

Infernal Interdimensional Item ICYOA - IV

Link : <https://dontknoved.neocities.org/infernal%20interdimensional%20item/>

House Rule : HP ICYOA v2 +DLC - Build XIII (CROSSOVER)

Items = I = 0 / Points = P = 0 / I;P = 0;0

Target:

You (+5i / +5p) 5;5

Difficulty:

Extremely Easy (+30i / +20p) 35;25

Scenarios:

Advent Divinity (+15i / +10p) 50;35

Scientific Progress (+10i / +5p) 60;40

Alternate Universe (x1; Harry Potter And The CYOA v2)(+10i / +7p) 70;47

Fusion (the muggle world is the world of Worm)(-3i / -3p) 67;44

Age Of Gods (+10i / +7p) 77;51

Spear Of Destiny (+10i / +7p) 87;58

Weakness Of Flesh (+10i / +7p) 97;65

Alchemic Cult (FullMetal Alchemist)(+10i / +10p) 107;75

Discovery (+10i / +7p) 117;82

Academy City (+7i / +5p) 124;87

Alternate Versions (one; Harry Potter Interactive CYOA v2)(+15i / +10p) 139;97

Broken Masquerade (the statute of secrecy is broken)(+5i / +5p) 144;102

Worlds:

Harry Potter (+5i / +5p) 149;107

Worm (+15i / +15p) 164;122

Drawbacks:

N/A

Perks:

Mind Fortress (-1i / -5p) 163;117

Clarity (-4p) 163;113

Soul Shield (-5p) 163;108

Rework (Peak Human Body; male, light skin, black hair, green irises)(free)

Archive (-3p) 163;105

Return (-2i / -4p) 161;101

Invictus (-1i / -4p) 160;97

Golden Rule (-1i / -4p) 159;93

Local Power (Harry Potter magic)(-2i / -4p) 157;89

Genius (-4i / -6p) 153;83

Ability (Metamorph)(-2i / -4p) 151;79

Rebuild (-2i / -4p) 149;75

Overdrive (willpower)(-4i / -6p) 145;69

Story Insert (Harry Potter)(-2i / -5p) 143;64

Sensitivity (-2i / -6p) 141;58
Escalation (-1i / -4p) 140;54

Point Conversion:

(+27i / -54p) 167;0

Items:

Lantern Ring (DC; willpower)(-25i) 142;0
Gate Of Babylon (nasuverse)(-5i) 137;0
Omnitrix (ben ten)(-10i) 127;0
Master Control (ben ten)(-15i) 112;0
Charms Of Bezel (ben ten)(-10i) 102;0
Alpha Rune (ben ten)(-15i) 87;0
Chrono Navigator (ben ten)(-12i) 75;0
Mahrune's Razor (elder scrolls)(-20i) 55;0
Omega-1 Nanite (generator rex)(-10i) 45;0
Alpha (generator rex)(-5i) 40;0
Aegis (another; combat)(-20i) 20;0

Item Crafting:

Super Genius (technology that synergies with magic)(-10p) 10;0

Item Combo:

True Architect (-10i) 0;0

X—x—x—

Key:

jsy4,avfh,kxn2,dfro,g1vz,c79q,6a5d,ufuz,8edv,x0ia,24tq,aj8w,494v,j59q,wn65,jeai,ed4m,9jgb,v3kw,ine4,bkx4,jie0,si6v,i3a2,l2wi,tj8,h
u2d,9tb8,ssif,fnzt,hiny,98dn,ha3e,j3jw,vb4f,6q7v,0w48,5w0k,lea0,d72g,19de,zdtl,k90o,a51l,imqg,40gl/ON#1,u1e9/ON#1,d2z0/ON#2

X—x—x—

Story:

I'm inserting into an eleven year old Harry Potter, sitting in his bedroom in the upstairs of number four Privet Drive, on the morning that his letter to Hogwarts will arrive. I'm decidedly *not* going to be going out to an island to escape the letters, in fact my aunt and uncle aren't going to be running away at all. They've embraced magic these past couple of years, for all that they can't access any of it themselves (though I may be able to rectify that with the Alpha Rune, now). After all, in the adjusted timeline of Worm, everything pre-Taylor's-Trigger happened thirteen years sooner. Scion arrived in 1969, just in time to see the moon landing; and Ziz attacked London in 1990. London is a walled city, a Containment Zone built to keep all the bombs that are mind controlled people in; there is no escape, not on the muggle side, anyways. Though I'll shortly be introduced to the tunnel that Magical Britain carved through it, for the Hogwarts Express.

