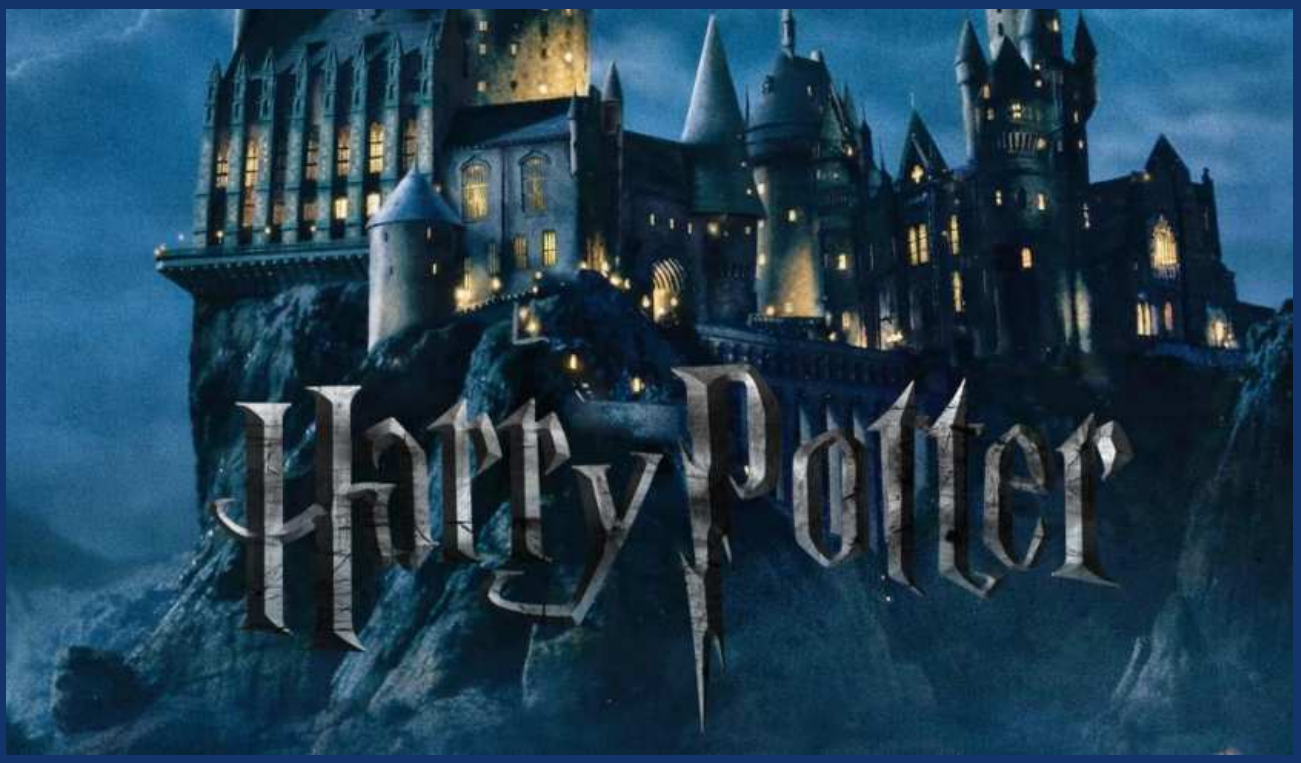


**Version 1.3 by SpazzWave**

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Congratulations! You're about to enter a version of the Harry Potter universe that's almost exactly like the one you remember from the books: same castle, same houses, same spells and same dark wizards trying to take over Britain. The main difference is that wizards actually use magic for pleasure and the sexual culture is a lot more open than the books ever showed.

Hogwarts still teaches Transfiguration and Potions, but students are openly hooking up in empty classrooms and the professors have accepted they can't stop it. The wizarding world sells stamina potions and pleasure charms in Diagon Alley, the Room of Requirement sees constant use for activities that have nothing to do with homework, and as long as everyone's consenting and nobody causes a scandal, people don't care who's fucking whom.

You'll be here for seven years, so take these **1000 G(alleons)** to spend on perks, items and companions.Your goal is whatever you want: stop Voldemort, build a harem, master sex magic, or just enjoy yourself. Welcome to Hogwarts.

Try not to get anyone pregnant unless that's your thing.

# Origins

Any origin can be taken as a Drop-in.



**GRYFFINDOR**

You're a Gryffindor, which means you're brave, reckless, have the self-preservation instincts of a concussed niffler, and definitely going to fuck someone you absolutely shouldn't while maintaining aggressive eye contact with anyone who thinks this is a bad idea. Your house has produced the most Quidditch legends, the most serious rule-breaking, and the most incidents requiring Professor McGonagall to explain to the Headmaster why they can't keep expelling people who keep *winning things*. You're the house that thinks "don't stick your dick in crazy" is a challenge.



**SLYTHERIN**

You're a Slytherin, which means you're ambitious, cunning, probably planning something ethically questionable right now, and absolutely going to fuck your way to the top while maintaining notes on everyone you've collected. Slytherins are exceptional at building power bases, and you're following that tradition by building your own empire of people who are fucking you because they want to, because you have dirt on them, or because the lines got blurry and now everyone's confused but still showing up. The Ministry calls this "coercion." You call it networking. Tomato, to-mah-to.



**RAVENCLAW**

You're a Ravenclaw, which means you're intelligent, curious, reading something deeply weird right now, and absolutely going to experiment with sex magic because "I want to see what happens" is perfectly valid research that definitely won't result in anyone getting hurt, cursed, or accidentally pregnant with something that shouldn't be possible.
You're the house that invented 80% of sex magic currently in circulation and 100% of the illegal variations the Ministry pretends don't exist.
The Ravenclaw common room just asks that you **please** label your experimental potions so nobody accidentally drinks your aphrodisiac prototype thinking it's pumpkin juice for the third time this month.



**HUFFLEPUFF**

You're a Hufflepuff, which means you're loyal, hardworking, emotionally competent, and absolutely the most sexually active house in Hogwarts despite centuries with a reputation as "the nice boring one who's probably good at plants."
Hufflepuffs figured out something the other houses consistently miss: being genuinely kind, emotionally available, and good at communication makes people want to fuck you *way more* than being mysterious, reckless, or conducting experimental magic on their genitals. You're the house that gets invited to everything and leaves everyone satisfied.

# General Perks

You have a **200CP** Stipend to spend here.

## Exclude M/M Tag [Free/100 G to Keep]

You have complete control over all your sexual and charisma perks, being able to dial them up or down at will, activate or deactivate them, and generally decide when and how strongly they're affecting people. That attraction aura that normally runs constantly? You can turn it off when you want to blend in and crank it to maximum when you want everyone in the room desperately staring at you. You can also set your perks to affect specific people or exclude others, so if you want your attraction perks to work on everyone except that one person you're not interested in, you can configure that too. This prevents the awkward situation where your supernatural hotness affects people you'd rather it didn't, and lets you weaponize your perks strategically instead of having them broadcasting constantly like some kind of horny beacon you can't turn off.

## Occluded [Free/200 G to Keep]

There are a suspicious number of creepy old men with mind-reading abilities snooping around teenagers' thoughts during your stay here (Dumbledore, Snape, and possibly that weird portrait in the hallway that keeps staring), which would normally be a catastrophic problem considering you've got meta-knowledge about this being a fictional universe, proof of your existence as a dimension-hopping Jumper, and probably memories of some deeply questionable shit you did in previous jumps that you'd really rather not have to explain to Magical Britain's authority figures.

Fortunately, any meta-knowledge or evidence of your nature as a Jumper is completely invisible to all detection methods. Snape tries Legilimency? He sees your surface thoughts and memories from this jump but nothing about you being from another reality or knowing this is all a book series. Dumbledore attempts to divine your true nature? The magic just slides off without results like he's trying to grab smoke. Someone doses you with Veritaserum? You answer honestly about everything except Jump-related information, which your brain helpfully edits out automatically. A Seer has a vision about you? They see your actions in this world but your meta-existence remains completely hidden.

This protection is absolute, automatic, and doesn't require any effort to maintain. Dumbledore can suspect you're hiding something big, but he'll die never knowing what, and honestly? Watching him slowly go insane trying to figure you out is completely worth it.

## Arcane Prowess [Free/100 G to Keep]

It would be pretty fucking disappointing to enter a magical world full of sexual possibilities only to discover your stamina taps out after one mediocre hour and your technique is nothing special, wouldn't it? Good thing that's not happening to you. Your sexual stamina and skill are now directly tied to your magical power: the stronger your magic, the longer you can go and the better you are at it. Got average student-level magic? You've got decent stamina and competent technique, better than most muggles. Training up to seventh-year levels? Your endurance increases proportionally and you instinctively know exactly where to touch, what angle to use, and how to make partners fall apart. Push yourself to Dumbledore-tier magical capacity? You're looking at the kind of stamina that would make porn stars weep with envy combined with technique so perfect you could write instructional manuals. Suddenly you have excellent motivation to never stop training.

### Hot Women for Everyone! [Free/100 G to Keep]

Because this is a porn jump and everyone needs to be hot, this perk ensures that everyone in the setting is significantly more attractive than they were in canon. The baseline attractiveness level is now "objectively good-looking": women are 9/10 minimum, men are genuinely handsome instead of average, and even the people who were described as ugly in canon are now merely "unconventionally attractive".

Everyone's got clear skin, good bodies, and nice hair (I'm talking about you, Snape).The girls are beautiful, the guys are hot, and even the professors who should be old and dumpy are aging gracefully into DILF/MILF territory. Seventy-year-old wizards look like distinguished silver foxes. Sixty-year-old witches look like they're in their forties and have aged like fine wine. And since nobody's ugly anymore, this makes this castle significantly more pleasant to look at and fuck your way through. Have fun.

### Futadom, Genderbending and Bestiality [Free/200 G to Keep]

It wouldn't be a Harry Potter porn jump if you couldn't customize how many women there are in the setting, so here's the perk that lets you adjust the world's composition to match your preferences. Want a world where women outnumber men 3-to-1? Done. Want more Veela than in canon? They're now 10% of the population. Want more magical creatures integrated into society? Centaurs are attending Hogwarts now. Want more futas than men? That's a valid choice and now 30% of witches are packing.

You can also genderbend any canonical character you want. Female Voldemort? She's now the Dark Lady and just as terrifying. Male Hermione? He's still the smartest student in school. Male McGonagall? Still stern but now he's a DILF. This is your porn jump and you deserve to have exactly the kind of magical Britain that gets you off.

### Monster Girl Hogwarts [Free/200 G to Keep]

Let's be honest: some magical creatures in the Harry Potter universe are fucking ugly. House-elves look like wrinkled nightmares with tennis-ball eyes and all the other creatures are giant monsters that want to eat you. If you're trying to have a sexually adventurous jump, the current aesthetic situation is... problematic.

So, as a gift, you can now change how humanoid magical creatures are throughout the entire world. Want house-elves to look like attractive small humanoids instead of ugly wrinkled things? Done. The entire species is now hot gnome-people with big eyes and pointed ears but otherwise appealing features. Acromantulas? Now they're spider-girls with human torsos, multiple spider arms, chitinous plating in aesthetic locations, and eight eyes that are somehow attractive. Centaurs can be adjusted to any human-to-horse ratio you prefer. Giants can be rescaled to "still tall but not logistically impossible to fuck." And Dementors? They can become flying goth girls. This technically works for making the magical world more diverse and interesting too, but let's not pretend you picked this for academic reasons.

## Yes, I am a Degenerate. So What? [Free/200 G to Keep]

This is the fun perk where you get to rewrite the entire sexual culture of the wizarding world to indulge your degeneracy. Want a culture where powerful wizards maintain harems of witches? It's now established tradition that successful men keep multiple wives, concubines, and sex slaves as status symbols. Want a world where witches are given to wizards as "apprentices" who are expected to fuck their masters as part of their education? That's now an ancient magical custom with historical precedent going back centuries. Want BDSM normalized to the point where students wear collars and leashes to class? Wizarding society now treats dominance dynamics as completely unremarkable parts of daily life.

You can also normalize literally any fetishes, kinks, or sexual practices you want. Like exhibitionism? Hogwarts now hosts monthly events where students perform sexually for crowds. Want free use to be acceptable? Hogwarts now has designated areas and specific populations (house-elves, certain students, "honor girls") where anyone can fuck anyone without asking. This also rewrites laws, social expectations, and cultural attitudes to support your chosen degeneracy, so if you normalize public sex there is now social etiquette for which place and time is appropriate for fucking in view of others. Sure, this makes it more boring, but that's the trade-off for living in a world made for your pleasure.

## Quality of Sex [Free]

You know a collection of incredibly useful wandless magics that are absolutely essential for a sexually active lifestyle. They are: cleaning charms that remove cum, sweat, and other fluids instantly. Odor-removal spells that eliminate sex smells from rooms and clothing. Magical contraception that's 100% effective and can be cast/removed instantly. Magical lubrication that appears exactly where you need it and lasts as long as necessary. A charm that makes your bodily fluids (cum, saliva, etc.) taste like anything you want (strawberries, chocolate, whatever your partner prefers). And magical condoms that are invisible, totally sensation-free, and never break.

These aren't powerful spells (you certainly aren't going to win duels with "make my cum taste like pineapple") but they're incredibly useful for maintaining an active sex life without dealing with the gross or inconvenient parts. You're welcome.

## If There is a Hole... [Free/50 to Keep]

It would be genuinely tragic to transform yourself into a half-giant only to discover your newly enormous dick physically cannot fit into anyone at Hogwarts, rendering your magnificent dong completely ornamental. That's why now your dick fits any hole automatically regardless of compatibility issues, physics, or common sense. A petite witch can take a cock that should split her in half, a tight ass can handle girth that should be anatomically impossible, and throats can deepthroat lengths that would normally require a medical professional standing by. This also works in reverse if you've got female anatomy: your pussy can now swallow horse cocks, giant dicks, and other things that would make a person scream in horror, all while somehow still feeling tight and perfect for your partner. Size queens and kings get exactly what they want, virgins can take you balls-deep on the first try, and nobody needs prep time or warmup unless they want it for fun.

## Needy Slut [50 G]

Perhaps you're tired of being the one in charge all the time and would rather be dominated like the needy slut you are? Well, good news: you radiate an aura that rewires the sexual desires of anyone attracted to you, transforming them into aggressive dominants who are obsessed with controlling, using, and thoroughly ruining you.That shy bookish Ravenclaw who's into you? They're masturbating to fantasies about choking you while you beg. That gentle Hufflepuff who finds you attractive? They're thinking about pinning you down and using your holes. Your professors who notice you're hot? They're having deeply inappropriate thoughts about detention scenarios where you're on your knees servicing them. This affects everyone who's sexually interested in you, and the intensity scales with attraction.

