Tier 3 - Space Faring (early UNSC)
- Tier 2 - Interstellar (UNSC, Covenant)
- Tier 1 - World Builders (Forerunners, Ancient Humans)
- Tier 0 - Ascended (Precursors)

Known Houses (Classification)

- Normal
 - Carter
 - Carrow
 - Abbott
 - Blaugrad
 - Dumbledore
 - Rockwood
 - Prince - Potions
- Ancient
 - Longbottom
 - Malfoy
 - Avery
 - Lestrangle
 - Selwyn
 - Crouch
 - Provydetsi
 - Delacour
 - Kolffsson - Nature Magic / Magical Beast
 - Hirahito
- Most Ancient
 - Potter - Battleimages
 - Black
 - Eveningshade
 - Hyswel - infiltrators and ward specialists
 - Greengrass
 - Ollivander
 - Bones

- Blackthorne
- Prewett
- Winterdon
- Nott
- Romanoffs
- Mcdowell
- Gaunts
- Winterdon
- Seiwa Genio
- **Special**
 - Sayre - Magic Craftsmen
 - Peverell - Necromancer
 - Gryffindor
 - Ravenclaw
 - Hufflepuff
 - Slytherin
 - Emrys
 - Minamoto
 - Pendragon

Scenario Boons

The initial rewards will be given to you at the start of the Scenario while the Scenario End Boons will be given to you over the course of the scenario if you complete it.

- **Initial Boons**
 - **Starting Location**
 - Sayre Manor
 - **Species**
 - Human
 - **Perks**
 - **General Perks**
 - You're A Wizard Jumper
 - Blood Status - Pureblood (Sayre)
 - Magical Prowess - Archmage
 - Life Debts
 - Magical Beauty
 - The Little Things
 - Love Aged Like Fine Wine
 - The Disappearing Act
 - Familiar Bonds

- Magical Affinity - Transfiguration 200 CP, Battle Magic 200 CP, Runes 200 CP
 - Parselmouth - 100 CP
 - Heritage of the House - 400 CP (Sayre)
 - Hyper-Percipience - 400 CP
 - Sight Beyond Sight - 300 CP
 - **Eternal Light**
 - Rising Merits
 - Honor Bound
 - Work With Me Instead
 - **The Ancient**
 - Age Begets Power
 - Wandless Magic
- **Items**
 - **General**
 - Family Manor
 - Wealth of a Lord (Sayre)
- **Drawbacks**
 - The Great Journey - Full Story
- **Scenario End Boons**
 - **Perks**
 - **General Perks**
 - Magical Prowess - Herald of Magic
 - Duelist - Grand Master
 - My Blood is my Own
 - Peak Performance
 - Rituals of Power - 200 CP
 - Ego Custos
 - Mindless Masses
 - Fidelius Charm
 - False Sight
 - Patronus
 - Expanding Cracks
 - Mind Magic - Both
 - Elementalist - 300 CP (Lightning)
 - Sight Beyond Sight - 600 CP
 - **Bringer of Change**
 - ALL
 - **The Old Guard**
 - Nos Simul Stare

- Noble Etiquette
 - Tongues of the World
 - Fluidic Transfiguration
 - Magical Travel for Dummies
 - The Warder
 - Talismans and Amulets
 - Runes and Glyphs
 - **Shimmering Darkness**
 - Thought Partition
 - Right of Conquest
 - They Could Be a Problem
 - Interconnected Minds
 - Moulder of Minds
 - **Eternal Light**
 - Economic Domination
 - Time Bender
 - Grand Smith
 - I WILL NOT DIE HERE
 - **The Ancient**
 - Megaconstruction
 - Biomanipulation - 600 CP
 - Lord of Admirals
 - Magitech Marvels
- **Items**
 - **General**
 - Wand
 - Broomstick
 - The Eternal Milkshake
 - Basilisk Robes
 - Vanishing Cabinets
 - Expanded Trunk
 - Cana's Harp
 - Aegis Gauntlet
 - Skymobile
 - Misty Greenhouses
 - Shopping Dials
 - Spiros Towers
 - Drone Targeting Center
 - Court of Truth
 - Magic Tracker

- Seelie
 - Golem Workforce
 - Mineral Reveilo
 - Atticus's Collection
 - Project Interconnected
 - The Flow of Information
 - Slitharsa
 - The Gate
 - Time Turners
- **Bringer of Change**
 - ALL
- **The Old Guard**
 - Mental Balancer
 - Magical Reserves
 - Ancient and Noble House - 600 CP (Sayre)
- **Shimmering Darkness**
 - Deathly Hallows - Resurrection Stone
- **Eternal Light**
 - Creature Permits
 - Excalibur
 - Warmages
 - Artifacts of the Founders (All, but Godric's Sword)
 - Magical School
 - Time Room
- **The Ancient**
 - Command Chair
 - LAI
 - Harvesting Fleet
 - Predictive History Model
 - Tight Beams
 - Mithril Farms
 - The Domain (Probably)
- **Fleet Builder**
 - Solar Satellites
 - Surveillance Satellites
 - Gradus
 - Gallimimus
 - Docking Complex
 - World Ship (multiple of both tiers)
 - Fortitude

- Illos
- The Celestial Mirror
- Stellar Seed
- **Companions**
 - Your Parelius (Parelius)
 - Basilisk
 - Thunderbird
 - House Elf Brigade
 - Emily Riddle
 - The Remnant - 200 CP (Moirra - Ancient Humans)

Changelog

- Jump in Progress
- P