For all that the magical world has managed to retain it's invisibility, from the perspective of all that *isn't* magical, even to the point that Scion and Cauldron are unaware— the magical world is still firmly of the opinion that the muggles are idiots living in the dirt, like they were three centuries ago, on average (after all, that's only two generations for magicals). Parahumans, what're those? The average wizard will act like

you're telling a particularly bad joke, if you try to explain to them that a more-or-less mute naked golden man showed up about two decades ago, and then muggles the world over started gaining superpowers through traumatic experiences. That these powers are *actually* granted as a part of a grand social experiment, and that 'Scion' (the golden man from before) is going to wipe out all life on 10⁶⁰ alternate Earths (including this one) in twenty three years time if nothing is done— well, that's more-or-less completely unknown to anyone outside of Cauldron; but most magicals *wouldn't care anyways*, even if they *did* know. It seems like the muggle world is *always* ending; and they wouldn't understand the difference in scale at play here. But my family, the Dursley's, have managed to keep up the illusion of a 'perfectly normal' life *singularly* because of the wards around their home; because *nobody-and-nothing* from without can pose a threat to *me*, for as long as I live here and call this home my own.

I'm going to have to explain my new rule set to my family, now that I've inserted and gained my Items and meta knowledge; and I'm shortly going to meet up with the alternate version of me that played the HP Interactive CYOA (though on a Meta level, I made the build in a *twisted* way, that I could see myself legitimately choosing if my inhibitions were a bit different, and I *didn't know* that an Alt-me was going to insert into Harry). She'll probably be pretty pissed when she finds out that she's now in love with and permanently bound to an alternate version of herself; but she'll get over it eventually. I guess she never got bitten by permanent Drawbacks in Jumpchain, like me; or perhaps she enjoys taking them anyways. I *undoubtedly* have a higher *potential* strength than her, but she has *far* more experience than me, for now.

—X—

The muggle world is going to be making a wild scientific discovery some time before my third year, and then they're going to start advancing to a crazy degree; while FMA style Alchemy is going to be discovered in the magical world around the same time. The Statue of Secrecy is finally going to fall towards the end of my fourth year; and upon their discovery of magic, Cauldron is going to go about rebuilding the Spear Of Destiny; while a cult of xenophobic techno-magic self-mutilation fanatics is going to form a third major global power around then as well, conquering almost all of Africa. Coil is going to go about turning Brockton Bay into Academy City, starting in 1996 and not finishing until 2011, if he lives that long (so we *might* see a fragmented version of that); while Taylor Hebert is going to find the Advent Divinity shortly after her Trigger Event in 2011 (so we won't get to have the conversational Khepri). But all of that's just going to be happening in the background from my perspective. I've still got to contend with Voldemort, of course; though I imagine I'm going to steamroll him in short order.

With my perks I have a peak human body, a nigh-perfect memory, and a means of defending my mind. I'm resistant to soul effects and supernatural detection; I have an unbreakable will, and an intuitive ability to trivialize making and keeping money. I'm a genius at all things Harry Potter style magic, a metamorph, a super genius at technology in general, and even more of a super genius at technology that works with magic. Lastly, I can enter an enhanced state under threat, where *all* of my abilities and Items are massively amplified (fueled by my endless willpower); and if my Items are damaged, stolen, or lost they'll respawn with me.

And, ohhh, what Items I have... I have a Master Control unlocked version of the Omnitrix (in the form of a functional fitbit watch, with a holographic-or-hard-light analog interface); access to five runes of power (over luck, resurrection, pyrokinesis, electrokinesis, and telekinesis), a sixth rune to further empower the aforementioned five; and a seventh rune, granting me control over the original magic. I have a pocket watch which grants me the ability to freely time travel (in a safe-to-me-but-not-to-ye kind of way); a weapon with a 'small chance' of causing the *conceptual death* of *anything*, and *yet more* probability manipulation to make that a 'first-time-every-time' effect; as well as an unlimited amount of all forms of

energy. I also have a pocket dimension within which I'll be able to store these things, a sentient AI driven nanine that's fiat-loyal to me (and will shortly be consuming and replacing my Omnitrix); and last but not *assuredly* not least, I have a Green Lantern Ring, with which I can weaponize my endless and unbreakable willpower.