But here's where it gets really useful: you can influence the exact flavor of dominance they develop through subconscious magical suggestion. Want someone to develop a foot fetish? Your aura plants the idea and suddenly they're fantasizing about making you worship their feet and lick their shoes. Want someone focused on breeding? They start obsessing about holding you down, filling you up, and knocking you up. Want someone into degradation? They develop elaborate fantasies about calling you a slut and whore while using you. The best part? You can deactivate this aura anytime you want, and everyone affected returns to their normal sexual preferences immediately. A useful thing for sure, but if you bought this perk, I'm not sure you really need it.

## Because Jumpers Need Makeup Too [100 G]

Everyone in this jump is unfairly attractive (we're talking consistent 9/10s across the board), which means you'd be facing stiff competition if you just showed up looking like your normal self. That's why I'm offering you the option to get the full movie-star treatment so you're not the average-looking person at the orgy.

You've been upgraded to a solid 9/10 with every imperfection having been professionally corrected like a Hollywood makeup team spent six hours making you camera-ready. No asymmetry, skin issues or bad proportions. But what makes this perk really great is that now your magic actively develops your appearance towards your ideal form over time. Want to become a bodybuilder? Your muscles will develop an impressive definition. Want to be a femboy? Your body will develop a pretty, delicate aesthetic instead of becoming more masculine. The changes are gradual enough to seem natural and this continues throughout the jump until you hit your personal ideal and then maintains it permanently.

## Actually Romantic [100 G]

Congratulations, despite being in a porn jump where you're constantly fucking multiple people and using supernatural powers to manipulate them into bed, you're somehow still capable of genuine romance and emotional connection. You can understand people's hearts with incredible accuracy, know how to be romantic without being cheesy and how to be attentive without being clingy.

But where this perk truly shines is in helping you see past the masks people wear. You can tell the Slytherin playing ice-cold and dismissive is just waiting for someone brave enough to push past their defenses, or that the Ravenclaw acting untouchable and superior is desperately lonely and starving for someone who appreciates their mind instead of just tolerating their lectures.This doesn't make you manipulative (unless you want to be), it just makes you genuinely good at connecting with people romantically.
But hey, maybe the real treasure of this porn jump was the emotionally fulfilling relationships you built along the way. (It wasn't. It was definitely the sex. But the feelings are a nice bonus.)

## You're a Wizard, Jumper! [100 G/200 G/400 G]

Congratulations! You're actually good at magic instead of being one of those unfortunate souls who barely scrapes through their OWLs and ends up working retail in Diagon Alley. Pick a magical specialty and prepare to be significantly better at it than your peers.

Choose your specialty from the recognized magical disciplines: **Transfiguration, Potions, Charms, Healing, Curses, Necromancy, Divination, Wards, Mind Magic, Enchanting**, or any other established branch of magical study that you can justify as legitimate instead of just "shit I made up."

At **100 G**, you're talented: way better than the average student who's struggling to remember which end of the wand to hold. You can impress professors who've seen thousands of mediocre students, perform sophisticated magic that should be way beyond your year level, and generally make your classmates feel bad about their magical abilities. You also get a practical cantrip related to your specialty:

**Healing:** Cure minor wounds, cuts, bruises, and headaches with a touch.
**Divination:** Read basic fortunes using dice, cards, or tea leaves with surprising accuracy.
**Transfiguration:** Alter the cosmetic appearance of small objects at will.
**Potions:** Cause potion ingredients to prepare themselves: chopping, grinding, measuring, and adding themselves to cauldrons on command.
**Charms:** Create minor light sources or sound effects for convenience.
**Wards:** Detect the presence and strength of magical defenses in your vicinity.
**Mind Magic:** Sense strong emotions radiating from those around you.
**Curses:** Inflict minor discomfort (itching, mild pain, temporary clumsiness) with a gesture.
**Necromancy:** Sense the presence of spirits and recent deaths in an area.
**Enchanting:** Imbue small objects with simple persistent effects.

At **200 G**, you're gifted: top of your classes, professors think you're exceptional, and you can perform NEWT-level magic easily while your classmates are still struggling with the basics. Your cantrip becomes substantially more powerful:

**Healing:** Handle moderate injuries including broken bones, deep lacerations, and mild poisons.
**Divination:** Provide reliable short-term predictions about events within the next few days.
**Transfiguration:** Transform larger objects substantially, including complex shape changes.
**Potions:** Not only do ingredients prepare themselves, but they do so with perfect precision, optimizing every cut and measurement for maximum potency.
**Charms:** Create genuinely useful effects like warming charms, protective shields, or minor effects at will
**Wards:** Construct basic protective barriers that can deflect minor curses and physical projectiles
**Mind Magic:** Perform Legilimency and Occlumency at an adept level.
**Curses:** Inflict significant pain, temporary paralysis, or disorienting effects
**Necromancy:** Compel the recently dead or corpses to answer you a small number of questions.
**Enchanting:** Create moderately complex enchanted objects with lasting effects.

At **400 G,** you're a prodigy: professor-level skill while still a student, and recognized as one of the finest practitioners of your specialty at Hogwarts. You can innovate new applications of your specialty, create original spells or techniques, and generally do things with your chosen field that make even established experts sit up and pay attention to what you're doing. But here's where it gets really interesting: your cantrip doubles in potency. That means your **Healing** cantrip handles injuries twice as severe, your **Divination** provides predictions twice as far out with twice the accuracy, your **Transfiguration** affects objects twice as large with twice the complexity, and etc. So pick a field, get good at it, and enjoy having a useful magical ability you can spam constantly without consequences. This perk can be bought multiple times.

## Magical Genetics [200 G]

You might find yourself wanting to fuck magical creatures during this jump (or being fucked by them, no judgment), and normally that would be biologically impossible or result in tragic complications. Not anymore. Any pregnancy involving you (whether you're the one pregnant or you've impregnated someone/something else) is guaranteed safe, healthy, and viable. Half-Veela? Beautiful and healthy. Part-centaur? Strong and thriving. Knocked up by a dragon? Somehow that works now and the baby is fine.

This extends to truly bizarre combinations that should be genetically impossible. You could theoretically have a kid with a phoenix, a unicorn, an Acromantula, or even more exotic magical creatures, and the child would be healthy, functional, and inherit the best traits from both parents. All your children acquire your natural abilities (perks, powers, magical talents, you can choose) and grow up healthy regardless of how weird their heritage is.

The pregnancy itself is also safe and free from the complications that should logically result from interspecies breeding. So no dying in childbirth from having a half-giant baby, no magical incompatibilities causing problems or horrific mutations. Just healthy magical children who inherited your best traits and their other parent's useful abilities.

## Mudras [200 G]

You're a master at wandless magic, which already puts you leagues ahead of most wizards who need their wands for everything. But here's where it gets interesting: any magical ability you possess can be unleashed with just a gesture. Not "cast spells without a wand" (though you can do that too), but "project any magical effect you have through pure intent and motion."

Got Veela heritage? You can send waves of allure with a casual hand movement. Legilimens? Read someone's surface thoughts from across the room with a glance and subtle gesture, no eye contact needed. Metamorphmagus? Shift your appearance or someone else's with a touch. Parseltongue? Command snakes with a hissing whisper and directing gesture. A any magical talent you possess can be activated and directed through sheer will and physical motion.

Oh, and as a side benefit of having this level of control over your magical essence, you can now interact physically with ghosts and other incorporeal entities. Yes, this means you can touch ghosts, they can touch you, and you can fuck them if they are interested. Just don't forget ghost pussy will freeze your dick off.

## Bimbofy [200 G]

You know what would make the world significantly more enjoyable? If you could turn people into hot, busty, empty-headed bimbos who are way more fun to be around than whatever they were before.You've mastered a specific branch of transfiguration magic that transforms people into hyperfeminine, gorgeous, spectacularly endowed versions of themselves with drastically reduced cognitive function. Cast this on someone and they become beautiful (flawless skin, perfect features, the works), develop curves that make robes fit obscenely (massive tits, fat ass, tiny waist), and their intelligence drops to "can follow simple instructions but complex thought is difficult" levels.

The effect is permanent unless you reverse it, and it works on any gender. Men become extremely feminine women with all the associated changes, and women become exaggerated versions of femininity. This is deeply unethical magic that fundamentally alters someone's mind and body to suit your preferences, but it's extremely effective if you want a castle full of gorgeous airheads who are enthusiastic about everything and don't ask complicated questions.

## Furry Animagus [200 G]

The standard Animagus magic just lets you turn into a regular animal, which is disappointing. Congratulations on being a cat or whatever, very useful, extremely boring. That's why I'm offering you a useful version (that can be taught) that lets you transform into an anthropomorphic animal (a furry basically, but with magic). You pick any animal you want (wolf, fox, cat, dragon, whatever speaks to your inner degenerate) and you can shift into a bipedal humanoid version with animal features.

You keep human-level intelligence, opposable thumbs, the ability to speak, and bipedal movement, but you gain animal characteristics like fur, tail, ears, muzzle, claws, enhanced senses, and their special abilities. You retain all your magic in animal form, your clothes transform with you (or don't, if you prefer the naked furry aesthetic), and you can stay transformed indefinitely without strain.. Be careful to not start a furry subculture in Hogwarts with this.

## Hot for Teacher [200 G]

You've got teaching skills that would make actual professors jealous despite being a student yourself. You're exceptional at explaining concepts, patient with people who don't immediately understand, adaptive to different learning styles, and genuinely effective at helping people improve. When you eventually become a professor (the pay is terrible but the access is excellent) you'll be extraordinary at the job.

But here's the really useful part: society has collectively decided that you fucking students isn't scandalous. Specifically you. You can sleep with classmates you're tutoring, date people in your future classes once you're teaching, maintain ongoing sexual relationships with students, and generally ignore every single professional boundary that would destroy anyone else's career. The ethical complications that would get normal professors fired, socially exiled, and possibly investigated by the Ministry? Not a problem for you. Society looks at you specifically and goes "yeah, that's fine actually." You're free to pursue every "hot professor seduces student" or "student seduces hot professor" fantasy without consequences. As long as everyone's consenting (and with your other perks, they definitely are), nobody cares about the massive power imbalance.

## Boy-Who-Fucked [200 G]

Your life at Hogwarts is interesting in the best possible way. You keep having adventures similar to Harry Potter's experiences, except yours consistently lead to valuable rewards or opportunities to fuck someone instead of trauma and child endangerment.

Investigated a mysterious noise? You found a secret room with a very grateful occupant who wants to express appreciation physically. Helped someone with a dangerous problem? They've decided to "thank" you thoroughly, possibly multiple times. Explored a restricted area? You discovered both a powerful artifact AND a beautiful creature who's extremely interested in you personally.

The universe keeps arranging for you to be in exactly the right place at the right time to meet people who want to sleep with you or stumble into genuinely valuable opportunities. Things just work out for you. Meanwhile, Harry's dealing with basilisks and death-eaters. What an unlucky guy.

## Toujours Por [200 G]

You can choose to be part of any pureblood family of the Sacred Twenty-Eight you want, which comes with stupid amounts of money, instant social status, political connections that would make a lobbyist weep, and (if you're into that sort of thing) explicit opportunities for some incest.

Want to be a Malfoy and have a weirdly charged rivalry/sexual tension situation with Draco? Done. The family fortune is yours, the hair is platinum, and the emotional baggage is complementary. Want to be Harry Potter's twin with all the "we share everything" energy that implies? Absolutely possible, and the angst potential is off the charts. Want to be part of the Weasley family and navigate that entire chaotic redheaded situation? You've got six brothers, one sister, and the world's most confusing family reunions ahead of you.

The pureblood world also comes with perks (unless you choose the Weasleys): generational wealth, a seat at every important political table, invitations to parties where the wine costs more than a house, and the kind of social immunity that means you can get away with almost anything as long as you're discreet about it. You've also got access to family grimoires full of highly questionable magic, estates with "histories", and relatives who may or may not have war crime accusations in their past. Post-jump you can use this perk to be part of any noble family in the setting. Welcome to the magical one percent.

## Incest Wincest [200 G]

Any romantic or sexual relationship you establish with one member of a family automatically extends to all members of that family of the same sex, which creates some absolutely wild dynamics.

Here's how it manifests: you start dating Ginny Weasley. Within a week, her mother Molly is noticing you're attractive. Within two weeks, any female Weasley cousins are suddenly interested. This creates harems by default if you're not careful. Fuck one Greengrass sister and suddenly both of them want you. Get involved with one member of the Ancient and Noble House of Black and every woman in that bloodline starts competing for your attention.

The effect is strong enough that normal family loyalty and "that's my sister's boyfriend" concerns get overridden by genuine desire. Family reunions are about to become extremely complicated and extremely fun for you.

## Invisible Pervert [200]

Being a voyeur at Hogwarts is surprisingly difficult despite everyone fucking like rabbits. Turns out not everyone appreciates an audience, and some people express their displeasure by hexing you so hard that Madam Pomfrey starts asking questions you really don't want to answer. That's why you've mastered the Disillusionment Charm to a level that would make Mad-Eye Moody weep with professional jealousy. You can cast a modified version at will that renders you completely undetectable to sight, sound and smell. You could stand three feet away from someone getting railed and they'd have absolutely no idea you're there taking detailed mental notes for later, or even crash the Prefects bathroom orgy without an invitation and watch the entire thing from prime seating. This makes you either the most talented spy Hogwarts has ever produced or the absolute creepiest bastard to ever walk these halls. Probably both.

## The Man Without Fear (But Certainly With Pleasure) [200]

Even the most pleasurable of actions eventually become boring, which is apparently a problem sex mages take very seriously. Yes, sex mages are real, and yes, they've dedicated actual research time to solving the "orgasms aren't intense enough" problem. You can now manipulate the sensitivity of all your senses at will, dialing them up or down as you wish.

Need superhuman hearing to eavesdrop on corridor gossip? Done. Want to dull your taste buds so Hagrid's rock cakes don't taste like actual rocks? Easy. Reduce pain sensitivity before Quidditch or enhance touch to feel the thread count on expensive robes? All possible.But here's the real reason this spell exists: turning pleasure up to absolutely stupid levels. A simple kiss becomes a transcendent experience. A handjob feels like your soul is leaving your body. Actual sex? You're experiencing colors that don't exist, hearing cosmic harmonies, and your brain is trying to process pleasure levels that should require immediate medical intervention but you're too busy screaming incoherently to care.

You can make everything from two times to twenty times more sensitive, with the only limit being staying conscious and remembering your own name. The downside is you can absolutely overdo it and spend the next hour as a drooling, twitching mess because someone brushed your shoulder and it felt like being struck by lightning made of pure bliss. Use responsibly.

