Generic Witch

v1.0

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(**Content Warning: This document contains artistic nudity and descriptions that some people may find troubling or triggering.**)

The Weird Sisters from Macbeth, Baba Yaga, Elphaba the Wicked Witch of the West, Jadis the White Witch, or the unnamed cannibal with a house made of gingerbread…

You are now joining the ranks of the witches, both wicked and benign. Whether you are personally wicked or not is up to you, but the temptation is always there. Witches are creatures of bargains and boundaries, publicly feared but privately often sought out. Every choice and opportunity carries the possibility of pushing you deeper into darkness.

Within this document you will find options to empower your witchcraft, including sections specifically devoted to **Curses, Crafts, Contracts, Cauldron, Cottage, and Coven.**

Have +**1000 CP** to get you started. You will get no tokens, stipends, or discounts here. Power comes at a cost, so invite more drawbacks into your jump if you desire more. In fact, let me get you started - you must take the **Warded by Iron** drawback for no additional points.

Starting Out

Modes and Settings

Modes are not mutually exclusive, but use common sense when blending them. Each version of the world created by these modes is intentionally light on canon and heavy on author interpretation.

Standard Mode

Choose one of the following settings where witches might exist. You enter this world as an established witch, perhaps part of a coven, and likely in or near a small community of non-witches who are wary of the strange outsider who lives nearby.

1. Modern Occult - A world like our own, where witches and other supernatural elements operate in secret. Maintain the masquerade, protect the world from occult threats, and pursue your own goals.
2. Fairytale Land - Talking animals, fairies, royalty, and consequences abound. The woods are wild, and wilderness is full of dangers, including you.
3. Gothic Fantasy - A world of castles, ruins, and more nights than days. Witches come face to face with revenants, cursed lords, and haunting spirits. The people may fear you, but they still seek your aid against even greater horrors.
4. Post-Apocalyptic Wasteland - Who killed the world? Who knows what you'll find here… Mutants, psychics, clankers, warlords, and your fellow witches will all ensure you live in interesting times.
5. Mythic Antiquity - Heroes and demigods walk among mortals. Witches are known as seers, healers, or terrors. You may change the fate of the world with whom you aid or impede.
6. Thaumocracy - In this land, those with more powerful magic can wield their influence politically as well. Witches, whose craft is slower and subtler than that of other magic users, are often underestimated by the naive.
7. Surreal Dreamworld - Reason frays, nightmares are real, and stories bleed together. You may expend your power to maintain an island of stability, or harness the chaotic flows to suit your desires.
8. Someone Else's Canon - Want to specifically visit a witch-beset world portrayed by the likes of Roald Dahl or Arthur Miller? Here's your chance.

Supplement Mode / Crossover Mode

You may apply this jumpdoc on top of another setting. If witches are already part of that world, they may take on elements described in this jumpdoc. If not, witches are

now an aspect of that world. The implications of that are for you to explore as an author. Track CP budgets for each jumpdoc separately.

Out-of-Context Mode
This world is indistinguishable from our own, except for you. You and anyone else brought in by your choices in this jumpdoc are the only witches around. Use this mode for a more isolated experience or exploring power fantasy elements.

Species

Choose one of the following:

Baseline Human (**Free**)
You probably know what this is already.

Lineage Human (**100 CP**)
You are part of a bloodline with a long history of practicing a particular witchcraft tradition. You gain additional potency and finesse with your particular lineage's specialty. Those aware of your lineage's reputation may regard you with wariness… or respect.

Fairy (**100 CP**)
You were born (hatched really) as a fairy. Choose a size anywhere between a pixie and full human stature. Your wings allow you to fly, but they are difficult to conceal if you wish to go incognito. You must take the "Harmed by Iron" drawback for no points.

Age and Gender

You may choose a starting age between 12 and 80 in this world. You are free to choose your own gender. While some may assume witches must be female, that is not a requirement here.

PERKS

GENERAL PERKS

Witchcraft (**Free and required; if you don't want it, this jump is not for you**)

You know the basics of witchcraft. You know how to make a handful of herbal remedies for common issues such as joint pain, colds, and digestive issues, and how to find and preserve the necessary ingredients. You can apply a few minor curses of inconvenience, such as frequent sneezing and oversleeping.

You also know the principles of witchcraft, which dictate that every effect comes at a cost. The cost can be paid in time, materials, effort, wealth, or other ways, but the cost must be meaningful to the payer - wealth or resources that one has in abundance provide no power. You know how these costs can be mitigated, when a debt is already owed or it creates a sense of poetic justice.

You do not get a pool of refilling power or the ability to recharge your spells daily through study, as the cost must be paid every time. Instead, witches may apply their magic to wider and deeper effects, shaping the destiny of communities or even worlds, if they are able to pay the price. And when witches work together, they can weave wonders none could manage alone.

Domestic Independence (**Free for this jump only or 50 CP to keep**)
You are fully capable of living outside of society, maintaining a modest homestead through your own labor. You can keep a garden, forage, trap, raise small animals such as chickens or goats, and handle cooking, sewing, preserving, and simple repairs. Whether you dwell on the edge of a village or deep in the wilds, you can sustain yourself without relying on others.

Terrain Specialist (**100 CP, multiple purchases allowed**)
You have expertise with surviving and thriving in a particular terrain type. Choose one of Wetland, Forest, Mountain, Desert, Shore, Grassland, Snowland, or Urban. You are an expert in trapping, hunting, agriculture, construction, foraging, and navigation in that terrain type. You can optionally apply the theme of your terrain to your crafts, curses, or other workings.