—X—

Truly, the wizarding world isn't going to know what hit it— but for now I'm only eleven years old; I just want to have a few fun years at magic school, killing Dark Lords and shattering academic records, before I graduate into the multiversal defense profession. Scion could very well be one-hit-killed, if he doesn't want to settle down with the [ANSWER] to negative entropy; and if not, I can always erase that timeline and start again. Alt-me and I will probably more-or-less get along, though she's not going to be very happy that I stole the role of the powerhouse. Meanwhile, I'll only be keeping the Omnitrix (on my right wrist), Chrono Navigator (on a magical impossible-to-remove chain around my neck), and Green Lantern Ring (on my left middle finger) on my person at all times; the remainder of my Items will rest in my pocket dimension until I need them. That way I can keep wearing a watch in Hogwarts, I can fight with Will and Magic if I have too, and if someone fucks up the timeline *I'll be fine*.

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Meta Note:

As follows is the build for the HP Interactive CYOA, as told from the perspective of Alt-me; please note that she *doesn't know* everything that I know, on a Meta level. This is a combination of two previous builds I've done, in which I inserted into the setting of canon HP as *Nicolas Flamel*, OR into the setting of All According To Plan as an OC metamorph (though Nicolas *doesn't really exist* in that setting; Perenelle plays the parts of both of them, and was already a metamorph that just wanted to stop running for a few centuries). I tend more towards maximizing DADA above all, but doing so may have made her too great of a threat to me to have included her; so just by chance, she instead chose to focus on the utility of Charms and Potions— though she's still considerably gifted with the Dark Arts. I also *wouldn't* have taken a self-enslavement Drawback, but I *have* taken Soul Curse in past builds. The following isn't what I would do *now*; but it's a twist on what I've done in the past— and I can see a less self conscious, less paranoid version of me going this route. Also, a WARNING for mild nsfw content far below— as tends to happen, when an inhibition-free individual with Drawback-enforced True Love talks about their long term plans.

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Harry Potter Interactive CYOA v2 +DLC - XIII

Link : <https://dontknowed.neocities.org/infenal%20interdimensional%20item/>

House Rule : Infernal Interdimensional Item ICYOA - Build IV (CROSSOVER)

House Points = HP / Adventure Points = AP / HP;AP = 60;14

Difficulty:

Merlin (+60hp) 120;14

Target:

You

Name:

Samantha Silver

Origin:

Alternate

Age Five (-5hp) 115;14

Half Blood (+2ap) 115;16

Legacy Of Conflict (Slytherin blood)(+3hp) 118;16

Destined For This (+5hp / +5ap) 123;21

Orphan (+5hp) 128;21

Female

Poverty (+5hp) 133;21

Wand:

Amateur Crafting (+1hp) 134;21

Ash Wood (stubbornly loyal)

Phoenix Feather Core (tries to help)

Very Short Length (nine inches)

Solid Flexibility

House:

Decided By The Sorting Hat (*probably* Slytherin)(+3hp) 137;21

School Life:

Troublemaking (my Trying Times are slightly easier)(+1ap) 137;22

Exploring (Muggleborn)(+10hp / -2ap) 147;20

Items:

Inheritance (free)

Pets:

N/A (+1hp) 148;20

Allies:

Hermione Granger (canon, gryffindor)

Luna Lovegood (canon, ravenclaw)

Love Interests:

Harry Potter (canon, gryffindor)

Lyra Black (main character of the fanfic, slytherin)

Rivals:

Elizabeth Valentine (if i am a Gryffindor)

Lisa Vance (if i am a Hufflepuff)

Hettie Hughes (if i am a Ravenclaw)

Kyra Dhar (if i am a Slytherin)

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Innate Abilities:

Parseltongue (-3hp) 145;20
Metamorphmagus (-11hp) 134;20

Perks:

Brave (-1hp) 133;20
Well Adjusted (-1hp) 132;20
Witty (-1hp) 131;20
Cunning (-1hp) 130;20
Funny (-2hp) 128;20
Charisma (-2hp) 126;20
Perceptive (-2hp) 124;20
Schemes (-2hp) 122;20
Reflexes (-4hp) 118;20
Hard Work (-4hp) 114;20
Muggle Studies (-4hp) 110;20
Best Match (-4hp) 106;20
Great Valor (-5hp) 101;20
Great Loyalty (-5hp) 96;20
Great Wisdom (-5hp) 91;20
Great Ambition (-5hp) 86;20
Mastermind (free)
Esoteric Lore (-4hp) 82;20
Brilliant (-13hp) 69;20

Drawbacks:

Quirky (no inhibitions)(+2hp) 71;20
Immature (+5hp) 76;20
Dotty (no moral compass)(+15hp) 91;20
Geas ("[Indomitable Love](#) for Harry Potter")(+5hp) 96;20
Soul Curse (permanent companion to Harry Potter)(+10hp) 106;20
Blood Curse (inherited Soul Curse)(+5hp) 111;20

Magical Talents:

Charms Affinity (-15hp) 96;20
Physical Charms Affinity (-5hp) 91;20
Mental Charms Affinity (-5hp) 86;20
Enchantment Affinity (-5hp) 81;20
Dark Arts Affinity (-5hp) 76;20
Transphobic (+5hp) 81;20
Potions Affinity (x2)(-20hp) 61;20
Magical Creatures Affinity (x1)(-5hp) 56;20
Herbology Affinity (x1)(-5hp) 51;20
Occlumency (-3hp) 48;20
Meta Knowledge Shield (free)

Higher Concepts:

Thought Affinity (-10hp / +5hp) 43;20
Life Affinity (-10hp / +5hp) 38;20

Spells:

Nonverbal Spells (-5hp) 33;20
Potion Crafting (-6hp) 27;20
Spell Creation (-9hp) 18;20
Everlasting Enchantments (-9hp) 9;20
Wandless Spells (-13hp) -4;20

Potions:

N/A

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Trying Times:

Nemesis (influential)(+1hp / +2ap) -3;22
Nemesis (powerful)(+2hp / +4ap) -1;26
Nemesis (influential and powerful)(+3hp / +6ap) 2;32
Revenge (+2hp / +2ap) 4;34

Adventures:

Peaceful (all adventure rewards are free)(-4hp / -10ap) 0;24
Private Lessons (eidetic memory for Charms, DADA, and Potions)(-6ap) 0;18
Mentor (remove Transphobic)(-2ap) 0;16
Magical Legacy (gain x1.25 Charms, DADA, and Potions)(-9ap) 0;7
Ancient Vault (gain x1.25 to all Affinities)(-7ap) 0;0

Scenario:

Fanfiction (All According To Plan)
Crossover (Worm)
Self Insert (Silvahárr Syltheris)

School:

Hogwarts

Goals:

Breaking The Statute Quo (Wizard Supremacy)(+ x1.00 to all Affinities)

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Affinities:

Charms : x7.00
Physical : x7.00
Mental : x7.00
Enchantment : x7.00
DADA : x2.56
Offense : x2.56
Defense : x2.56
Dark Arts : x4.25
Transfiguration : x2.25
Conjuration : x2.25

Vanishing : x2.25
Potions : x7.00
Herbology : x3.50
Magical Creatures : x3.50

Key:

yua3,juwd,96my,wxw,Destined,qqq5,bi6t,poor,4kly,5fdp,1vcx,swi0,61xu,Fate,6r8f,9umt,5lkk,lxby,u6nd,go5a/ON#5,zoi6/ON#5,isj1,ix
uj,zi0j,oxgj,q9se,2k5o,ve51,q6fr,cqg5,m724,0sgg,6y1z,c1yq,uu25,mf1i,zvps,8brf,j7os,x0ko,9jcj,zcsp,nutc/ON#5,83w7,t6se,rkm,5kix,
14nw,hsja,v3mu,p7dr,smkz,hc4s,x3sa,3p11,os2g,fsbt,uoa,znic,74ck,nk68,s2g8,bvme,quuw,xpzd,qk00,r450,jjht,bu4n,l0vd,4oiw,rkra,j
msv,dalp,acyt/ON#2,xl0s/ON#2,e4y9,4ylh,c8ak,mxas,x0h0,knpv,odw5,9j5q,obmy,upke,w5sf,wokm,5af2,9xz8,qe8x,5aci,9e6z,i6c7,m
ue0,eudl,t1vm,ivj8,ljst,7z9q,nlgk,gul4,wuor,u56d