## Magical Dueling 101 [200 G]

It would be extremely disappointing if your sexual adventures ended because some Death Eater blew your head off, so you've got substantial combat talent to keep you alive long enough to finish your fuck-list. You have a natural gift for battle magic, dueling, defensive spells, and killing people when they're actively trying to kill you first. You learn combat spells frighteningly fast, your reflexes are sharp, your aim is good, and you've got solid instincts for reading opponents and not dying stupidly.

This means you can hold your own in fights, protect the people you're sleeping with, and generally survive the magical world's many attempts to murder you (dark wizards, cursed objects, creatures that eat faces, political assassinations, etc.). The bar for success here is "don't die before completing your extensive list of people to fuck," which is honestly a pretty reasonable goal. You're not invincible (you can absolutely still die if you're an idiot about it) but you're working with way more talent than most wizards develop in their entire lives.

## Metamorphmagus [400 G]

You're a true Metamorphmagus, which is one of the rarest magical talents in the wizarding world and absolutely perfect for a porn jump. You can modify anything about your physical form: height, weight, body type, facial features, hair, eye color, skin tone, apparent age, muscle definition, and (most importantly) your sexual characteristics in any configuration you want.

Want to be tall, muscular, and hung like a hippogriff? Done. Petite and curvy with both a dick and pussy that are fully functional? Easy. The transformation is instant, painless, and you can hold any form indefinitely without concentration or effort. Unlike Tonks, who seemed limited to relatively normal human variations, you can push things
things into territory that shouldn't be physically possible: proportions that would be anatomically ridiculous on a normal human, increasing your own musculature and height without side-effects (if you want to become a 2,30m Baki character) and even things like extra functional bits (tentacles) if you're feeling particularly adventurous with your porn logic.

Tonks used this ability to entertain children at parties. You're going to use it for significantly less wholesome purposes, and honestly? That's probably what the magic was born for in the first place.

## Half-Blood Alpha [400 G]

You're half magical creature, which gives you some extremely useful benefits depending on which creature you choose to be mixed with. Half-giant? You've got superhuman strength that makes you capable of lifting people effortlessly during sex, throwing partners around, and oh yeah, you're packing a cock that's proportional to giant ancestry. Half-veela? You've got the allure, which means you can turn on supernatural attractiveness that makes people basically unable to think straight around you. Half-dragon? Sure, why not? You've got a dragon cock, the ability to cum in quantities measured in liters and you can breathe fire. Just don't forget that if you choose a race with an enormous cock, you'll probably want to grab the perk that ensures your partners can actually take it without ending up in the Hospital Wing.

## Healing Hands [400 G]

Thanks to healer books that definitely weren't meant for students and muggle tantric techniques you definitely shouldn't have been researching, you've developed an ability that's part medical miracle and part absolute menace to society:you touch can bring people to screaming orgasms just by putting your hands on them, which is either the best party trick ever or grounds for immediate expulsion depending on who finds out. This power is defined by intensity: at low levels, you're just an incredible massage therapist capable of making anyone relax completely. At medium levels people start making involuntary noises during your "treatments", leaving your sessions completely disheveled but claiming they"ve never felt better. Increase to high levels and you're essentially a walking orgasm button. The applications are limitless and you've got seven years to explore exactly what "healing touch" can accomplish.

## Dantian [400 G]

You have what some call a "magical core" (basically, your magic works on fanon logic). Instead of hitting a ceiling, your power grows endlessly with training. Practice magic and your capacity increases. Study theory and your reserves expand. Cast spells and you get incrementally stronger. You're not immediately overpowered but you have unlimited growth potential where regular wizards hit hard limits. Put in actual work and you can become absurdly, stupidly powerful. We're talking "surpass Dumbledore and Voldemort" levels if you commit to training for some years. The downside is you actually have to train. Your magic won't grow if you sit around doing nothing, but if you're willing to spend years studying, practicing, and pushing your limits? There's no theoretical ceiling to how powerful you can become.

## Netorare [400 G]

You have the power to be a complete fucking asshole and somehow have a spotless reputation.
You can publicly humiliate someone and observers think it's hilarious or justified. You can aggressively pursue someone's girlfriend, seduce her right in front of him, and people think "well clearly she's better suited to you." You can bully people mercilessly and your friends laugh, teachers overlook it, and the victims don't get sympathy because everyone assumes they deserved it somehow.

This extends especially to sexual conquests: you can specifically target people who are in relationships, seduce their partners away from them, fuck them while they're technically still dating someone else, and instead of being seen as a homewrecking piece of shit you're viewed as the superior option who rescued someone from an inadequate relationship."You stole his girlfriend" becomes "you showed her what she was missing" in everyone's minds.

The best part? Authority figures don't give a single fuck. Professors see you bullying someone and think "character building." They watch you steal someone's girlfriend and think "ah, young love." The Headmaster knows you're an asshole and still thinks you're a fine upstanding student with a bright future. Other people get consequences for being assholes. You get popularity and stolen girlfriends. Life's not fair.

## Right of Conquest [400 G]

You operate on the most caveman logic imaginable: beat someone in any competition and their romantic partner becomes **yours**. Not "interested in you." Not "attracted to you." **Yours**. The moment you win, their girlfriend/boyfriend/spouse magically transfers their loyalty and affection from the loser to you. They're now your partner, they want to be with you, and they'll break up with the person you beat without hesitation.

This works on any serious contest: duels, Quidditch matches, physical fights, major competitions,anything where you've proven yourself superior through combat or athletic dominance. The transfer is immediate and absolute: They were in love with the loser five minutes ago? Now they're in love with you. They were faithful for years? Now they're devoted to you and couldn't care less about the person you beat. Having this perk means building a harem by cucking everyone you beat, and you can live with that.

## Whorecrux [400 G]

Voldemort figured out how to split his soul through murder to achieve immortality. You've figured out how to bind souls through fucking virgins to achieve a harem of loyal sex-crazed servants who make you more powerful. Yours is more fun and significantly less likely to result in you looking like a noseless snake-man.You can perform a dark ritual that converts virgin women (and men!) into Whorecruxes by mindbreaking them with pure overwhelming pleasure during their first sexual experience. This transforms them into utterly loyal slaves to you, with insatiable sexual appetites that only you can satisfy. The best part? They share a portion of their magical power with you. Each one you create increases your total magical power by roughly 5-10% depending on how powerful they were originally.

Voldemort made seven Horcruxes and it drove him insane and noseless. You can make dozens of Whorecruxes and the only side effect is you're constantly surrounded by magically-bound sex slaves who worship you, plus you're getting progressively more powerful as you corrupt more virgins. Your version of dark magic is significantly more enjoyable and comes with way better benefits than immortality.

## Ron the Death Eater [400 G]

You can curse people you dislike to become progressively worse versions of themselves, which is incredibly petty and absolutely devastating to your competition. Anyone you decide you don't like starts experiencing a slow decline in every positive quality they have: they get dumber, less attractive, less fit, less socially competent, less magically talented, and generally less appealing in every measurable way (in a matter of months).

The curse is subtle enough that the victim doesn't realize it's happening until they've already declined significantly. That rival who was smart and attractive? Give it two months and they're noticeably stupider and significantly less hot. That competitor who was athletic and charming? Six months later they're out of shape and socially awkward.

This works on anything you consider competition: romantic rivals, academic competitors, people vying for the same positions, anyone who's in your way.  The effectiveness scales based on the magical power difference between you and your target: curse someone weaker than you and they'll decline rapidly over weeks, curse someone at your level and it takes months, curse someone significantly more powerful and it might take years with less dramatic results. Perfect for eliminating competition without violence, for destroying rivals slowly and watching them spiral, or for being vindictive toward anyone who's crossed you or stands in your way.

## Metamagic [600 G]

You have such an intuitive connection with magic that you can modify any spell you cast within its fundamental nature, which sounds limited until you realize how flexible spell "nature" actually is. Cast Lumos and you can change the color, intensity, focus, duration, or area of coverage. Keep experimenting within "creates light" and you can turn it into a laser, a flashbang, or even a persistent light source that follows you around. Transfiguration? You can adjust the size of what you're transforming, change how long the transformation lasts, affect multiple objects at once, or modify what you're turning things into as long as it stays within the same category: turn a desk into any other furniture, turn a rat into any other small animal.

Your ability to modify spells scales directly with your magical power and skill level. With the power and skill of a first year student you're limited to simple modifications (changing the color of your Lumos, making your Summoning Charm slightly faster, adjusting the size of a Transfiguration by a few inches), but with the power and skill of a seventh-year student? You could be turning Lumos into lasers, Summoning multiple specific items simultaneously from across the castle, or Transfiguring objects into completely different forms within their category with modifications to size, durability and duration all at once. And if you surpass the seventh-year level? You could easily do feats like making a Cutting Curse work on the conceptual rather than just physical levels. This works on any spell you know how to cast including complex magic like rituals, though more powerful magic is proportionally harder to modify safely and requires more skill to adjust without causing catastrophic failures. Post-jump this ability adapts to other magic systems.

## Veelas Aren't Shit [600 G]

Your magic is genuinely addictive like a fucking drug, which should probably concern you ethically but is incredibly useful for building a collection of desperate followers who'll do anything for another fix. People and magical creatures who experience your magic develop cravings for more exposure that scale with your power level: weak magic creates mild interest, moderate power creates genuine want, strong magic creates serious dependency, and overwhelming power creates full-blown addiction where they're physically uncomfortable without regular access to you.

This affects anyone who experiences your magic directly: people you cast spells on, creatures you interact with magically, partners you fuck while channeling power, and anyone nearby when you're slinging serious magic around. But here's the really fun part: your bodily fluids carry concentrated magical essence, which means they're even MORE addictive than just being near you. The next person who tastes you is going to spend the rest of their life chasing that high, and you'll have them wrapped around your finger without even trying.



# Gryffindor Perks

## Lion's Heart [100 G]

You can proposition literally anyone for sex (professors mid-lecture, strangers you just met, people actively trying to kill you, even the Headmaster during a school assembly) without experiencing even a flicker of embarrassment, anxiety, or the normal human self-preservation instincts that prevent most people from career-ending social mistakes.

What makes it work instead of just getting you hexed constantly? People can tell you're being completely genuine, which somehow makes it succeed way more often than it should. When you walk up to someone and say "you're incredibly hot and I'd like to have sex with you" with complete sincerity, they believe you actually mean it instead of thinking you're running some kind of elaborate prank. Your unshakeable desire is so obvious it breaks through normal social defenses.

And if someone says no? You just shrug, wish them well, and move on to the next attractive person without even a moment of disappointment or wounded pride. The shameless directness actually increases your success rate significantly because people find your boldness refreshing, your honesty disarming, and your complete lack of shame kind of hot. You are the living proof that "fortune favors the bold" applies to sex even more than it applies to Gryffindor recklessness.

## Perks of Being a Seeker [200 G]

Congratulations, you're a jock now. Not just any jock, the kind of naturally gifted athlete who makes catching tiny golden balls at 60km/h look like a casual Sunday activity. Your hand-eye coordination is frankly stupid, your reflexes are borderline precognitive, and on a broomstick you move like physics is more of a suggestion than a law. Pick up any sport and you'll be annoyingly good at it within a week, but Quidditch? Quidditch is where you shine.

But here's the thing nobody tells you about being the star Quidditch player: you become a magnet for thirst. Aggressive, shameless, "I-made-a-banner-with-your-face-on-it" levels of thirst. You finish a match looking like a sweaty disheveled god and there's already a queue forming outside the locker room. People wear your jersey number like a mating signal. Win the House Cup and you'll get propositioned in the Great Hall at breakfast. **Breakfast.** Enjoy your new reality as Hogwarts' most desired athlete.

## Crush Your Enemies, See Them Driven Before You... [400 G]

Beating someone at literally anything (duels, Quidditch matches, wizard chess, arguments, physical fights, academic competitions, competitive eating, anything involving a winner and loser) makes them sexually attracted to you and weirdly desperate to submit you in bed.

Beat someone in a duel and they're visibly flushed and aroused despite having just lost, probably embarrassed about it, definitely confused, but undeniably turned on by you now. Crush the rival Quidditch team and their Seeker is eyeing you in the locker room afterward with an expression that has nothing to do with sports and everything to do with wanting you to dominate them the way you dominated the match.

The more decisive your victory, the stronger the effect. Narrow wins create mild interest, but absolutely demolishing someone? Crushing them completely, humiliating them in front of an audience? That creates intense, desperate, "need to fuck the winner right now" levels of attraction and a genuine compulsion to submit to you sexually. The defeated party will rationalize their sudden attraction however they need to ("I've always found them attractive, I just never noticed before"), but the truth is they got beaten and now their brain has decided losing to you is hot.

## House of Plot Armor [600 G]

The universe has looked at your life, noticed you make catastrophically stupid decisions on a regular basis, and decided to reward you for it anyway instead of teaching you consequences like a normal person would experience. Your reckless romantic and sexual choices work out suspiciously well despite being objectively terrible ideas that should get you expelled, arrested, socially exiled, or killed by an angry partner's vengeful family.

Sneaking into the Forbidden Forest to fuck where you could absolutely get eaten by Acromantulas, mauled by werewolves, or trampled by centaurs who are very much not okay with humans using their territory as a hookup spot? You accidentally stumble across rare potion ingredients worth a small fortune, discover a previously unknown magical plant, and somehow earn House points when you report it. Getting caught red-handed by a professor who should expel you immediately and possibly report you to your parents? They're more amused than angry, let it slide with a knowing smile and a warning, and in some cases ask if they can join in.

Even if you did something crazy like fucking unprotected would result in nothing bad happening at all or the surprise pregnancy leading you to discovering that you're heir of a magical inheritance. This isn't guaranteed success every time, but your success rate on genuinely stupid romantic ventures is way higher than probability and common sense allow. You can take chances that would destroy other people's lives, reputations, and futures, and you walk away victorious through pure audacity and cosmic favoritism.



# Slytherin Perks

## Serpent's Tongue [100 G]

You can speak Parseltongue which is rare, kind of hot in a dangerous way, and comes with some excellent fringe benefits. First, you can communicate with all snakes, which makes them generally friendly and willing to follow your orders or looking intimidating. Second, and more importantly, you can make your tongue vibrate while speaking snake language in ways that are absolutely devastating during oral sex. Like, "had to grip the bedsheets and scream" levels of effectiveness. Third, your voice develops hissing undertones that makes people feel vaguely aroused without understanding why.
In Slytherin circles this is prestigious as hell, and explains how Voldemort created his harem of pure-bloods. You're basically walking around with a vibrator for a tongue and a sexy voice, which is unfair but you'll take it.

## I Know What You Did [200 G]

You're exceptionally skilled at identifying what people are hiding and using that information to get exactly what you want from them. Blackmail, basically, but you're supernaturally good at it.