Herbalist (**100 CP**)
Your foraging skills are further improved. You gain a sixth sense about any rare or magical plants and fungi nearby. Just by hearing or seeing a specimen, you get a sense of what conditions it might grow in, and how to best harvest it. You are able to cultivate small amounts of rare and magic plants and fungi that resist traditional gardening. Your mundane gardening also improves, allowing you to grow exceptionally beautiful and flavorful produce.

Hunting Witch (**100 CP**)
Not to be confused with a "Witch Hunter" - you best avoid those. Your trapping, hunting, and butchering abilities all improve significantly, and your shots and traps somehow always seem to avoid damaging the pelt or other valuable parts of your prey. You gain the skill to hunt large and exotic game like gryphons (though taking them down is still a challenge) as well as unusual prey like magical insects. Hunting dragons and the like will definitely require some sort of additional power.

Underground Witch (**100 CP**)
You gain the benefits of **Terrain Specialist** with a focus on caves and underground terrain, but this does not extend to artificial underground structures like dungeons. You gain a rudimentary knowledge of prospecting and mining techniques, and how to refine ores and raw gemstones you find. When in a cave or mine, you gain a sense for where you're likely to find a lode of ore or gemstones. You can tell the quality of metal, gems, and stonework at a glance. If your own crafts include any of these elements, you can make them twice as durable as they would otherwise be.

Witch Doctor (**100 CP**)
You gain the education and experience of a freshly certified small town doctor. You can diagnose and treat most common medical issues, perform minor surgeries, and know when to refer to someone more specialized. Furthermore, you learn to brew a much wider variety of curative tonics, unguents, and the like. Specialized treatments like antiretrovirals and chemotherapy agents require more exacting processes and rarer ingredients. You have the knowledge to have great bedside manner, if you so choose.

If you are also an **Herbalist**, your concoctions grow in potency as you know how to get the most out of your ingredients, allowing them to significantly outperform other medicines in your setting.

Witch Veterinarian (**100 CP**)
You gain the education and experience of a freshly certified small town vet. You are able to treat injuries and illnesses of a wide variety of pets, domesticated animals, and wild beasts. Domesticated animals find you a comforting presence, and wild beasts are less wary and/or aggressive toward you.

If you are also a **Witch Doctor**, your breadth of medical experience allows you to quickly familiarize yourself with unfamiliar sapient species, and attempt to treat them

and create medicines for their ailments. This applies even to strange species like plasmoids, fungal orks, and dryads.

If you are also a **Hunting Witch**, you can diagnose and treat ailments of magical beasts and monsters such as manticores, kelpies, and jackalopes.

Ritual leader (200 CP, not available to natives of this setting
Even an apprentice can lend strength to a ritual, but you can do far more. You can guide anyone to contribute their power effectively, regardless of its nature. A Force adept, a ki user, a vancian caster, a psion, or even a cleric of a foreign god can channel their energy into a ritual under your direction. You will instinctively understand how to align and harmonize differing energies, allowing you to draw upon a wide range of power sources without disruption or loss.

> **Convergence (100 CP, requires Ritual Leader)**
> Your mastery extends inward, and you can now unify energy and powers within yourself. Force, ki, spell slots, etc - all can be used directly and interchangeably with power gained through sacrifice. While this unity greatly enhances versatility, the total quantity of your energy remains finite, and overextension can still exhaust you across all forms at once.

Combat Witchcraft (100 CP)
You know a variety of simple combat-oriented spells designed for self-defense and quick retaliation. You can harden your skin like stone, transform your fingernails into claws, and weave small offensive curses to sap an enemy's strength or blur their senses. None of these are battlefield-scale or military-grade magic; they are witch's tricks meant to keep you alive when cornered, not conquer armies.

Fortune Telling (100 CP)

You are skilled in both showmanship and genuine divination. You can cold read people's moods and motives at a glance, guiding your readings with uncanny intuition. You also have legitimate talent with magical fortune-telling tools such as tarot cards, crystal balls, and runes, allowing you to glimpse possible futures or hidden influences. You may use these insights to offer genuine guidance, or to subtly nudge your clients into choices that benefit you over time..

Astral Projection (**200 CP**)

You can separate your spirit from your body, leaving your body defenseless while your soul travels freely for up to a mile. In this form, you are invisible to most mortals but appear as a faint, ghostly presence to those sensitive to spirits. You can lightly interact with the physical world, exerting no more than five pounds of force, and cast minor spirit-working or curse magic, though nothing too intense. Wards, familiars, and other spirit-sensing entities can still perceive or communicate with you.

> **Dream Projection** (**100 CP, requires Astral Projection**)
>
> When traveling in astral form, you may enter the dreams of any nearby sleeper who lacks effective psychic or magical defenses. Within their dream, you are unseen unless you choose otherwise. You can observe, speak, and subtly influence the dreamer's emotions, memories, and perceptions. With effort, you may guide their dream toward fear, affection, inspiration, or obsession. If you focus on harm or confusion, you can leave them exhausted or uneasy upon waking. At greater mastery, you may attempt to blur dream and waking reality, causing the sleeper to mutter secrets, act out brief movements, or even sleepwalk. Skilled witches often use this to plant ideas, uncover truths, or torment enemies without ever lifting a finger.

Skinchanging (**200 CP**)

You can assume the form of animals through ritual sacrifice and sympathetic magic.

The first time you wish to take a creature's form, you must perform an hour-long ritual and sacrifice that animal. Thereafter, a brief spell allows you to assume or shed its shape at will. You may also take partial or hybrid forms, mixing your human and animal aspects freely. If you have **Combat Witchcraft**, you may incorporate elements such as a hare's hop or a wolf's maw into your combat form.