X—x—x—

Story:

In 'All According To Plan' being a metamorph actually *does* make you biologically immortal, and magicals *never* stop growing stronger with age— there are already canonical beings that are older than civilization; so I'll take inserting into the female canonical metamorph who's been know by the names Salazar Slytherin and Perenelle Flamel, among others. Metamorphs create alternate identities fairly regularly, so I'm going to pretend to be Cassiopeia Black, pretending to be a Hogwarts first year... not that people won't notice me eventually, being as magically powerful and knowledgeable as I am— though I *doubt* they'll guess the truth, despite the referential name.

I have a *Soul Curse* changing me permanently into a Companion for Harry Potter; I can't disobey a directive given to me by him, I must obey the spirit of his orders, and if he dies I'll suffer to such an extent that I'll wish to revive him or die myself, trying. His friends are my friends, his enemies my enemies; and if he's happy, sad, or angry then so am I. I have a first imperative to never truly betray him, and a second imperative to do all that I can to help him with everything I can help him with. This curse is mirrored in a *Blood Curse*, afflicting all of my direct descendants with its effects— which incidentally is what got Voldemort killed the first time, trying to fight against it. Though he got out of it once he lost his body, and made a new one from scratch. And there is lastly a *Geas* side to this curse, forcing me to feel True Love for Harry. I have no personal inhibitions, so nothing I *won't* do; and I don't have a moral compass of my own, either; so I'll try to mirror what I know of Harry's morality. I'll act roughly my biological age, which I can change on a whim as I or he desires; but I won't really *care* about anything I *act* like I care about. Below the surface, it's all the same to me.

—X—

Because I took *Peaceful*, I just already have an eidetic memory for everything to do with Charms, DADA, and Potions; and I'm as good as it's possible to be at all things Charms and Potions, as well. I'm a once-in-a-millennia genius at the Dark Arts, specifically; a once-in-a-century genius at Herbology and Magical Creatures, in general; and I have a best-in-a-generation affinity for everything else, matching the ability of Hermione... to say nothing of my age and experience. My wand is crafted from ash (perfectly loyal to me) and phoenix feather (willing to help me do things). It's a very short wand, because I'll always default to wandless for powerful magic; and solid to show that although I'm not totally set in my ways, I'm probably going to use Charms for most things, if I can. Not that I *need* the wand at all, being able to cast wandlessly as easily as nonverbally, which I can cast as easily as verbally... but it's of sentimental value to me, being my original wand; it's ancient and poorly made, but it's mine.

I plan to start attending Hogwarts in Harry's first year, but I'm actually inserting into five year old Silvahárr (who is pretending to be male, because it's un-fun to be female in a poor family, in the 500's), so it'll be a

thousand years or so before Harry will even be born; and he's going to need some help with the setting of Worm, but Scion won't arrive for almost as long, anyways. I'll be ready when the time comes, but starting out I'll just have to grow up—I'll have to help found Hogwarts, and set up passages for Harry to exploit. I'll have to *father* a bloodline so that there can be a Voldemort some day of my blood, and a paradox doesn't prevent Harry's birth; and I'll have to survive the march of time, though with my Perks that won't be hard, just tedious.

Eventually, I'll have Harry as a Love Interest, with Hermione and Luna as Allies, and I'll gain Lyra Black as a second Love Interest, to offset my Rival (who will be my lesser Nemesis). I'll of course drag Lyra into Harry's bed if he likes her; she has just as few inhibitions as I do, so she'll probably thank me for cutting all the boring romance out of her life-long-quest to revive the Black family (she's just going to get house elves to raise the kids anyways; as she was raised). Eventually one of Voldemort's lieutenants (though *not* Bellatrix) is going to hurt Harry, and I'm going to have to exact my *Revenge* (that will be my medium Nemesis); and of course Voldemort himself will be my greater Nemesis; he needs to die, so that Harry and I can live forever.