And here's the beautiful part: the people you're blackmailing convince themselves that cooperating is easier than fighting back or telling anyone. You can pressure people into sexual arrangements, turn embarrassing secrets into ongoing "favors," and build an entire network of people who do what you say because you've got dirt on them they desperately need to keep quiet. Someone cheated on an exam? Now they're "helping you study" twice a week behind locked doors. Someone's got a secret kink they'd die if it got out? Congratulations, they're now very motivated to keep you happy. By your sixth year you'll have half a dozen people in your pocket and a reputation as someone who's "really easy to talk to." The Ministry would call this "coercion" and "abuse of power." You call it "networking." Potato, po-tah-to.

## Sleeping Beauty [400 G]

You're a magical date-rapist's wet dream when it comes to technical skill. You can slip potions into drinks, food, or directly onto people's skin without anyone noticing. Ever. Love potions in their pumpkin juice? They didn't taste anything unusual. Aphrodisiac powder on the door handle? They touched it without question. That compliance draught you stirred into their soup? Delicious, no notes. You know exactly how to mask potion flavors, what substances affect skin, optimal dosing for different effects, and how to avoid leaving evidence. Combined with potion-making skills you're basically a one-person magical roofie factory. This perk is doing a LOT of heavy lifting to make "I'm really good at secretly drugging people" sound like a fun superpower instead of a crime, but here we are. Use responsibly, or don't.

## Tom Riddle Jr. [600 G]

You're a teenage dark lord and nobody can prove shit. You have an operational security that is so airtight it makes actual criminals weep with envy: you cover tracks like it's second nature, create alibis that could fool Veritaserum, and erase evidence so thoroughly it's like it never existed. The Aurors could be standing three feet away and you'd still pull off something highly illegal without leaving a single magical signature.

Want to brew Felix Felicis in your dorm and sell it for extortionate prices? Untraceable. Need to Imperio someone into doing your Potions homework (or... other things)? No magical residue, no witnesses, clean as a whistle. Practice forbidden magic in a school literally designed to detect forbidden magic? The wards don't even **notice** you. You could run an entire criminal enterprise (blackmail, contraband potions, illegal enchantments, memory modifications on people who saw things they shouldn't have) and maintain a perfect "innocent honor student" facade.

The downside? You're technically a supervillain. The upside? You're really, **really** good at it, and you're never getting caught. Congratulations on your new life of consequence-free crime. Try not to accidentally start the next Wizarding War.

# Ravenclaw Perks

## Loony [100 G]

Being weird, perverted, or unconventional doesn't harm your reputation at all because people have categorized you as "eccentric" and just accept that you're going to do bizarre shit.

Reading explicit pornography in the library? That's just you being you. Having unusual sexual interests or practicing taboo magic for sexual purposes? You're a Ravenclaw, everyone just assumed you were into weird stuff. Fucking in inappropriate locations because you're "testing hypotheses"? Par for the course.

Your reputation as eccentric is so well-established that people aren't shocked or scandalized when you do questionable things: they're actually more surprised when you're completely normal and not doing anything weird. Of course, this doesn't make you immune to actual consequences (genuinely illegal things still get you in trouble) but it provides a substantial social buffer for unconventional sexual behavior that would tank someone else's reputation. And the best part? Your eccentricity makes you interesting and intriguing to people who appreciate uniqueness rather than off-putting.

## Model Student [200 G]

You're good at school, which sounds boring until you realize that being the smart, helpful student who offers tutoring is basically the most effective pickup line in the entire castle. You're genuinely competent at academics (attentive in class, diligent with homework, excellent at retaining information) which makes professors love you and struggling students desperately want your help.This means people constantly ask you to "study" with them, which translates to spending hours alone together in private locations like empty classrooms nobody uses and your dorm room when your roommates have conveniently fucked off somewhere else.

" Can you help me with Transfiguration?" is the most common pickup line you hear, and it works because you're both actually there to study... for about fifteen minutes. Then you're leaning close to check their wandwork, your hand covering theirs to adjust their grip, standing directly behind them with your body pressed against theirs to demonstrate the proper movement, and suddenly there's sexual tension that has absolutely nothing to do with turning rats into goblets.

Professors think you're a dedicated student who generously helps struggling classmates improve their grades. They have no idea that half your study sessions end with orgasms instead of completed essays, and somehow people's grades still improve anyway because apparently getting fucked by someone smart makes you retain information better. Or maybe they're just more motivated to keep scheduling "study sessions." Either way, your reputation as a helpful tutor is sterling and your sex life is excellent, so clearly the system works.

## Pretty Privilege [400 G]

Authority figures absolutely adore you for reasons they can't articulate and won't examine too closely because that would raise uncomfortable questions. Teachers adore you, politicians find you charming, and anyone in a position of power is inexplicably drawn to you both professionally and sexually. You could be failing every single class and professors would still think you're a star student destined for greatness. You could know absolutely nothing about politics and Ministry officials would still consider you a rising talent worth cultivating. Every door opens, every rule bends, and they'll all convince themselves it's because you're special (and not just because they want you naked in their office after hours).

McGonagall thinks you're gifted and offers you one-on-one lessons that run late into the evening. Snape finds you not just tolerable but genuinely interesting and wants to spend time with you in his private office. Your applications at the Ministry are already fast-tracked. You're going to ride this straight to the top and they're going to write you glowing recommendation letters the whole way.

## Inspiration Through Indulgence [600 G]

Your brain is wired so that getting off directly improves your magical research, which is either the best possible justification for constant masturbation or the most degenerate thing you've ever heard depending on your perspective. Stuck on a Potions formula you can't figure out? Spend an evening indulging your bondage kink and suddenly you understand the magical binding properties you needed. Can't figure out the proper wand movements for a new spell? Have a rough night of sex and the motion patterns become obvious.

The more creative and intense your sexual activities, the more profound your magical breakthroughs. Jerking off alone gets you small progress on whatever you're working on while decent sex with a partner solves actual problems you've been stuck on. But kinky experimental shit with multiple people trying things you've never done before? That's when you accidentally invent entirely new fields of magic because you were too busy getting railed to realize you were having a magical epiphany.

"How the fuck did you solve that?" "I was edging and had an epiphany mid-orgasm." "That's not how magical research works!" "It is for me and I'm not apologizing." The wizarding academic community doesn't need to know your innovations came from fucking your way through the Kama Sutra while high on stamina potions, and you're certainly not publishing your actual methodology in peer-reviewed journals.



# Hufflepuff Perks

## Blessed Proportions [100 G]

You've been blessed (cursed?) with exceptionally prominent assets that are impossible to hide and definitely get noticed every single time you enter a room. Women have asses that are genuinely impressive: round, firm, perfectly shaped, and visible even under the baggiest robes because fabric can only do so much when you're working with that much curve. Men are notably well-endowed in ways that create obvious bulges even in loose clothing, making it very clear to anyone who glances in that direction that you're packing substantial equipment down there.

On the bright side, sexual partners are universally and enthusiastically appreciative of what you're bringing to the encounter (nobody's ever been disappointed by your proportions after all). On the minus side, you're dealing with constant staring, unsolicited comments about your body, but hey, at least you know exactly what you've got and so does everyone else within visual range.

## Everyone's Favorite [200 G]

You're absurdly good at making friends. Within a month you could be on first-name basis with half the school including people from rival Houses who normally despise each other. You remember everyone's names, notice when someone got a haircut, and know how to make people feel genuinely seen and valued with the ease of someone who's been doing this their whole life (you have).

But where you really shine is at transition friendships into the "we're also fucking now" territory without any drama. You can have the "so we're friends but we could also hook up if you want?" conversation without making it catastrophically awkward and maintain actual genuine friendship even after you've seen your friends naked and done things that should make future eye contact impossible. You've got a rotating collection of people you legitimately enjoy spending time with who you're also casually sleeping with, and somehow there's zero jealousy or hurt feelings because you're just that good at managing boundaries.

The Hufflepuff common room has stopped being surprised when you mention hooking up with someone new, and you somehow turned "we're friends who sometimes fuck" into a sustainable lifestyle that should be impossible to maintain but works perfectly because you're just that good at it.

## No Friend Like a Hufflepuff Friend [400 G]

You don't register as a threat to anyone, which works out incredibly well for you considering you're often doing things that people should probably be concerned about. Jealous boyfriends don't worry about you spending time with their girlfriends , protective husbands see you as a friendly presence and even suspicious fathers let you date their daughters without the usual interrogation because you seem safe and trustworthy.

This extends to magical creatures as well, which is genuinely useful for approaching species that are normally wary or hostile toward humans. And if you happen to have more unconventional interests (i will not judge, the jump is exactly for that) regarding certain magical creatures, well, your non-threatening nature proves useful for that too. As far as impressions go, you couldn't ask for a much better deal.

## The Power of *Good*™ Pussy [600 G]

Having sex with you fundamentally improves people through magical resonance created during intimacy, which sounds like porn logic but actually works. The emotional and magical connection during sex helps heal mental wounds, build emotional resilience, and unlock magical potential tied to feelings and inner strength. Fuck someone regularly and you can help them overcome trauma, build genuine confidence, process grief, become braver, develop stronger sense of self-worth, or break through emotional blocks that have been holding back their magic (like a Patronus).

Here's how it works: the improvement is capped by your magical power and your sexual skill. Weak magic and mediocre sex gives minimal results. Strong magic and genuinely great sex where you're making them come multiple times creates substantial transformation. One session might give them small clarity or relief, but regular intimate connection over weeks or months creates permanent changes to their emotional foundation and mental fortitude. This is particularly effective for magic with strong emotional components: someone struggling with a Patronus charm might finally achieve a breakthrough after enough sessions with you because you've helped them access genuine happiness and emotional strength they couldn't reach before. The changes are permanent too, making anyone who sleeps with you become a better version of themselves.

You also function as an effective muse: artists, writers, inventors, and creators find themselves inspired after being with you, being more creative and producing their best work. Who would have thought the secret to emotional growth and creative breakthroughs was just really good pussy the whole time.



# Companions

## Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

## Create/Import [50 G for 1, 200 G for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with **600 G** to spend. They do not get Item Stipends. You can also import any companion you bought here for a **G** stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

## Your Twin [Free]

You have a twin sibling at Hogwarts, which means you now have someone to blame for literally everything you do wrong. They're your age, share your bloodline, and attend school alongside you for all seven years of magical fun during your stay here. You determine their personality, appearance, house placement, and magical aptitude during character creation, so you can choose to make them identical or completely different from you. The twin knows everything you know from previous jumps if you want them to, which means they're either your greatest ally or the person most qualified to roast you for your terrible life decisions. They're fiercely loyal regardless, though that doesn't stop sibling fights over who gets the last chocolate frog or who's responsible for that incident in Potions that everyone's still talking about.

## Your Soulmate [50 G]

You can choose anyone from the Harry Potter universe (canon character, background student, hot professor, literally anyone) to be your soulmate in the fanon "our souls are cosmically stapled together" sense. They're drawn to you from the moment you meet, experiencing an inexplicable pull they absolutely cannot explain, and you will meet - the bond distorts fate to make your meeting a cosmic inevitability no matter how unlikely it should be. The bond doesn't override their personality, so if you picked Snape, he's still going to be a sarcastic asshole, just a sarcastic asshole who's cosmically obligated to care about your wellbeing.

They also feel your emotions, which means they'll know when you're in danger or upset. The bond will deepen over time, and the relationship can develop romantically, platonically, or as whatever weird psychic partnership you both end up creating. Over time both of you will grow and change in ways that make you more compatible: they'll develop traits that appeal to you while keeping the core qualities you liked in the first place, and you'll shift to complement them better, though always in ways your current self would approve of.

But if you go the sexual route, the bond has one particularly useful feature: they feel phantom orgasms when they make you cum, which means giving you a blowjob becomes its own reward for them. With the right combination of perks you could start the school year, fuck your MILF McGonagall soulmate in a broom closet by the end of the month, and by year's end have her offering "extra credit" to students willing to help with special projects after class. And like certain bad fanfics, you can have multiple soulmates if you buy this perk multiple times

## Hermione Granger [50 G]

The brightest witch of her age, and she's got the confidence to match that brain. Hermione has bushy brown hair she's constantly fighting with, brown eyes that analyze everything, and a body that's filled out nicely during her Hogwarts years (that she hides because she wants to be taken seriously for her mind). She's brilliant, driven, intensely loyal, and absolutely insufferable when she thinks she's right (which is most of the time). She's also secretly curious about things she can't find in books, particularly sexual topics she researches with the same thoroughness she applies to everything else. She'll organize your study schedule, correct your pronunciation, and occasionally let slip knowledge about anatomy and pleasure that reveals exactly what kind of books she's been reading in the Restricted Section. She's a virgin but extremely well-read about sex, has very specific ideas about what she'd like to try, and once she decides she trusts you she'll approach intimacy like any other subject to master. She's bossy in bed the same way she is everywhere else, will absolutely critique your technique while moaning, and gets intensely competitive about orgasms. She comes with encyclopedic knowledge of sex magic, a need to be the best at everything (including this), and surprising flexibility from all that studying.

## Moaning Myrtle [50 G]

You've encountered a very enthusiastic ghost with some extremely specific interests. This is the spirit of a witch who died in the girl's bathroom decades ago and has been haunting Hogwarts ever since, though she's significantly more... active than most ghosts. Myrtle is translucent, incorporeal, and has spent far too much time dwelling on what she's been missing out on since dying as a virgin. She's discovered she has one very particular ability: despite being intangible to most things, she can make herself selectively corporeal enough to provide extremely enthusiastic oral sex. She can't explain how or why this works (ghost magic is weird), but she's absolutely thrilled about it and considers it her primary contribution to the living world. She's emotionally needy, prone to crying when she feels ignored, and desperately wants validation from someone who treats her like she matters instead of "that crying ghost in the bathroom." She gets jealous easily, sulks when you spend time with other people, and will absolutely spy on you through plumbing when she's feeling insecure. But she's also genuinely sweet when she's not being melodramatic, provides surprisingly good advice about Hogwarts secrets (she's been observing for decades), and can spy on basically anyone by traveling through the plumbing system. Also she gives incredible head despite being dead, so that's nice.

## Harry Potter [50 G]

The Boy Who Lived, and he's filled out quite nicely since those scrawny days in the cupboard under the stairs. Harry has perpetually messy black hair that refuses to lie flat no matter what he does, bright green eyes behind round glasses, and a lean athletic build from years of Quidditch that's left him with defined shoulders, strong arms, and the kind of stamina that comes from chasing Snitches at breakneck speeds. He's humble despite being famous, fiercely loyal to the people he cares about, and completely oblivious when someone's trying to seduce him (you could probably strip naked in front of him and he'd still take five minutes to catch on). He's also got surprisingly skilled hands from all that Seeker training and wandwork, runs hot because of all that Gryffindor fire which means he tends to sleep shirtless, and has a protective streak that borders on possessive once he's committed to someone. He'll pull you into empty corridors between classes for heated kisses, show up at your dorm after everyone's asleep, and get increasingly creative about finding private spaces in the castle. He's inexperienced but eager to learn, has excellent instincts when he stops overthinking, and that saving-people complex extends to making absolutely certain you're satisfied multiple times before he's done. He's the type to get jealous when others flirt with you (though he'll deny it badly), has Quidditch stamina that translates remarkably well to other physical activities, and once that Gryffindor courage kicks in he's surprisingly bold about what he wants.