SPECIAL PERKS - CURSES

Wicked witches are known for their terrible curses. But to apply a curse can be costly to the witch. If the curse is fitting for a transgression against the witch or a character flaw of the accursed, the cost becomes much lighter and the time to prepare and apply the curse much shorter.

Hexen (**150/250 CP each, or all 5 listed for 450/750 CP**)
You practice a particular specialty field of curses. Pick one or more of the categories of curse below. You learn the basics of that category of curses, and can spend power to apply them. Some curses (even among the examples listed) could fall into multiple categories. **150 CP** will get you the majority of the category's offerings, while **250 CP** will unlock the "esoteric" aspect of that category.

Curse Category: Connection
Curses that affect interpersonal relationships. Examples:

- Forgettable: New acquaintances forget the victim's name immediately, friends forget to reach out until the friendship has withered, and eventually even family will grow distant and overlook the victim in time.
- Discomforting Touch: Anyone who touches or is touched by the victim feels discomfort. Anything from the feeling of a mosquito bite to an electric buzz to searing pain is possible.
- Preference Reversal: What the victim used to love, they will grow to hate, and whatever they despised before will become dear to them.
- Friend of Misfortune: Anyone close to the victim will begin to suffer grave misfortunes, such as illnesses or car accidents. Any new friends they make will soon suffer similarly.
- Repulsive Odor: The victim constantly emits a smell so foul that even animals shy away. The witch can choose its nature.

Esoteric: Untether - You can block connection so thoroughly that you render someone completely unable to interact with others. They will not hear his words, and they may take a step sideways to avoid walking into him in the street, but they will not perceive him or know why they sidestepped. If he attempts to strike someone, the blow will miss or be only weakly felt. Eventually such a victim may lose their humanity altogether and become a ghost without ever dying.

Curse Category: Fortune

Curses that affect wealth, luck, and fate. Examples:

- Clumsiness: The victim is far more likely to stub their toe, drop a dish, or accidentally hit an ally in a fistfight.
- Allergy to Gold: Touching gold will cause a severe allergic reaction, and silver will cause a milder reaction. The witch can adjust this to other precious materials prevalent in the setting.
- Spoiling Touch: Food and beverage prepared or touched by the victim will look, taste, and smell foul. At higher intensity, the food will actually go bad and become hazardous to eat.

- Transformation: The victim becomes a small animal tied to their moral failing or vice (such as a haughty prince turning into a frog or a betrayer turning into a literal rat). The witch may decide if the victim retains the ability to speak.
- Tragic Luck: Any coin toss, drawing of lots, or hand of cards will go against the victim's wishes. Birds will relieve themselves overhead and other petty inconveniences will be frequent. At higher intensity, this can lead to real dangers such as heavy falling objects and lightning strikes.

Esoteric - Manifold Tragedy: Every action the victim takes turns out to be the wrong one. The angle through which this manifests is up to the witch, but frequent examples are inadvertently harming their own loved ones, destroying their reputation through innocuous acts perceived strangely, and frequent mistakes incurring great financial liabilities.

Curse Category: Thought

Curses that affect the mind, memory, and perception. Examples:

- Haunted by Voices: The victim is plagued by voices of the deceased, criticizing them and distracting them at important moments.
- Tangled Memories: The victim's memories become confusing, and attempting to remember one thing will bring to mind another.
- Night Terrors: Sleep becomes so unpleasant and terrifying that the victim begins to avoid it.
- Senseless: Loss of Sight, Hearing, Smell, Taste, Touch, Proprioception, or a more esoteric sense are possible outcomes of this curse.
- Endless Itchiness: For the duration of the curse, some part of the victim's body will itch every moment of every day.

Esoteric: Memetic Hazard - Your curses may involve memetic hazards. These can be subtle such as reducing the trust and compassion that people have toward their neighbors, or acute such as consuming one's thoughts entirely, leaving the victim scarcely able to do so much as run away. You can safely include these

hazards into your own writings and even your mind, granting a measure of protection against any who would snoop on you, but this does not grant protection from other sources of memetic hazards.

Curse Category: Word

Curses that affect speech and communication. Examples:

- Muted: The victim loses the ability to speak. At high intensity, this can also inhibit their ability to communicate via gesture or writing.
- Truthful: The victim can only speak the truth. At higher intensity, the victim will offer up their secrets unsolicited.
- Unbelievable: No matter what the victim says, no one trusts them. Attempting to reverse-psychology this always backfires.
- Grating Voice: The victim's voice becomes intolerable. Even without understanding their words, anyone nearby will become annoyed when the victim speaks.
- Vitriolic Tongue: No matter how kindly they try to speak, their words will always come across as biting, insulting, or offensive.

Esoteric: Silenced Will - Working magic is often thought of as "speaking your will into reality". Now you can establish curses that affect a will-worker's ability to manifest magic, even magic without a verbal component. Perhaps reducing the potency of their spells, or siphoning off a bit of power from each incantation to take for yourself.

Curse Category: Deed

Curses that affect actions and the body. Examples:

- Endless Slumber: The victim falls asleep until the curse is broken.
- Invisible Shackles: It's as if chains bind the victim's ankles and wrists, and another binds those together, significantly inhibiting range of motion and interfering with many physical activities.

- Unhealable Wound: A wound will open on the victim's body and refuse to scab over. Aside from being unsightly and painful, it may occasionally leak fluids and is at constant risk of infection.
- Ugliness: The victim's facial features are distorted in unappealing ways.
- Permanent Hunger: No amount of eating will sate this hunger, but the victim still suffers the effects of overeating or malnutrition. People near the victim will regularly hear their rumbling stomach.

Esoteric: Body Horror - The full scope of transfiguration is now open to you. Just remember that many possibilities are unable to sustain life. Turning someone into a 200lb cockroach will disturb them, but they would collapse under their own weight and suffocate to death in short order.

Wax and Wane (**100 CP**)

You can cause your curses to increase or decrease in intensity over time, or even go in a cyclical pattern. These patterns can follow the cycle of a day, a month, a year, a lifetime, or anything in between. But they must be predictable and consistent once set.

Ebb and Flow (**100 CP, requires Wax and Wane**)

Your cycles no longer need to be predictable. You can set specific triggers for modulating the effect, for example intensifying when telling a lie or de-escalating when speaking a difficult truth. Additionally, you can now adjust the intensity of these curses ad hoc as you so desire, though you may need to invest additional power to do so.

Heritable Curse (**100 CP**)

You can now curse someone's descendents. You decide the conditions of both the active version (who suffers from the curse) and the dormant version (who can carry the curse to the next generation, even if they are not affected). Dormant carriers may still bear a mark such as a particular birthmark or experiencing a certain recurring dream. You can

also set end conditions such as “for seven generations” or “until your name has been forgotten”.

> **Contagious Curse** (**200 CP, requires Heritable Curse**)
> You can cause your curse to be spread to others who come in contact with a victim. The conditions of transmission are generally up to the witch, but must follow a clear pattern such as “anyone who hears a victim laugh” or “anyone who breaks bread together”. Be aware of the curse running out of power if it spreads too broadly.

Expansive Curse (**100 CP**)
Your curses can now affect an area rather than an individual. This means you can either affect the land directly or affect everyone who resides in (or perhaps even is present in) the affected area. To begin with, you can affect an area of about 40 acres, but with practice and significant investment, you can grow this to affect a village of about 1 square mile.

> **Colossal Curse** (**200 CP, requires Expansive Curse**)
> The maximum area you can affect is now the size of a continent: approximately 10 million square miles. Of course, a curse that big might take a century to prepare even with a whole coven working solely on that goal, but it is possible.

Curse Breaker (**100 CP**)
You are adept at dispelling curses and other sorts of undesirable magical effects. More potent curses take much more time and effort, but even a Colossal Curse can be undone in time, and you know the methods. You can destroy cursed objects, and with work, destroy just the magical effects, leaving a mundane object behind. You are also able to dispel benign persistent magical effects, though doing so is unfamiliar and takes additional effort.

Curse Taker (200 CP, requires Curse Breaker)

When you break a curse, you may claim a portion of its remaining power for your own use. You may instead choose to redirect a curse back at its creator(s) instead of breaking it. If a curse (or other magical effect that is duration based rather than instantaneous) is leveled at you, you will be instantly aware of it, and may attempt to snuff it or redirect it in real time, though doing so will trigger a spontaneous contest of wills and power expenditure. With time and effort, you may remove a curse from an enchanted item while leaving any beneficial effects intact.

Boons (200 CP)

You can now grant benefits applicable for any categories of curses you are proficient in. Boons are usually time-limited, as they are not powered in part by the victim's suffering, and indefinite boons require regular sacrifices to sustain. A standard boon may make an ordinary woman into a local hero or celebrity, while an *esoteric* boon could turn her into a legend that makes history. Expansive and Heritable boons are possible for those with the ability, but tend to be the work of demigods or beyond, rather than village witches.

Stacked Suffering (200 CP)

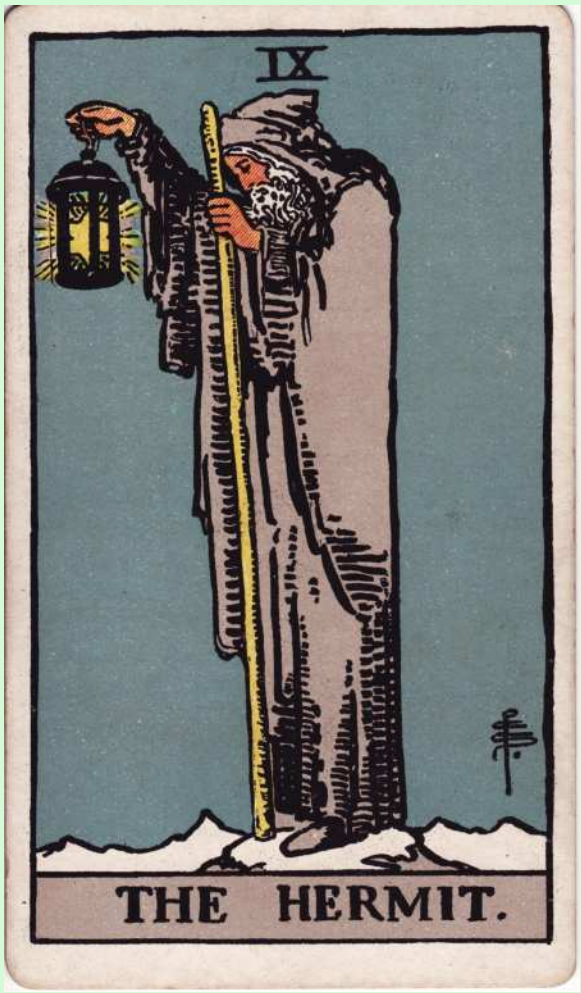
Normally, a single witch can only apply one curse at a time to a particular victim, and if a victim would be affected by multiple curses, whether from different witches or from a combination of individual and area/contagion effects, each curse weakens in intensity. Now your curses can keep their full effect, and you can directly apply multiple curses to an individual, though the cost of each additional curse rises sharply.