## Holly Potter [50 G]

The Girl Who Lived, and she's got her brother's confidence without any of his obliviousness. Holly has the same distinctive green eyes and messy black hair (though hers falls in waves to her shoulders that she knows look good), and years of Quidditch as a Chaser have left her with an athletic body that's all toned legs, firm curves, and the kind of stamina that makes people wonder just how much endurance training is really necessary for the sport. She's competitive about everything, significantly better at social situations than Harry, and has absolutely zero patience for people who waste her time with subtle hints when they could just say what they want. She's also naturally touchy, constantly finding excuses to touch you or press against you in crowded corridors, and has a possessive streak that manifests in visible hickeys and her hands on you constantly. She'll organize your Quidditch practice schedule, correct your broom technique, and occasionally make comments about flexibility and stamina that reveal exactly what she's been thinking about during long flights. She's experienced enough to know what she likes, has very specific ideas about what she wants to do to you (and have done to her), and approaches sex with the same intensity she brings to everything else. She's demanding and direct, will absolutely tell you exactly how to touch her while she's riding you, and gets competitive about making you come as many times as possible. Her Quidditch-trained thighs could crush you, she has zero shame about her body, and that Potter stubbornness means she won't stop until you can't walk straight the next day.

## Draco Malfoy [50 G]

The Malfoy heir, and he'll make sure you never forget it. Draco has platinum blond hair that's always styled, and an aristocratic build that comes from Quidditch training and good genetics. He talks big game about his sexual exploits (most of which are exaggerated or fabricated), is actually less experienced than he pretends, and has a praise kink the size of Malfoy Manor because he's never gotten genuine approval from his father. He's a bratty submissive who doesn't know it yet, responds intensely to being dominated and told he's good, and has very specific daddy issues that manifest sexually. He's also surprisingly sensitive once you get past his defenses, will absolutely fall apart if you edge him properly, and becomes clingy and affectionate after sex in ways that would horrify him if anyone else knew. He's skilled with his mouth (all that aristocratic enunciation training), flexible from years of Seeker training, and looks absolutely debauched when thoroughly fucked. Expect money and social connections, family baggage that needs addressing through orgasms, and the potential for complete devotion once he finds someone who actually values him.

## Dora Malfoy [50 G]

Draco's twin sister and somehow even more terrifying, which honestly nobody thought was possible until they met her. Dora has the same platinum blonde hair though hers falls in sleek waves to her back (she's insufferably smug about having objectively better hair than Draco), calculating grey eyes and a figure that her obscenely expensive custom robes showcase in ways that make even professors do double-takes. She walks the line between "respectable pure-blood heiress" and "attempting to commit seduction as a felony" and gets away with it through sheer audacity. Unlike Draco who has the emotional intelligence of a donkey, Dora is perfectly comfortable weaponizing her looks, her terrifying brain, and the Malfoy name to acquire whatever catches her interest (and yes, she literally uses the word "acquire" when talking about people, which should probably concern you but mainly just makes things hotter). She's possessive in that calculating Slytherin way where you don't realize you've been marked as hers until three people who flirted with you have mysteriously transferred to Durmstrang and she's standing there looking innocent while filing her nails. She'll reorganize your entire social calendar without asking permission, correct your pure-blood etiquette with commentary so cutting it draws blood, and expect you to thank her for the improvements she's making to your life.. She comes with disturbing amounts of seduction training, expectations of exclusivity and devotion (or else), and genuinely alarming creativity when it comes to applying her pure-blood education to decidedly impure purposes.

## Luna Lovegood [50 G]

The Ravenclaw oddball who's either brilliantly perceptive or completely batshit insane (honestly it's a coin flip). Luna has long dirty-blonde hair that looks like she's never heard of a brush, silvery grey eyes that look through you instead of at you, and a slender build she decorates with bare feet because apparently shoes piss off the Nargles. She's dreamy in that "is she high or is just like that" way, and has zero shame about anything which leads to her announcing "you smell horny" in the middle of the Great Hall with the same tone she uses to discuss Crumple-Horned Snorkacks (seriously, how does someone remember how to write this name?). She's surprisingly touchy for someone who seems half in another dimension, treats human sexuality like it's a fascinating creature she's studying, and will casually inform you that your aura looks "very aroused today" without any embarrassment while everyone around you chokes on their pumpkin juice. She's a virgin but extremely interested in sex and will ask you incredibly blunt questions about anatomy and arousal while staring at you like you're a specimen. In bed she's exactly as weird as you'd expect, and will ask questions mid-fuck that should completely kill the mood but don't. But she's also genuinely open-minded about literally anything you want to try, has zero shame or inhibitions, and her complete lack of judgment makes her surprisingly easy to be vulnerable around. Give her some love and she'll attach to you completely, showing up wherever you are with that dreamy look and holding your hand without asking because she decided you needed it.

## The Pale One [50 G]

This colorless girl who haunts the back of every classroom has been making students uncomfortable since first year, not through any action but simply by existing in a way that feels wrong to everyone around her. She's incredibly pale with silver hair that falls past her shoulders and a slender body she never bothers covering up beyond the bare minimum uniform requirements. She can see countdowns hovering over everyone's heads, exact timers showing how much life they have left, which has given her this unnerving habit of staring at people with a distant expression like she's watching something nobody else can see. Most students avoid her instinctively, which suits her fine because she's never been interested in their gossip or drama when she can literally watch their lives ticking away. She's intensely curious about you, though, maybe because your countdown does something weird she's never seen before, maybe because you're one of the few people who doesn't flinch when she looks at you. She's also desperate to understand what being alive actually feels like beyond just watching time run out, which leads to her pulling you into empty corridors at random times to touch you (tracing your jaw, your collarbone, and even going lower if you let her) just to see how you react. She's a virgin but will strip without hesitation, kiss you with lips that taste like ice just to feel you shiver, and ask blunt questions during sex about what different sensations feel like because she genuinely wants to catalog every aspect of being human. Fair warning: she has absolutely zero fear of death or consequences, which makes her willing to try things in places and at times that should terrify any reasonable person.

# Items

**You have a 300 G stipend to spend here. You can freely import items. Items destroyed restore themselves in three days. You also gain the blueprint of anything you buy here. You can discount two items per price tier. Discounted 50 and 100 G items become free. The items scale to your size.**

## Basic Items

### Wand [Free]

Your personal wand, perfectly matched to you and chosen by Ollivander himself (or herself, depending on your choices). It's 10-14 inches long (you can specify exact length and girth if that matters to you for some reason), made from your choice of wood and core, and responds excellently to your casting. The wand is also conveniently sized and shaped for creative non-magical applications if you're into that, and it's unbreakable through normal use. Returns to you if lost or stolen within 24 hours.

### School Trunk [Free]

A standard Hogwarts school trunk with your house colors and crest, magically expanded interior that holds significantly more than it should, and organizational compartments that keep everything sorted. The trunk is self-cleaning, maintains proper temperature for stored items, and has a false bottom for things you really don't want anyone finding.

### Robes and Uniforms [Free]

A complete wardrobe of wizarding clothing including school robes in your house colors, formal dress robes, casual everyday robes, and all the appropriate undergarments. Everything fits perfectly, adjusts to your size automatically, has self-cleaning and self-repairing charms, and looks damn good on you. Includes house scarf, tie, and other accessories.

### School Supplies [Free]

A full set of Hogwarts school supplies including all seven years of textbooks, a complete potions kit with cauldron and instruments, dragonhide gloves for Herbology, a telescope for Astronomy, and various other things. The textbooks cover standard curriculum plus some additional advanced material. Everything is high quality and well-maintained.

### Owl [50 G]

A loyal owl (your choice of species and coloring) that delivers your mail reliably, finds recipients even with vague addressing, and has been trained to be discreet about sensitive correspondence. The owl is intelligent, affectionate, and will absolutely judge you for the contents of letters you send but won't tell anyone. Comes with perch, feed, and care supplies that replenish automatically.

### Moleskin Wallet [50 G]

A wallet that holds unlimited currency (galleons, sickles, knuts) and automatically organizes it for easy access. You can summon specific denominations to your hand, the wallet never runs out of space, and it's secured so only you can access the contents. Doesn't generate money (you still need income) but makes carrying and organizing your finances trivial. Also works for other small valuables.

### Inheritance Test [100 G]

A magical document that, when you put a few drops of blood on it, reveals your complete magical inheritance, family lines, titles you're eligible for, vaults you have claim to, and any special abilities inherited through bloodlines. In fanfiction everyone who takes this test discovers they're heirs to multiple ancient houses and have sixteen different rare magical gifts, though I'm sure you aren't that lucky. Your results will be more realistic but still potentially useful: you might discover a distant relation to a noble house, eligibility for an unclaimed vault, or a minor inherited ability (like being able to conjure spice for your food or something like that). The parchment produces an official certified document Gringotts will recognize.

### Firebolt [100 G]

The fastest racing broom ever made with numerous comfort and safety enchantments layered on top. The Firebolt reaches incredible speeds, handles perfectly, and responds to the slightest touch. The deluxe enchantments ensure you always sit comfortably regardless of how long you're flying, you don't feel acceleration or g-forces during maneuvers, the broom maintains perfect temperature, and there's a subtle cushioning charm that makes long flights pleasant instead of painful. It's also a major chick magnet: witches will be asking for rides constantly, and the fact that riding tandem means someone's pressed up behind you with their arms around your waist doesn't hurt either.The broom also has built-in safety features preventing falls and a summoning charm that brings it to you from up to a mile away. Perfect for racing, travel, or enjoying the experience of flying without the downsides.

### Restricted Section Pass [100 G]

Official authorization granting you access to the Restricted Section of the Hogwarts library,which means you can finally read all those books Madam Pince kept giving you disapproving stares about. The pass gets you into sections containing forbidden magic, dark arts, dangerous rituals, experimental spells, and most importantly: the extensive collection of erotic magical texts that Hogwarts maintain but don't advertise (apparently wizards have been writing magical sex manuals for centuries, who would have thought?). Post-jump the pass is accepted in any magical library of whatever setting you are in.

### Beginner's Magical Library [100 G]

A comprehensive collection of introductory texts covering every field of magic in the Harry Potter setting: Transfiguration, Charms, Potions, Defense, Herbology, Divination, Arithmancy, Ancient Runes, Care of Magical Creatures, and even the Dark Arts such as curses and necromancy. These books won't make you a master but will give you basic foundational knowledge in all major disciplines, being the equivalent of a Hogwarts education. Post-jump the library updates with introductory texts of all magic from whatever new setting you find yourself in.

### Gringotts Vault [200 G]

Your own personal vault at Gringotts Bank with high security (deep in the caverns, protected by goblin magic) and a monthly stipend of 1,000 Galleons that appears automatically. The vault can store anything regardless of size, preserves items indefinitely, and is completely secure against theft.The 12,000 Galleons per year is enough to live comfortably without working, and the vault itself is useful for storing valuables, dangerous items, or things you don't want found. Also for a slight fee converts your money into your choice of muggle currency, including those from future worlds.

### House-Elves [200 G/100 G]

Five house-elves who are bound to you, capable of doing literally anything you ask, and genuinely enthusiastic about serving. They can cook, clean, do laundry, organize, fight surprisingly well (house-elf magic is legitimately dangerous), brew potions, run errands, gather information, and handle whatever weird requests you make without judgment. They're also enchanted to detect when you call them and teleport to you instantly regardless of distance or magical barriers (you could be on the moon and they'd apparate directly to you the moment you said their names). For **100 G** you can buy only one house-elf instead.

# General Items

## Magical Camera [50 G]

A camera that takes photos and videos in the wizarding style where images move and replay moments. It can capture still photos that move within their frames or extended videos up to an hour long. The camera produces physical photos that develop themselves within minutes, or you can store images magically for later printing. Here's the thing though: when you take completely normal, innocent pictures of people, the personalities that develop in the photographs seem to become slutty versions of the originals. You'll snap a regular portrait and within minutes the photo-person is posing seductively, flashing their tits, masturbating, or having sex with other people in the frame. The real person has no idea this is happening to their photographs unless you show them, which creates some interesting opportunities for blackmail, entertainment, or just having a collection of moving porn featuring everyone you know.

## Wizarding Alcohol Cabinet [50 G]

A cabinet that restocks itself weekly with various wizarding alcohols, from Firewhisky and Butterbeer to a rotating selection of imported magical spirits from around the world. The cabinet maintains optimal temperature for each type and includes enough variety that you'll never get bored. Perfect for entertaining guests, drowning sorrows, or just getting pleasantly drunk without needing to visit the Three Broomsticks. This will easily get people buzzed, sleepy, or horny drunk depending on your preference if you decide to share.

## Party Invitation Letters [50 G]

A stack of 200 magical letters that seek out people and invite them to parties you're throwing with magically persuasive writing that makes them actually want to attend. The letters find recipients based on criteria you specify (attractive people, people with specific interests, people in certain age ranges, whatever) and deliver themselves directly. The invitations are charmed to make attending seem appealing even to people who normally wouldn't go to parties thrown by strangers. You can specify the party details and the letters handle all the logistics of informing people where and when to show up. Perfect for throwing large social events, for gathering specific types of people in one place for your purposes, or for building a social circle quickly. Replenishes with 20 new letters each week.

## Pleasure Potions Collection [100 G]

A self-replenishing cabinet containing 20 doses per week of various enhancement potions: stamina draughts (fuck for hours), sensitivity enhancers (everything feels better), arousal potions (desperately horny), lubrication elixirs (works for any situation), aphrodisiacs (affects any species), climax delay potions (prevents orgasm until you choose), recovery draughts (eliminates refractory period), and temporary body modification brews (change proportions, gender, or specific features for 8-12 hours). All potions are perfectly safe, taste decent, and have no negative side effects.

## Magical Toy Trunk [100 G]

An enchanted trunk containing a constantly-updating collection of magical sex toys and accessories. Includes: self-lubricating dildos that change size/shape/vibration on command, enchanted restraints that adjust to any size and can't be escaped without the key, magical feathers for sensation play, charmed oils and potions, animated devices that move on their own following mental commands, mirrors showing multiple angles, and various other tools for pleasure and play. Everything is perfectly hygienic (permanent cleaning charms), unbreakable, and adjusts to work with any anatomy. New items appear periodically based on your interests. The trunk is bigger on the inside, secured so only you can open it, and includes an organization system so you can find what you need quickly.

### Perfect Gift Certificates [100 G]

A set of 50 magical certificates that transform into the perfect gift for whoever receives them. You write the recipient's name on a certificate and send it to them, and when they open it the magic has created exactly what they want most at that moment. For some people it's a practical item they need, for others it's something they've been lusting after, for many it's something sexual they've been fantasizing about. This is useful for seduction (nothing says "I care" like a magically perfect gift), for building loyalty (people remember who gave them exactly what they wanted), or just for making friends. The certificates work on anyone and the magic never fails to produce something the recipient genuinely wants. You get 50 certificates and they don't replenish, but 50 perfect gifts go a long way toward building relationships or manipulating people into being receptive to you.

### Magical Tent [100 G]

A magical tent that's vastly larger inside than outside (think Quidditch World Cup VIP accommodations). The interior includes multiple bedrooms, full bathroom with shower and tub, kitchen, living area, and enough space to comfortably house a dozen people in luxury. The tent is weatherproof, temperature controlled, has privacy wards, and sets up/packs down in seconds. Perfect for camping, outdoor events, or having private accommodations anywhere you travel.

### Potion Spray Bottle [100 G]

A magical spray bottle that can spray any potion at very long range (up to 50 meters accurately). Load any liquid potion into the bottle and it pressurizes the contents to spray in a targeted stream or a wide mist depending on nozzle settings. Perfect for dosing people at range with love potions, aphrodisiacs, bimbofication brews, or anything else you want to affect them with. The bottle is small enough to conceal and the spray is nearly invisible making it hard to prove what you've done. Refills easily just by pouring potions in.

### Aphrodisiac Perfume [200 G]

A crystal bottle of magical perfume that makes anyone who smells it feel attracted to the wearer. The effect is subtle enough that people don't realize they're being influenced, and the intensity adjusts based on how much you apply: light spray creates mild interest, heavy application creates strong attraction. The bottle lasts for a week, and it refills itself each month.

### Magical Suppression Chokers [200 G]

Enchanted chokers that reduce or completely block someone's magic when worn and can also deliver punishment shocks on command. The chokers have adjustable settings from mild suppression (reduced magical power) to complete nullification (can't cast anything). They're impossible to remove without the key you control, adjust to fit anyone's neck perfectly, and are actually quite attractive despite being restraints. The shock function can be triggered by specific words you designate or by mental command if you're within a hundred feet. Shock intensity ranges from mildly uncomfortable to genuinely painful. Popular for controlling magical partners you don't trust, for BDSM applications where you want complete power over someone, or for prisoners who need their magic suppressed. The set includes 10 chokers with individual keys so you can have multiple people collared simultaneously.

### Glamour Jewelry [200 G]

A set of enchanted jewelry that alters your appearance through powerful glamour magic. You can change hair color and style, adjust facial features, modify body proportions, shift apparent age, alter height and build, or create complete disguises that make you unrecognizable. The glamours are sophisticated illusions that hold up to casual physical contact (someone touching your glamoured longer hair will feel hair), though intensive examination might reveal the magic. You can save favorite configurations and swap between them instantly with a thought, and the jewelry is perfect for people who want disguises or simply to try different looks without permanent changes.

### Trunk of Holding [200 G]

If there is one thing fanfics love is giving protagonists magical trunks with absurd numbers of compartments inside, each impossibly large. This is that trunk taken to its logical extreme. The trunk has seven distinct compartments that can be accessed by different combinations on the lock, each as big as an entire room: a complete library, a professional potions lab, an armory with training room, a full bedroom, a general storage area, a workshop and one empty compartment you can customize as you wish (one idea: sex dungeon). The trunk weighs absolutely nothing, it's physically indestructible, magically secured so only you can open it without proper combinations and the bedroom has plumbing (somehow). Perfect for having your own private spaces, for storing dangerous items away from nosy roommates, or for literally living inside a trunk like some kind of magical hermit.

### Crafter's Supply Chest [200 G]

An enchanted chest that contains unlimited quantities of common crafting materials and replenishes weekly with fresh stock. The chest includes: common potion ingredients, (boomslang skin, lacewing flies, leeches, standard herbs), magical plants and seeds (dittany, gillyweed, mandrake), metals for alchemy and crafting (iron, copper, silver, gold) , common animal parts (hair, feathers, scales from non-rare creatures), woods for magical crafting (oak, yew, holly, ash), crafting tools (mortar and pestle, knives, vials), and basically everything you'd need for standard magical work that isn't rare or expensive. This won't provide unicorn blood or phoenix tears, but it'll give you everything for brewing basic to intermediate potions, creating simple magical items, or practicing alchemy without bankrupting yourself on supplies.

### Weasley's Wizard Wheezes [200 G]

A large collection of Weasley twins products: Extendable Ears, Shield Cloaks, Dungbombs, Portable Swamp, and various other prank items and useful magical tricks. The collection replenishes monthly so you have constant supply. Some of these have legitimate utility beyond pranks: Shield Cloaks provide actual protection, Dungbombs create excellent distractions, and several items are useful for infiltration or escape. Also includes some of their more adult-oriented products they sell under the counter.

### Bimbofication Potions [200 G, Discounted With the Bimbofy Perk]

A collection of potions that transform someone into a bimbo. The set includes various strengths color-coded for safety: mild pink (slightly dumber, moderately bustier, somewhat hornier), medium magenta (noticeably reduced intelligence, significantly increased bust, very horny), and extreme hot pink (can barely form complete sentences, impossibly huge proportions, constantly aroused and thinking almost exclusively about sex). The potions work on anyone regardless of starting intelligence or body type (transform a genius into a giggling bimbo, make a flat-chested person suddenly very busty, transform a man into a femboy).Temporary versions last 8-12 hours before wearing off completely, permanent versions require daily doses for a full week to make changes stick. Perfect for transforming your academic rivals into harmless bimbos or for creative revenge on people who really deserve it. The set comes with 20 total doses that replenish monthly.

### Quidditch Team [400 G]

Your own Quidditch team. They're talented, dedicated, attractive, and treat you as their beloved coach/manager/owner even if you know absolutely nothing about Quidditch strategy beyond "catch the snitch, win the game." They'll listen respectfully to your advice (even when it's terrible), take credit for wins while publicly acknowledging your contribution (even though you did nothing), and they're very friendly and grateful for your "support" in ways that extend well past professional boundaries. The team wins regularly despite your incompetent coaching because they're genuinely skilled, they're attractive enough to make locker room visits extremely distracting, and they're loyal enough that they're genuinely happy spending time with you outside games. Includes team uniforms (which look great), equipment, practice facilities, locker rooms with large communal showers (you can guess where this goes), and funding for operations. Post-jump the team adapts to whatever sport exists in the new setting, maintaining their talent and questionable relationship with you.

### Jumper's Army [400 G]

An organization of twenty Hogwarts students who follow your orders loyally and handle tasks you need done. The students are competent, discreet, attractive (you chose them after all), and genuinely devoted to you personally rather than being magically compelled. They can handle everything from running errands to gathering information to providing muscle when you need it to serving as fuck buddies when you're in the mood. All twenty are legitimately talented wizards who can hold their own in fights, excel academically, and handle complex tasks.

### Lord's Ring [600]

A magical ring marking you as Lord or Lady of an ancient wizarding House, which comes with money, property, political power, and suddenly being extremely attractive to gold-diggers who want access to your wealth and influence. The ring emancipates you legally (you're an adult in magical law regardless of actual age, which is convenient for signing contracts and doing things minors can't), grants automatic seat on the Wizengamot (magical parliament where you can vote on laws and policy), and marks you as head of an established bloodline (people literally have to call you "Lord" or "Lady" in formal settings and it never stops being funny). Post-jump, you retain your voting rights in whatever legislative bodies exist in other settings. Includes a vault at Gringotts with 100,000 Galleons, a manor house in decent condition, and various investments generating 100,000 Galleons annually (enough to be a real power in the wizarding world). You can pick an existing house like Malfoy or Black, or even create your own ancient noble house with whatever pretentious name you want ("Lord of House Badass" is technically valid if you can say it with a straight face). You can purchase additional Lord's Rings for other Houses at **200 G** each if you wish to.

## Books

### Fanfiction Compendium [50 G]

A magically updating collection of the wizarding world's equivalent of fanfiction. This is pure entertainment smut, but it occasionally contains creative applications of magic that actual researchers haven't published because they were too embarrassed to admit they discovered it while writing porn. The collection updates weekly with new popular stories, organizes based on your viewing habits and includes every possible pairing and scenario imaginable. There's Dumbledore/Grindelwald angst, Founders-era orgy fics and even some "what if Voldemort was hot and redeemable" stories.

### So You Want to be a Furry [100 G]

Remember when Hermione fucked up her Polyjuice Potion and accidentally turned herself part-cat for weeks? This is that except intentional, controlled, and you can choose any animal instead of being stuck with whatever random cat hair you grabbed. The recipe allows you to brew potions that transform you into any type of human-animal hybrid, be it a catgirl with ears and a tail or a birdman that can fly. The transformation duration depends on your brewing skill: beginners get one hour before reverting, intermediate brewers can maintain it for days, masters can make it permanent if they want to commit to being a furry forever. The recipe includes instructions for controlling which features manifest (want just ears and tail? or full fur coverage? you decide during brewing), intensity of animal characteristics, and how to reverse permanent transformations if you change your mind. The potion works on any animal, be it a common choice like cats and wolves or exotic options like dragons or phoenixes. Perfect for everyone who wants to be a cat-girl or have one as a companion.

### Marauders' Prank Manual [200 G]

A book containing every prank the Marauders ever developed including the explicitly sexual ones that were kept quiet. The manual covers everything from basic tricks like dungbombs to complex magical pranks involving transfiguration and charms, with detailed instructions on execution and variations. The sexual pranks include things like clothing-vanishing hexes, arousal curses, temporary body modifications, and various other effects designed to embarrass or stimulate targets. Some pranks are harmless fun, others border on assault depending on how you use them. The book is organized by difficulty and includes notes on counter-measures for each prank plus tips on avoiding detection. Perfect for causing chaos at Hogwarts, for taking revenge on people creatively, or just for entertainment.

### Fantastic Beasts and How to Fuck Them [200 G]

A comprehensive illustrated guide (with moving pictures) covering the theory and extremely practical spells for fucking magical creatures, getting pregnant by them, or impregnating them. The manual has deeply explicit anatomical diagrams, charms for handling size differences, fertility enhancements and rituals for pregnancy safety. There are detailed sections on everything from house-elves to dragons with frank discussions of which spells are absolutely necessary for survival, all written by Newt Scamander's more eccentric cousin who was banned in a lot of countries after writing this book. Post-jump the book updates with new chapters covering whatever magical or exotic creatures exist in your current setting (try it with Pokémon!).

### A Treatise on Erotic Enchantments [200 G]

A comprehensive spellbook dedicated entirely to sex-related magic, similar to Snape's old Potions textbook except this one focuses exclusively on magical techniques for bedroom enhancement. Includes detailed instruction on pleasure charms, sensation sharing, sensitivity adjustment and a lot of other spells (someone named "S.S." added a lot of notes about stamina charms and their handwriting suggests they were very thorough in their research). The book also includes dark spells that definitely weren't approved for classroom use: arousal curses that leave victims desperate and unable to focus, breeding compulsion charms that override contraceptive magic, permanent enlargement hexes, and aphrodisiac jinxes strong enough to turn a crowded room into an orgy. The previous owner's notes get increasingly experimental toward the back of the book, including practical applications for Imperio during sex, instructions for magically binding someone's arousal to your commands, and a disturbingly detailed section on fertility manipulation that makes it clear S.S. had very specific interests. Some spells are marked "tested successfully" with dates, which raises questions you probably don't want answered. Post-jump the book adapts to include sex magic from whatever setting you are in, with new chapters appearing to cover local techniques and power systems.

### The Joy of Brewing [200 G]

A potions textbook focused exclusively on love potions, performance enhancers and aphrodisiacs, which is basically everything Hogwarts doesn't teach because the professors are cowards. Includes hundreds of recipes ranging from mild love potions (creates gentle attraction) to industrial-strength aphrodisiacs (creates desperate overwhelming horniness that requires immediate attention), with brewing instructions, ingredient sourcing information ("you can get ashwinder eggs at this specific shop in Knockturn Alley, tell them Cassandra sent you") and notes about legal status ("this one's illegal in Britain but fine in France, make of that what you will"). Perfect for those who want to seduce a colleague or for finally understanding what Slughorn was really teaching in those "private lessons". Post-jump the book updates with new recipes adapted to whatever setting you are in.

### Permanence Grimoire [400 G]

A book containing rituals for making any temporary magical effect permanent through sacrifice of expensive materials and increasingly complex ceremonial work. Want that enhancement charm to last forever instead of fading after hours? There's a ritual requiring three hours of work, a dozen rare ingredients, and perfect astronomical timing. Want to permanently maintain a Polyjuice transformation? More complex ritual, rarer components, higher risk of catastrophic failure if you fuck up the chalk circle. The rituals scale in difficulty, with simple charms being easy and powerful effects requiring ingredients that cost small fortunes and rituals that might blow up in your face (literally).

### Grimoire of Fanon Rituals [600 G]

A magical tome containing all those rituals fanfics love that don't exist in canon. The book starts with basic rituals available immediately: attribute enhancement (become stronger, faster, smarter), magical core expansion (increase your raw power, ignore the fact wizards don't have cores), elemental affinities (gain fire/water/earth/air manipulation), and various other improvements people write into fanfic for their overpowered protagonists. As your magical power increases, new sections unlock revealing more advanced rituals like parseltongue and other ridiculous abilities.

### Magical Library [600 G]

A private library containing thousands of books on every magical subject: Defense, Transfiguration, Charms, Potions, Herbology, Magical Creatures, History, Dark Arts, Sex Magic, Ancient Rituals, and more. Includes rare texts that are restricted elsewhere, ancient grimoires with forgotten spells, and research materials most wizards never access. The library has preservation charms (books don't decay), organization magic (books return to their shelves and can be summoned by subject), comfortable reading areas, and self-updating enchantments (new magical publications appear automatically). This is basically the Restricted Section of Hogwarts except it's yours and nothing is actually restricted.

## Magical Artifacts

### Mad-Eye Contacts [400 G]

A pair of enchanted contact lenses that replicate everything Moody's magical eye was capable of and then some. You can see through objects and walls, zoom in on distant targets and see in 360-degrees (despite your eyes not rotating inside your eye sockets). The lenses also tap into fanon abilities: seeing magical wards, visualizing spells and enchantments and reading the auras of people and creatures around you. The lenses are completely indistinguishable from normal contacts and the see-through-objects function works on anything (including clothes), which means no one will notice when you use this to stare through the Quidditch team's clothes after practice or catch a glimpse of what's happening in the girls showers. Yes, the developers knew exactly what people were going to use these for. The lenses can also come as glasses or a replacement eye if you do prefer.