Reactive Curse (200 CP)

You may now weave curses that lie in wait, ready to spring forth when a chosen condition is met. For example, a witch versed in Connections curses might weave a ward upon herself so that when struck, her foe immediately suffers the Discomforting

Touch, each caress burning with the memory of their own blow. Reactive curses may be simple or elaborate, lying dormant for hours, years, or centuries until their trigger awakens them. A wise and powerful witch may maintain up to a dozen reactive curses at once, though the cost and effort of establishing new ones rises steeply as their number grows.

SPECIAL PERKS - CRAFTS



Many witches prefer to manifest their magic in crafted items. The effort spent on the craft often contributes power to the working, and the item serves as an anchor for the magic. Even apprentice witches know the basics of brewing, but experienced witches know multiple crafts and can use each to its best effect.

Crafter (**50/100, multiple purchases allowed**)
You learn a crafting skill. Common skills among witches are woodcarving, glassworking, ceramic sculpting, scrimshaw, crochet, and leather working. Less common are things like stained glass, tatting, embroidering, and calligraphy, which are valid but may be less versatile. For **50 CP**, you have a basic level of skill, and can produce items that are recognizable / functional. For **100 CP**, you have mastery of the skill, and with time and effort your creations can be beautiful and intricate.

Poisoner (**100 CP**)

In addition to basic medicinal brews, you now know how to brew and refine certain poisons. Witches in worlds where magic is common favor subtle naturally occurring poisons, as they don't trigger magical detection.

Potioner (**100 CP**)
You know the recipes for the classic brews of witchcraft: potions to erase the last hour of memory, soothe pain and fatigue, stir infatuation, and many others. In addition, for any curse (or boon) you are capable of casting, you may also prepare a corresponding potion to deliver that curse through ingestion.

Teabagger (**100 CP**)
You can prepare any potion you know in the form of a dried tea blend that is light and easy to transport. Once bagged, the magic remains stable for months or even years for an ancient witch, and the tea can be safely brewed by anyone. These teas are less potent than true potions: their effects either last half as long, or are one step weaker in intensity. In addition, you gain expert knowledge of the cultivation, preparation, and serving of non-magical teas.

Trinkets (**100 CP**)
You can imbue items with moderately potent one-time use effects. Some are automatic and reactive such as deflecting a single blow or hostile spell or breaking a fall. Others are triggered by the user such as purifying a vessel of water or opening a lock. In most cases, the item breaks when the magic is used. A person can only bear one of any type of trinket at a time - trying to hold multiple of the same (or similar) type would result in them interfering with each other and nullifying the effect of all of them.

> **Rechargeable Trinkets** (**100 CP, requires Trinkets**)
> You can imbue a trinket with more power when initially creating it to allow it to be recharged by someone else. You can determine the method needed to recharge the trinket, but typical options include chanting over the item for

several hours or making a generous offering at a shrine. Opportunist witches can set up the recharging mechanism to divert a portion of the power back to them, and benefit from occasional but unpredictable trickles of power.

Curios (100 CP, requires Trinkets)
You can scale up your trinkets by adding more power and infusing a larger object. If a small shield charm trinket could deflect a single sword blow, you can make a decorative shield curio that will deflect a single cannonball, or a 24-inch carved log that will purify an entire pond. These are typically made for dwellings or vehicles rather than for an individual to lug around.
If you have **Rechargeable Trinkets**, you can make rechargeable curios, but the cost to recharge is far greater, often requiring several hours from multiple participants.

Tool Enchanting (100 CP)
You know a variety of minor enchantments appropriate for tools used in crafts. Durability, weight modifications, increased/decreased friction, stiffness, elasticity, heat resistance, heat retention, and similar things making working with them easier or less error-prone. These enchantments are typically self-sustaining by siphoning a tiny fraction of power from the work done with them, but they will fade if the tool is not used for a year and a day. If layfolk know you can do this, they may beat a path to your door. Some urban witches survive primarily off income from tool enchantments.

Lifestyle Enchanting (100 CP, requires Tool Enchanting)
Not limited to tools, you can enchant any day-to-day item to better serve its purpose. A basket might keep food fresh or warm for long periods, a hat may passively cool the wearer, or a broom might catch every speck of dust with a single pass. These items cannot self-sustain so they require periodic small infusions of power. If the base item was crafted by you, the power drain is

halved. If you have **Rechargeable Trinkets**, you can make similarly rechargeable items.

Cursed Item Enchanting (**100 CP, requires Lifestyle Enchanting**)
You can apply any curse you know to an item. Cursed items often have some additional enchantment such as making the victim find them captivating or returning to the victim (or finding a new one) if discarded, and you know how to apply those as well. Many cursed items are of a mixed nature, offering some benefit as well as the curse. Cursed items are typically self-sustaining as they draw a trickle of power from the suffering of their current victim.

Poppets (**100 CP**)
If you craft a humanoid or animal figure no larger than 4 feet tall (or across) and 50 pounds in weight, you may animate it as a servant. Poppets can carry out simple tasks such as cleaning, fetching, guarding, or scouting. They cannot speak, but understand basic commands and can gradually learn a small repertoire of duties through repetition. Each poppet requires periodic infusions of your power to remain active, otherwise becomes inert until reawakened.

Familiar Poppet (**100 CP, requires Poppets**)
While creating or empowering a poppet, you can add a bit of additional magic to make it familiar to you. You can always sense the distance and direction of this poppet. If it is in another plane or dimension, you know which one, and the metaphysical distance to that plane, and can more easily get there if you have any planar travel ability. If you are within a mile of this poppet, you can close your eyes and focus to see and hear through its senses, though this leaves your body vulnerable while you do so. You can revoke this property from a poppet at any time.

Combat Poppets (**100 CP, requires Poppets**)

Your poppets may now be crafted up to 8 feet tall (or long) and 300 pounds in weight, and can be animated for combat purposes. Combat poppets are durable and may be given orders to defend you, protect a location, or attack a specific target, though they lack creativity or advanced tactics. Their upkeep is far greater than that of ordinary poppets, so witches often leave them dormant until needed, activating them with a command or triggering spell such as a ward.

Simulacra (**100 CP, requires Combat Poppets**)
If you have a helpless victim or a humanoid corpse that has been dead less than 24 hours, you may reshape it into a poppet over the course of a one week ritual. The result, called a simulacrum, is outwardly indistinguishable from the original, even mimicking breathing, heartbeat, and warmth, and it retains much of the original's knowledge and memories. However, it is soulless. To strangers it may pass as the real person, but anyone who knew the original will sense that something is wrong. The simulacrum has no true will of its own and will obey you.

Consume Simulacrum (**100 CP, requires Simulacra**)
You may drain the essence of a simulacrum over the course of a one week ritual, permanently absorbing one defining aspect of the original. This could be a skill or body of knowledge, the ability to assume their appearance at will, or even the remainder of their health and natural lifespan. At the end of the process, the simulacrum collapses into a withered, doll-like husk one quarter the height of the original, but remains functional as a basic poppet if you choose to empower it. Some witches keep such shriveled trophies as grim reminders of what they have claimed.

Doppelpoppet (**100 CP, requires Simulacra**)
You may create a simulacrum of yourself over the course of a week-long ritual, periodically imbuing it with your own blood, spit, shed skin, and hair. While

creating the Doppelpoppet, you may decide how much of your knowledge and skill it possesses, how obedient and loyal it is, and even adjust its personality to suit your needs.. The Doppelpoppet cannot use magic or supernatural abilities, but is otherwise physically indistinguishable from you. If you have **Consume Simulacrum**, you may consume the Doppelpoppet to gain any knowledge and experience it has obtained since its creation. A witch new to this ability can only maintain one Doppelpoppet at a time, while an ancient witch may have up to a dozen active.

Doppelpoppet Transference (100 CP, requires Doppelpoppet and Familiar Poppet)
Your link to a Familiar Doppelpoppet now reaches up to 100 miles. With an hour-long ritual, you may transfer your mind and soul into any active Doppelpoppet within that range. When doing so, you choose whether your original body falls dead, or that doppelpoppet's mind simply swaps with yours. If you have **Consume Simulacrum**, you may instead consume its mind during this ritual.
Additionally, once per jump or once every ten years, if you would otherwise die, you are immediately shunted to the nearest Familiar Doppelpoppet, or one that you have previously designated as your emergency backup. That doppelpoppet's mind is destroyed in the process. This counts as a 1-up.

Hollows and Hallows (100 CP)
You know how to prepare objects to be inhabited by spirits. Hollows are objects that have been scoured of supernatural influences, making them seem inviting and available to any spirits that might resonate with the object, like a clean hotel room might seem appealing to a traveler. Hallows are objects that are often hollowed first, and then imbued with specific types of magical energy to seem extra appealing to certain types of spirits, like that same clean hotel room filled with books and blankets might be especially appealing to a certain type of traveler. Spirits occupying such an item are not

bound to it by default, but find it comfortable, and it may provide other benefits (such as reducing their need for sustenance). This makes them more cooperative and can serve as a bargaining chip or the basis of an adverse binding.

Runic Arrays (100 CP)

You know the art of inscribing runes that channel, distribute, and repurpose power. With these arrays, energy can be drawn from one source and transferred to another, split across multiple workings, or held ready for release. Arrays are commonly used to keep ward anchors charged, to direct the yield of a sacrifice more efficiently, or to speed up chores that require constant magical upkeep. Larger or more intricate arrays allow greater throughput and precision, though still demand time and care to inscribe. Once set, an array sustains itself with minimal attention, making it the backbone of many a witch's cottage.

> **Array Scaling (100 CP, requires Runic Arrays)**
>
> Your Runic Arrays can now span miles by crafting, placing, and aligning "repeater" nodes every furlong. These nodes might take the form of carved stones, inscribed stakes, or shrine-like markers, and each must be maintained to keep the array stable. Such broad arrays are used to distribute power to massive warding schemes, stabilize village-spanning rituals, or allow witches to extend the reach of a witch's workings. There is power lost in such extension, but with expert craftsmanship and precision tuning, it can be as low as 20% per mile.
>
> **Living Arrays (200 CP, requires Runic Arrays)**
>
> You can inscribe arrays on living beings, either consenting or helpless. These can be temporary with ink, or permanent with tattoos or scars. These can be used to help (such as channeling power to a wound to help it heal faster), exploit (such as continuously draining the power from a living being and shunting it elsewhere), or for neutral purposes (such as making a familiar into a mobile ward anchor without affecting the familiar's own energy). If you have **Hollows and**

Hallows, you can make a living being into one, making them an ideal host for possessing entities, or spirits that affect them for good or ill.

Artistry (**200 CP**)
You possess a preternatural sense for beauty, harmony, and form. Whether shaping clay, weaving fabric, choreographing a dance, or baking a cake, your instincts guide you toward balance and grace. Quick work in your hands always looks pleasing; deliberate work becomes breathtaking. This instinct does not replace technical skill, so you'll still need practice or perks like **Crafter** to realize your vision. You can instantly perceive flaws in design, color, rhythm, or composition, no matter the medium, and intuit how to correct them. This triples your learning and teaching rate in artistic skills, including ephemeral skills such as musical instruments and dance. Elder witches can weave glamour directly into their creations, giving them beauty surpassing mundane possibilities.