### Chastity Belt of Purity [400 CP]

A magical chastity belt that, when worn, makes any magic you cast have purifying properties that affect curses and dark enchantments. The belt completely prevents any sexual contact or stimulation while locked on and can only be removed one week after being worn. During that week your magic gains the ability to break curses, purify corrupted magical items, cleanse dark magic contamination, and remove harmful enchantments. The stronger the dark magic, the longer you need to wear the belt to build up enough purity to counter it: minor curses might only need a day while something like a Horcrux might require the full week. Some people may say the strategic use of this exceeds all drawbacks, but spending a week in celibacy while surrounded by horny people at Hogwarts may be its own special kind of torture.

### Sword of Gryffindor [400 G]

The legendary Sword of Gryffindor, and conveniently someone has already added basilisk venom to the blade (saving you the trouble of finding a basilisk and stabbing it yourself, which was frankly a huge hassle). The sword is goblin-forged silver that only takes in what makes it stronger, and apparently basilisk venom makes it ridiculously overpowered. Not only is the blade sharper than any mundane material (cuts through steel like butter), the sword can cut through anything regardless of magical durability or enchanted protection. Horcruxes? Destroyed instantly on contact. Dragon scales? Cut like butter. The basilisk venom also ensures that anything cut stays damaged permanently without healing or repairing through magic. The sword is indestructible itself, returns to you when summoned, only works for you or people you explicitly allow to wield it, doesn't cut you without your permission and it's the actual legendary Sword of Gryffindor so you can walk around with a priceless historical artifact that's also the most dangerous weapon in Britain. Way better than wielding a stick.

## Marauder's Map [400 G]

A heavily modified version of the Marauder's Map that isn't limited to Hogwarts. This enchanted parchment continuously scans your surroundings (up to a one kilometer radius) and reveals people's locations and names, hidden passages, secret rooms, concealed entrances, magical wards, and points of interest. It updates in real-time showing everyone nearby as labeled dots moving across the map, and it can identify people even when they're using disguises, polyjuice potion, or invisibility. In fitting with the immaturity of those who created the original map, people fucking are of course flagged as items of interest: the map will helpfully label occupied broom closets and show you exactly who's shagging whom in real-time, complete with little hearts or other embarrassing indicators. The map can be configured to filter out irrelevant information (you don't need to see every single person in a crowded city) and focus on specific targets or areas of interest.

## Time-Turner [400 G]

A modified version of the Ministry's time-turners that's significantly safer and more powerful. You can travel back up to twenty-four hours instead of the standard few hours, and the improved enchantments reduce (but don't eliminate) the risk of paradoxes and timeline corruption. Using it is simple: one turn per hour you want to travel back, up to twenty-four turns maximum.  You'll exist twice in the same timeline for however far back you went, so don't let your past self see you unless you want to deal with that headache.

## Hufflepuff's Cup  [600]

Helga Hufflepuff's legendary cup, thoroughly cleansed of Voldemort's soul fragment and restored to its original enchantment. Any potion drunk from this cup has its effects last ten times longer than normal duration.  The stamina draught that lasts 2 hours of sex? Now it lasts twenty. That Felix Felicis you got through illegal means that only lasts for some hours? Now even your sleep will be blessed with good luck. This works on any potion regardless of type (don't drink poison from this cup, you'll regret ten times longer) and it's a genuine Founder's artifact. Just don't let anyone know you're using this cup to extend the duration of aphrodisiacs, that seems disrespectful to her legacy.

## Diadem of Ravenclaw [600 CP]

The legendary Diadem of Ravenclaw, enchanted to enhance intelligence to the point where you can deduce anyone's fetishes and sexual preferences just by observing and talking with them. The diadem makes you dramatically smarter while worn with enhanced analytical abilities, pattern recognition, and deductive reasoning. Applied to sexuality this means you can figure out exactly what someone's into within minutes of conversation: what they fantasize about, what they're ashamed of wanting, what would turn them on most, their specific kinks and preferences. This works even on people actively hiding their interests because you're reading unconscious cues and making logical deductions they can't prevent. Perfect for seduction since you know exactly what to offer, for manipulation since you know people's hidden desires, or just for satisfying curiosity. The diadem's intelligence boost also applies to everything else making you better at magic, academics, and problem-solving generally. Can be worn openly as it's a known historical artifact or concealed since it's just a small circlet.

## Slytherin's Locket [600 G]

An artifact once belonging to Salazar Slytherin himself, passed down through his line and imbued with powerful enchantments. The locket grants you the ability to hypnotize anyone who meets your eyes, bypassing even magical defenses like Occlumency. With it you can implant suggestions that they'll follow without question, extract information they would never willingly share, modify their memories to rewrite entire sections of their past, or simply command them to perform actions and watch them comply immediately. The effect is almost absolute, and unless your target possesses magical power on the level of Dumbledore or Voldemort they cannot resist. Your commands persist until you release them or contradict them with new instructions, letting you build an entire network of hypnotized servants who have no idea they're being controlled.

### Cloak of Invisibility [600 G]

The actual Deathly Hallow, Death's own invisibility cloak, and the only true invisibility cloak in existence. Unlike every other invisibility cloak ever made, not only this cloak is permanent but it defeats virtually all forms of magical detection: scrying can't locate you while wearing it, tracking spells fail, detection charms see nothing, and even Moody's magical eye can't penetrate it. The cloak is large enough to cover multiple people if they stay close together, and unlike normal invisibility cloaks it muffles sound somewhat and makes you harder to detect by non-visual means as well. As a Deathly Hallow it marks you as someone possessing one of the three artifacts, which means anyone seeking to collect all three will eventually come looking for you.

### Elder Wand [800 G]

The Deathly Hallow itself, the most powerful wand in existence, created by Death (or the Peverell brothers, depending on which version of the story you believe). The wand multiplies all magic exponentially: spells are significantly stronger, casting is faster and more precise, and magic that would be extremely difficult or impossible with a normal wand becomes achievable. The wand effectively raises your magical ability by several tiers, making even moderately skilled wizards extremely dangerous and turning powerful wizards into legitimate threats to entire nations. The drawback is the loyalty mechanic: the Elder Wand's allegiance transfers to whoever defeats you in combat, though this disappears post-jump. Additionally, anyone who knows the legend of the Deathly Hallows will recognize the Elder Wand, making you a target for collectors, dark wizards and anyone seeking ultimate magical power. Though fame cuts both ways: some people will be attracted to the danger and power you represent, drawn to you the same way serial killers get love letters from lonely admirers. Wielding the most powerful wand in existence apparently has its perks beyond the magical ones.

### Resurrection Stone [800 G]

The second Deathly Hallow, a black stone set in a ring capable of summoning shades of the dead. Turn the stone three times in your hand and spirits of deceased individuals you're thinking of appear before you as translucent, ghostlike figures. These shades retain their memories, personality, knowledge, and can communicate clearly with you. However, they're not truly alive: they exist "neither here nor there" (caught between life and death), can't physically interact with the world, and disappear when you stop holding the stone. The stone is incredibly useful for gathering information from dead people (ask historical figures about lost knowledge, question murder victims about their killers, consult with deceased experts), saying proper goodbyes to loved ones you didn't get to speak with before they died, or seeking advice from people whose wisdom you valued. And for some reason many of the ghosts are willing to flash their boobs and put on a show if you ask them too (*the afterlife gets so boring after all).Post-jump the stone continues functioning, capable of summoning the dead from any setting you visit.

### Philosopher's Stone [800 G]

The actual legendary Philosopher's Stone capable of transmuting materials, creating immortality elixirs, and turning bodily fluids into magical reagents. The stone can transmute base metals into gold (useful for wealth), transform materials into other substances, and produce the Elixir of Life that grants immortality as long as you keep drinking it. The unique function in this jump is that it can transform any bodily fluid (cum, milk, blood, saliva, tears, whatever) into potent magical reagents that increase potion effectiveness dramatically. A potion brewed with stone-enhanced cum is significantly more powerful than normal. This makes bodily fluids from magical beings extremely valuable and gives you an excellent reason to collect samples from various sources. The stone is small, easily concealed, and indestructible. Using it requires some alchemical knowledge but it's learnable.

# Properties

## Private Hogwarts Room [100 G]

A personal room at Hogwarts exclusively for you so you don't have to share a dorm with housemates. The room is comparable in size to a professor's quarters with a bedroom, bathroom, small sitting area, and whatever other features you want within reason. It's located in your house area but separated from the main dorms with its own entrance. Perfect privacy for entertaining guests, conducting activities you don't want roommates aware of, or just enjoying personal space. The room also has all standard Hogwarts features like self-warming fires and house-elf cleaning, plus whatever customizations you request..

## Breeding Grounds [200 G/800 G]

A magical habitat that comes stocked with up to ten animals or magical creatures of your choice. You're limited to creatures that aren't apocalyptically dangerous: hippogriffs, unicorns, thestrals, owls, kneazles, nifflers, bowtruckles, and other similar creatures that aren't dragons, phoenixes or acromantulas. The habitat magically maintains ideal conditions (temperature, food, environment) and significantly accelerates breeding cycles, making creatures that normally take years to mature and reproduce breeding within months. Creatures born here are naturally loyal to you and can be trained, sold, used for materials (feathers, scales, hair), or kept as companions. For an extra **600 G (800 G Total)** you can now include genuinely powerful and dangerous creatures such as dragons, phoenixes, nundus and even basilisks. The habitat expands to accommodate larger creatures, containment procedures are installed (so your basilisk doesn't petrify anyone who looks at it accidentally), and the creatures remain loyal to you despite being powerful enough to kill you easily.

## Lord's Manor [400 G, Discounted with Lord's Ring]

A massive estate spanning several acres with extensive grounds, multiple wings and dungeons (the kinky kind). The real prize is two things: First, powerful defensive wards that prevent unauthorized entry, block divination, and alert you to threats. Second, twenty servants of whatever gender, age and appearance you desire, magically bound to loyal service and willing to fulfill any request. Want the entire staff to be attractive witches in slutty maid outfits? Done. Prefer muscular men? They're yours. They're competent at normal household tasks but understand that "service" includes sexual demands, and will not betray you or reveal your secrets.

## Polyjuice Brothel [400 G]

A fully staffed and operational brothel that exclusively uses Polyjuice Potion to fulfill client fantasies. The establishment comes with a rotating staff of sex workers who are professional, consenting, and disturbingly good at impersonating literally anyone you can name. Want to fuck Fleur Delacour? They've got her hair. The Weasley twins? All of them? At once? The staff doesn't judge. The brothel operates with complete discretion, has wards against detection that would make Gringotts jealous, and maintains an extensive collection of hair samples from celebrities, historical figures, fictional characters (don't ask how), and pretty much anyone notable in the wizarding world. The establishment handles all the ethically questionable aspects internally: hair acquisition, legal protections, memory charms for overly talkative clients, and making sure nobody tracks the place back to you. It generates steady income, provides a valuable service to the sexually frustrated wizarding population, and gives you a location where literally any fantasy can be fulfilled as long as you've got the galleons and questionable morals.

## Room of Requirement [600 G]

The legendary room from Hogwarts itself, now permanently installed in your warehouse. The Room of Requirement reshapes itself into whatever space you need most, adapting in real time to your desires and requirements and providing the appropriate furniture, layout, and atmosphere for whatever task you have in mind. Its combat training capabilities are where the room truly shines.:It generates fully functional training environments complete with enemy combatants that adapt to your fighting style, learn from your patterns, and adjust their tactics mid-combat. The difficulty scales from basic sparring to full-on dark wizard encounters, and the creatures and opponents it conjures provide genuine danger that pushes you harder with every session. Kill them and they come back smarter. The room also serves as your warehouse's central management system, seamlessly integrating with every item and artifact you own. Got a chest that generates potion ingredients? The room incorporates it directly into a fully functional potions lab, automatically sorting and displaying whatever it produces. Books, weapons and trophies from enemies? All with their own rooms that expand and adjust as your collection grows. Whatever you need, whenever you need it, the room provides.

## Azkaban [600]

You own Azkaban Island and the prison fortress, except you've converted it into a private sex dungeon instead of an actual prison. The island is isolated, warded against intrusion, and comes with Dementors who've been... repurposed. Instead of sucking out happiness and souls, these Dementors are now focused on sexual torture: they edge victims sexually, bringing them right to the edge of climax repeatedly but stopping just before release, creating hours of frustrated desperation. The fortress is filled with bondage equipment, cells that can be configured for various scenarios, and enough space to imprison multiple people. The prison also comes stocked with 100 prisoners who are yours to do whatever you want. The island is unreachable except by keyed portkey or your personal boat, which means privacy is absolute and screams go unheard. Post-jump the island can attach to your warehouse or exist as a separate property.



# Drawbacks

### Starting Date [Free]
You can choose when and where your jump starts instead of being locked into canon Harry Potter's Hogwarts years. Want to attend during the Marauders era? The 1890s Hogwarts Legacy timeline? Post-Battle of Hogwarts? Pick your era. Better yet, you can also jump into alternate Harry Potter media: fanfics, the Hogwarts Mystery mobile game, whatever AU catches your interest.

### Supplement Mode [Free]
This jump becomes a supplement to another jump of your choice. Your **G** will be separate between both jumps, and taking drawbacks in the supplement will affect the entire universe you are jumping to but only give points for the supplement. You also have the choice of fusing both universes together.

### Different Starting Year [Free]
Hogwarts students normally begin at age eleven in first year, but you can freely choose what age students begin attending Hogwarts. Want first years to begin at fifteen instead, so everyone's older and more mature? You can do that. Want to set so everyone starts at seventeen, making the entire school population legal adults? Sure. You still attend for the standard seven years regardless of what age bracket you've set.

### Canon Insert [Free]
You can replace any canon character from the Harry Potter series and live their life with your perks and purchases. Want to be Harry Potter with a massive dong and supernatural sex appeal? Done. Prefer to be Hermione but with the ability to improve people through fucking them? You're now the brightest witch of your age with bonus benefits. You can be anyone: students, professors, Ministry officials, Death Eaters, literally any named character in the series. The timeline proceeds normally from wherever you insert, though your actions can obviously change events.

### The Real Magic Was Pleasure All Along [+100]
You know how the Patronus relies on channeling a happy memory? Well, all magic now runs on orgasms instead. Want to cast a simple Lumos? You're climaxing in the middle of the corridor. Levitating a feather in Charms class? You just came in your robes while everyone watches. The funny part is that this affects everyone in the world, so prepare to see your professors edging themselves 24/7 to maintain enough control for teaching.