Ward Making (**200 CP**)
By crafting ward anchors, placing them around an area, and ritually empowering them, you can establish protective wards. Even a modest ward easily keeps out vermin and pests. Stronger wards can subtly discourage or confuse intruders, sap their strength, or raise alarms when crossed. While no ward can indefinitely bar a determined, intelligent foe, they impose a meaningful cost in effort, attention, or power. The area covered scales with the number and quality of anchors, from a single room to a household or small field. Massive city-scale warding schemes with overlapping defenses are possible with decades of investment.

Info-Witch (**300 CP, not available to natives of this setting, recommended only if you have existing technical perks or knowledge**)
You can apply your witchcraft to information systems you understand, and leverage understood technology in your witchcraft. Programming, Data Analysis, and similar disciplines become valid Crafts for your witchcraft. If you know how to program a

computer, you could apply a curse to that computer. If you can make a 3d model of a humanoid, it could become the basis for a virtual Poppet. If you understand how GPS signals work, you could incorporate positioning elements into a spell you weave.

Techno-Witch (**200 CP, requires Info-Witch**)
Your witchcraft now applies to all electrical technology, and likely analogues like crystal tech, steampunk, and others. You can apply it even to systems without a significant information component such as motors and simple circuits. You can use your witchcraft in any virtual world you enter.

Special Perks - Contracts

As often as they are accused of making pacts with the devil, wise witches know better than to commune with demonic forces. That doesn't stop the unwise.

Contact (**50 CP each, or all 6 listed for 200 CP**)
You know the basics of communing with and summoning a particular category of supernatural entity. This does not guarantee safety. If you use these techniques in a world that did not previously have that kind of entity, it will thereafter. Individual spirits may overlap in several categories, and you may designate a coherent (and similarly limited) category of your own if these don't meet your needs.

1. Ancestral Spirits - Honored or restless dead who retain bonds with the world of the living. They may demand remembrance, offerings, and resolutions, and offer protection, knowledge, and prosperity. Examples: Hauntings, Razana, Egungun, Hungry Ghosts
2. Nature Spirits - Those tied to or embodying landscapes, plants, and animals, especially prominent ones. They may demand stewardship, balance, or vengeance, and may offer bounty or blight. Examples: Nymphs, Diwata, Kodama, and Yaksha
3. Demons and Malicious Spirits - The spirits whose only purpose is harm and corruption, and they may be simple or cunning beyond comprehension. They want souls, death, servitude, or sometimes just the chance to influence the mortal world, and offer quick power, destruction, or temptation that appeals to your darker nature. Examples: Oni, Rakshasa, Succubi, and Ogbanje
4. Fae and Liminal Folk - Those who live in mirrored worlds or straddle worlds, who can help or hinder according to their own inscrutable logic. They deal in debt, trickery, respect, and cleverness, and may accept an offering gladly or punish those who accept their offerings, but may aid with craftsmanship, labor, and travel, or punish with curses or abductions. Examples: Sidhe, Kitsune, Nuno sa Punso, Menehune, and Goblins
5. Celestial Powers - Spirits tied to heaven, light, law, or divine order. They can be uplifting, stern, or alien in their detachment from mortal concerns. They request obedience, vows, and alignment with principles, and offer healing, teaching, and occasionally paths to redemption. Examples: Angels, Devas, Psychopomps, Lares Compitales
6. Constructed and Reshaped Spirits - Created or recreated by humans or other spirits, they may come in many varieties and may have specific purposes or duties. Their bargains are often the easiest to understand, though many serve ulterior motives of their creators. Examples: Egregores/Tulpas, Tsukumogami, Homunculi, Creepypastas

Contract Intuition (**100 CP**)

You have a supernatural grasp of contractual logic, both mortal and mystical. Whether reading a mundane legal document, a fae riddle, or a demonic pact carved in blood, you instinctively spot hidden traps, ambiguities, and dangerous loopholes. You also intuit how clauses could be rephrased to benefit you or protect your allies. This sense automatically updates each jump to include knowledge of the local legal traditions and spiritual norms, even in alien or newly encountered systems.

> **Binding Pacts** (**100 CP, requires Contract Intuition**)
>
> You can inscribe magical contracts that enforce their own terms. Such contracts may prevent certain actions outright (a bound party cannot betray an agreement, speak a forbidden word, or cross a line drawn in the covenant) or impose penalties if violated, including servitude, loss of senses, or the transfer of agreed-upon power. Contracts can also bind intangible traits such as memories, names, or future promises, which the pact itself will claim and hold in escrow until released. Crafting a pact is a true working: the greater its scope, duration, or stakes, the more power and preparation required, though even a modest ritual can secure a binding agreement between two individuals. Any Curses (or Boons) you know can be a part of such a contract.
>
> **Grand Covenant** (**300 CP, requires Binding Pacts**)
>
> Your art extends to compacts of vast scale. You can create binding agreements that encompass whole groups, such as covens, clans, cities, or nations, and can set terms that extend to the signatories' descendants. Those who are included but not signatories themselves must always have a way to "opt out." Opting out always comes with a price, sometimes personal sacrifice, sometimes weakening the protections or powers granted to the remaining group as a whole. The greater the collective or the deeper the generational reach, the greater the effort required, and large-scale covenants often require significant ritual, symbolic acts,

or rare offerings to seal. Properly woven, however, such a covenant can unify, restrain, or empower entire peoples.

Nekromantia (**200 CP**)
You can conjure shades from the underworld to offer you guidance. Conjuring the spirits requires a significant amount of power, and many shades will demand some offering or favor to answer. The spirits may retain fragments of their memories or power from their lives, but it is faded from the cold stillness of death. Offending the dead may come with terrible consequences if they refuse to return to the underworld.