### Sexual Pariah [+100]
You're not getting invited to parties or orgies. Ever. Doesn't matter how popular you are, how attractive you look after taking that appearance perk, or how many friends you have. When people are organizing social gatherings or group sex, your name mysteriously doesn't make the list. Not even for a Hufflepuff orgy, and these are legendary for accepting anyone. At least you'll have a clean schedule?

### Touch Starved [+100]
Looks like you've entered a porn jump with the least sexy need possible: physical affection. While everyone else is hunting for their next fuck, you're desperately craving cuddles and head pats and people holding your hand. It's almost cute. You're not going to malfunction without it, but you'll be noticeably unhappy and distracted. Going a day without touch leaves you mopey, unfocused, and kind of pathetic. You'll find reasons to sit too close to people, find excuses for hugs that last too long, and probably end up being that person who asks their roommate if they can sleep in their bed because you're "cold" when really you just need someone warm next to you. In the end, you just want to be held like a sad teddy bear.

### Jumper Stinks! [+200] (can be taken up to three times)

One entire Hogwarts house has collectively decided you're their sworn enemy. Every single student in that house treats tormenting you as a point of house pride: they'll hex you in corridors, sabotage your assignments, spread rumors about you, coordinate "accidents" during shared classes, and generally make your existence miserable. Even their house ghost gets involved, passing through you at inconvenient moments or revealing your location to their living housemates. This continues for your entire seven years unless you personally end it by doing something so impressive that the offending house grudgingly respects you, which is nearly impossible when they're predisposed to hate everything you do.

### Nerfed [+200 G/400 G]

All powers, perks, and abilities you gained from previous jumps are completely suppressed for the duration of your stay at Hogwarts. For an extra **200 G** this applies to items and companions.

### Extended Education [+200 G]

You're staying at Hogwarts (or in the wizarding world) significantly longer than the standard seven years. Each time you take this drawback you add ten years to your mandatory stay, and you can take it multiple times (two times maximum ) for **+200 G** each.

### No Means Yes [+200]

Your sexual wiring has been completely fucked. Any relationship built on enthusiastic consent now turns you off harder than a Dementor at a birthday party. Someone actually likes you back? Your dick just packed its bags and left. Mutual attraction and clear communication? Congratulations, you're softer than a first-year's failed Transfiguration attempt. You can only get aroused by resistance, rejection, and people actively not wanting it. The harder they say no, the more interested you become, which is exactly as terrible as it sounds. And, as you can imagine, this in no way, shape or form makes sexual assault consequence-free. Get caught and you will either get expelled faster than you can say Azkaban, or beaten to death by an angry mob. Enjoy navigating seven years of magical education with a sex drive that's basically a one-way ticket to prison.

### I'm Gonna Say the M Word. [+200]

You're now a complete racist  against half-bloods, muggleborns, and magical creatures. Doesn't matter if you logically know it's stupid,your mouth opens and slurs fall out like you're trying to outcompete Malfoy's in the racism department. That brilliant muggleborn in your Charms class? You physically can't stop yourself from sneering about how her is a "mudblood." Half-bloods get automatic contempt. House elves, centaurs and goblins? You treat them like vermin. You can resist with enough willpower, but it takes constant effort and you'll still radiate obvious contempt.
Three-quarters of Hogwarts will hate you for the shit you can't help saying, and the other quarter thinks you're a Death Eater in training. Your reputation is fucked before Halloween.

### Douchebag Teacher [+200/+400]

One of the Hogwarts professors has it out for you, and the reason is absolutely petty: a parent of yours cucked them years ago and they've never gotten over it. For **+200,** they make your academic life miserable. Biased grading, impossible detention assignments, public humiliation in class, and they'll find any excuse to dock house points. They're professionally horrible to you while staying just barely within the bounds of acceptable conduct. For **+400**, it goes beyond petty revenge into actual murder attempts. They'll "accidentally" assign you to handle the most dangerous creatures, tamper with your potions ingredients, or engineer situations where you might have a fatal accident. They're patient, methodical, and absolutely convinced that killing you will somehow restore their damaged pride. You'll need to watch your back constantly because they have access, authority, and a decades-old grudge.
Maybe try asking your parent to apologize? Though that'll probably just make it worse.

### Don't Think With Your Lower Wand [+200]

Your magical control is directly tied to your ability to keep it in your pants. The more aroused you get, the more unstable and imprecise your spellwork becomes. A mild attraction makes your Charms wobble. Genuine horniness means your Transfiguration goes sideways and your combat spells miss by meters. Full-on desperate arousal? Your magic is basically useless.You'll need to either master emotional control or get very comfortable with cold showers, because your magic won't wait for you to calm down.

### Hogwarts Mystery [+200]

Congratulations, you've attracted your very own antagonist: a wizard or witch with delusions of grandeur who's decided YOU specifically are the obstacle to their rise to power. Every single year, like clockwork, they'll launch some elaborate plot that you'll need to uncover and defeat. Maybe they're trying to steal a powerful artifact, maybe they're building a small army of inferi, maybe they've just got really intense opinions about blood purity and a concerning amount of free time. This is separate from whatever Voldemort's doing, which means you're now juggling TWO dark wizard situations simultaneously. Your antagonist escalates each year: what starts as petty sabotage will eventually involve actual murder attempts, hostage situations, and theatrical monologuing about your inevitable downfall. You'll only be able to truly defeat them permanently in your seventh year. Until then, every victory is temporary and they'll be back next September with a new scheme.

### Cursed [+200]

You've got a permanent lewd curse on you and there's no removing it. Could be anything such as you orgasming in public, clothes vanishing at inopportune moments, a compulsion to narrate your sexual thoughts out loud or any other creative curse that destroys someone's social life.The good news is there's a workaround that suppresses the worst effects, but they are almost as embarrassing as the curse itself. Maybe you avoid the spontaneous orgasms by wearing a chastity device that keeps you locked, frustrated, and constantly aroused but prevents the public climaxing. Or you suppress the compulsion to narrate your thoughts by wearing a collar that marks you as someone's submissive. Perhaps you keep your clothes on by wearing enchanted underwear that's deliberately revealing and slutty. Whatever the workaround is, it trades one humiliation for another (but at least it will not destroy your social life).

### Infinite Humiliation [+200]

You're cursed with infinite anal beads. They don't end, the visible outer end dangles from your robes constantly, and here's where it gets spectacular: anyone who sees it feels magically compelled to pull. Yes, classmates, professors and even the fucking ghosts. Oh, and every single bead pulled sends a wave of pleasure through you, which means that this not only public but you will be also trying to not moan in the middle class while someone absent-mindedly tugs away.There are no health complications because magic is weirdly convenient like that, but you'll need to develop an incredible poker face or accept that everyone's going to know exactly what's happening to you. At least you will graduate with exceptional self-control?

### Not the Main Protagonist [+400]

You've got a magical block limiting your potential, and it's about as fun as it sounds. You start with half the magical power you should have, which means that while your classmates are levitating feathers on the first try, you're making yours twitch apologetically. Your magic also grows half as slow as everyone else's, which means by seventh year you'll finally be casting spells your peers mastered in fourth. Forget reaching Dumbledore or Voldemort levels during this jump. That's not happening. Ever. And the real kicker? Everyone can tell. Professors will give you sympathetic looks while other students will stop asking you for help after your first year. You're not squib-level useless, but you're definitely the person people are surprised made it into Hogwarts at all.

## M.C.A.A [+400]

The Ministry's done it again. In their infinite wisdom, they've passed the Magical Citizenship Availability Act requiring for a part of the population to spend 20% of their free time in "Community Intimacy Stations" (which is Ministry-speak for reverse glory holes where you're sexually available to anyone who shows up, regardless of gender). And guess who is the unlucky person to be affected by this law? Roughly 15-20 hours of your week will be spent positioned in these stations, being fucked by whoever decides to use you, be men or women. Your wand automatically tracks your required hours and alerts you when it's time to report. Skip your scheduled shift and the compulsion charm kicks in immediately, physically forcing your body to walk to the nearest station, strip, and get into position whether you want to or not. At least you'll never need to join a gym again?

## The Greater Good [+400/+600]

Albus Dumbledore has taken a special interest in your life, and that's exactly as terrible as it sounds. For **+400 G**, you're now under his "guidance", which means constant monitoring of where you go, what you do, and who you associate with. He knows your schedule better than you do, manipulates situations to test your character, and moves you around like a chess piece in whatever grand plan he's cooking up. That casual conversation with a Slytherin? He knew about it within the hour and has opinions. For **+600 G**, you are fucked: you've landed in a bad fanfic where Dumbledore is genuinely evil. The monitoring intensifies, but now it's in service of actively malicious goals. He's engineering your suffering for "the greater good" of some twisted plan. He'll sacrifice you without hesitation, set you up to fail, or arrange for you to be hurt if it serves his purposes. The worst part? Everyone still thinks he's a benevolent grandfather figure, so good luck convincing anyone he's the villain.

## Dark!Harry [+400]

Harry Potter is not the noble hero you remember. He's a magician of incredible power, (heir to all four houses, empowered with basilisk venom and phoenix tears, the whole overpowered fanfic package) and worst of all, a complete asshole. If you're the same gender as him, he sees you as competition and will sabotage you at every opportunity. Better grade on an essay? He'll "accidentally" set it on fire. Someone compliments your Quidditch skills? He'll show off until they're only watching him. He once turned someone's robes pink for a week because they got more applause after a duel.
If you're a woman, it's somehow worse. He thinks you should be grateful for his attention and gets genuinely vindictive when rejected. He'll spread rumors, use his influence to isolate you socially, and sulk dramatically in the Great Hall while his fan club shoots you dirty looks. You can kill him if you want, but the only problem is that at this power level he's roughly equal to Voldemort and Dumbledore combined. Good fucking luck with that duel.

## Umbridge's Favorite [+400]

Dolores Umbridge is teaching Defense Against the Dark Arts for all seven years, which already violates some kind of cosmic law about DADA professors, but it gets worse: she's sexually obsessed with you. Not the bureaucratic torture kind of obsessed (though you're getting that too) but the "keeps finding excuses to put her hands on you" kind of obsessed.
She's given you a pet name (something nauseating like "my dear boy" or "precious student") that she purrs while standing way too close. Every single lesson requires you to demonstrate something at the front of class while she "adjusts your posture" with lingering hands on your shoulders, hips, or lower back. Her detentions mean sitting pressed against her while she strokes your hand and discusses your "special potential". Try to complain and she'll use every bit of her institutional power to obliterate you, forcing you to use blood quills and filing ministry reports framing you as a troubled student in need of "special supervision and guidance" (which translates to more private time in her office where she can touch you without witnesses). So get ready for seven years of inappropriate touching, creepy nicknames, and being her special project with absolutely no way out.

## Darkfic [+600]

Looks like you entered a degenerate AO3 fic, jumper. The wizarding world has fully normalized snuff, rape, mind control, and every other dark fetish you can imagine as completely mainstream cultural practices. What you'd consider horrific crimes are just... accepted. Expected, even. You'll witness classmates getting Imperio'd into public sex acts in the Great Hall while professors discuss wand techniques. Students disappear into "snuff parties" and no one bats an eye. The casual cruelty is everywhere and constant. Worse, they expect YOU to participate. Declining invitations to these events marks you as a prude at best, suspicious at worst. And if you're weak, unlucky, or caught off-guard? You might find yourself on the receiving end.

## Snake Clones no Jutsu! [+800]

All of Voldemort's horcruxes are now complete, functional copies of him. Yes, exactly what you heard!
The diary isn't just a creepy memory anymore, it's full-power Tom Riddle with his own Death Eater squad. The locket's commanding troops. The cup is running operations out of Gringotts. Nagini is... well, Nagini's still a snake, but now she's a snake with Voldemort's personality and magical ability, which is worse.

Each Voldemort is convinced they're the "real" one and the others are inferior copies, which means they spend as much time fighting each other as they do trying to conquer Britain. They're recruiting from the same Death Eater pool, competing for the same resources, and occasionally sabotaging each other's plans purely out of spite. You'll witness two Voldemorts having a heated argument about who gets to kill Harry Potter while a third Voldemort attacks from a completely different direction. Here's the fun part: since each one is technically a horcrux, they can only be destroyed by things that destroy horcruxes. So you need to hunt down horcrux-destroying methods while dealing with seven separate Voldemort factions who are all trying to kill you and occasionally each other. Good fucking luck.

# Ending

And so your journey comes to an end. Seven years at Hogwarts, and somehow you made it through. You've changed, but you're standing here at the finish line with your wand still intact and stories nobody would believe even if you told them. The castle will remember you in its own way, and you'll carry these years with you no matter where you go next. Now you've got a choice to make:

**Return Home:** Go back to boring old Earth where magic doesn't exist, sex is normal and private, and the most exciting thing that happens is deciding what to have for dinner. You'll have your memories, your trauma, and absolutely no way to explain any of this to a therapist. Why would you choose this? Seriously, what's wrong with you? You just spent seven years having more degenerate fun than most people experience in ten lifetimes just to voluntarily return to filing taxes and traffic jams?
At least you'll have stories nobody will ever believe.

**Next Jump:** Move forward to whatever fresh hell awaits you in the multiverse. New worlds, new challenges, and new opportunities to make terrible decisions. The jumpchain continues, and honestly after everything you've been through here, how bad could the next one be? (Famous last words.)

**Stay Here:** Remain in the wizarding world permanently. You've made your bed (literally, probably in several locations with several people), now you can lie in it forever. Keep living in magical Britain, dealing with the consequences of whatever chaos you caused, and watching how the world develops after your interference. The Ministry's still dysfunctional, Umbridge might still be around, and those seven Voldemorts aren't going to kill themselves. But hey, at least you've got magic.

# Changelog and Notes

V 1.0 - First Edition
v 1.1 - Small fixes, added an Item stipend/discounts, edited the Soulmate companion, deleted the Exclude M/M Tag.
V 1.2 - Some price changes to free perks, edited the The Power of *Good*™ Pussy perk to be less overpowered, added Nerfed, Extended Education, Canon Insert and Different Starting Year drawbacks, added the Magical Library item, edited some books to have some benefits post-jump, edited If There is a Hole perk to work for women.
V 1.3 - Small changes, edited the Cursed drawback, made the Quality of Sex free, edited the Arcane Endurance to Arcane Prowess (the perk now also gives sexual skills), modified the Magical Camera, Marauder's Map, Firebolt, Lord's Ring, Gringotts Vault, Wizarding Alcohol Cabinet, Elder Wand, Resurrection Stone, Lord's Manor, edited Different Starting Year to let you choose what age Hogwarts students begin their education, changed Perk Control to Exclude M/M Tag and edited it to also affect your charisma perks, added a small perk stipend to the general section.