Adverse Binding (**200 CP**)
You have mastered the harsh art of binding spirits by force, compelling obedience without their consent. To use this power, the spirit must first be rendered helpless or decisively defeated. Bound spirits are compelled to serve you, though their strength may be diminished by the coercion, and their cooperation often begrudging, or even maliciously compliant. You also possess the knowledge to unravel such bindings if you hold the tether or vessel anchoring them, though this requires time and care. Ownership of a bound spirit can be transferred, sold, or traded like a dangerous heirloom. Be warned: many witches and spirits alike consider this practice tantamount to enslavement, and it may carry karmic consequences. A spirit mistreated under such bondage will remember every slight, and if ever freed, may come seeking redress. Other spirits will be wary of you, but may also be cowed by your reputation.

Homefield Advantage (**100 CP, requires Contact: Ancestral Spirits**)
By establishing shrines and honoring the spirits tied to a place, you invite their favor into your home. Within this sanctified space, life flows more smoothly: misplaced items turn up in the first place you look, hazards seem to slide out of your path, chores are easier, and forgotten things have a way of resurfacing at the right moment. Conversely, intruders or those who oppose you inside your home suffer the opposite: stumbling, losing track of possessions, and finding themselves subtly frustrated. Attuning to a new

home requires a few hours of shrine communion and a night's rest. The benefits diminish sharply in spaces larger than about a 3,000-square-foot house or a one-acre lot.

Tutelary Activity (**100 CP, requires Homefield Advantage**)
The spirits of your home do more than smooth your daily life, they begin actively shaping it toward your goals. By placing a symbol of your intent upon a shrine - such as coin for fortune, a microphone for recognition, a flower or sketch for romance - you guide them toward your priorities. Thereafter, the spirits will subtly shift circumstances, remove obstacles, and open paths aligned with that desire. Their influence is gentle but persistent, working best within the natural rhythms of your life and the boundaries of your home.

Verdant Tongue (**100 CP, requires Contact: Nature Spirits**)
You can speak with animals, plants, and even landscapes, understanding their voices whether they whisper through rustling leaves, the murmur of water, or the buzzing of wings. They are not compelled to answer, but will always be truthful unless mistreated.

Verdant Hand (**100 CP, requires Verdant Tongue**)
You can guide and direct the growth of plants and fungi with your touch. This allows you to accelerate growth, enrich harvests, weave living hedges or shelters, suppress invasive growth, or coax beauty from the wild. You may also call forth blight, thorn, or venom by urging plants to their harsher aspects, though this is limited to what is naturally present in the species.

Temptation (**100 CP, requires Contact: Demons and Malicious Spirits**)
When negotiating with someone, you can slowly gain a sense of what they really want. It may not even be something they mentioned or you even considered, but you get a sense of either what price they would truly pay, or what extra addition would make them come around.

Duress (**100 CP, requires Temptation**)

As you learn what someone most desires, you also perceive what they most dread. This might be a secret they hide, a person or status they cannot bear to lose, or an outcome they will go to great lengths to avoid. During negotiation or intimidation you can call this knowledge up and frame consequences so as to maximize leverage. Duress does not force compliance, but it makes coercion, blackmail, or hard bargains far more effective, and reveals when an opponent is likely to break under pressure.

Debt Management (**100 CP, requires Contact: Fae and Liminal Folk**)

You are bound to the concept of debt as fae understand it. Any promise broken, slight given, or courtesy denied may accrue a subtle obligation in your favor. If you instruct someone on how to treat you, and they agree but fail to uphold it, that debt grows sharply. Debts owed to you function as reservoirs of power from which you can draw greater strength when casting against or bargaining with those who are indebted. Likewise, you instinctively sense when an action you are about to take would place *you* in another's debt, letting you avoid or embrace it knowingly.

Debt Collection (**100 CP, requires Debt Management**)

By focusing, you can sense the direction and rough distance of anyone who owes you a significant debt. The weight of their obligation makes them more susceptible to your magic: spells bind tighter, curses bite deeper, bargains stick harder. A debt to you acknowledged by the debtor but left unpaid accrues "interest," increasing your leverage as time passes. Once a debt reaches a crushing threshold (roughly equivalent to seven years of labor), you may collect directly, seizing something of great value to them, such as wealth, cherished memories, vitality, or other metaphysical equivalents.

Eyes of Judgement (**100 CP, requires Contact: Celestial Powers, multiple purchases allowed**)

Select a single moral or ethical system. It may be an established code (such as Confucian virtue, Christian sin, or bushidō), or one you create and rigorously codify. By focusing on an individual's aura, you perceive how they align with that system along a clear spectrum, from total opposition to perfect harmony. The system you choose determines whether this judgement reflects their intentions, actions, outcomes, or some mixture thereof. The insight is always accurate, but limited by the scope of the chosen system. Each purchase allows you to add another distinct system of judgement.

Words Beyond Reproach (**100 CP, requires Eyes of Judgement**)
When you invoke this ability while speaking, your words are bound to truth. You cannot lie, mislead, or cloak your meaning; everything you say will be true to the best of your knowledge and expressed so that any listener present will clearly grasp your intent. Listeners instinctively recognize that you are speaking truth. This effect does not carry through recordings or remote transmissions, but will apply through amplification or magical projection if the audience can see you as you speak. You remain free to choose what truths to reveal and what to leave unspoken.

Glimpse the Beginning (**100 CP, requires Contact: Constructed and Reshaped Spirits**)
Through meditation upon a spirit you have communed with, you gain insight into its origins. You can discern its approximate age and whether it was intentionally fashioned (such as a homunculus), spontaneously arisen (like a living shadow), or shaped by accumulated belief and spiritual energy (such as an urban legend). This knowledge comes as quiet intuition rather than raw data, giving you a sense of how and why the spirit came to be.

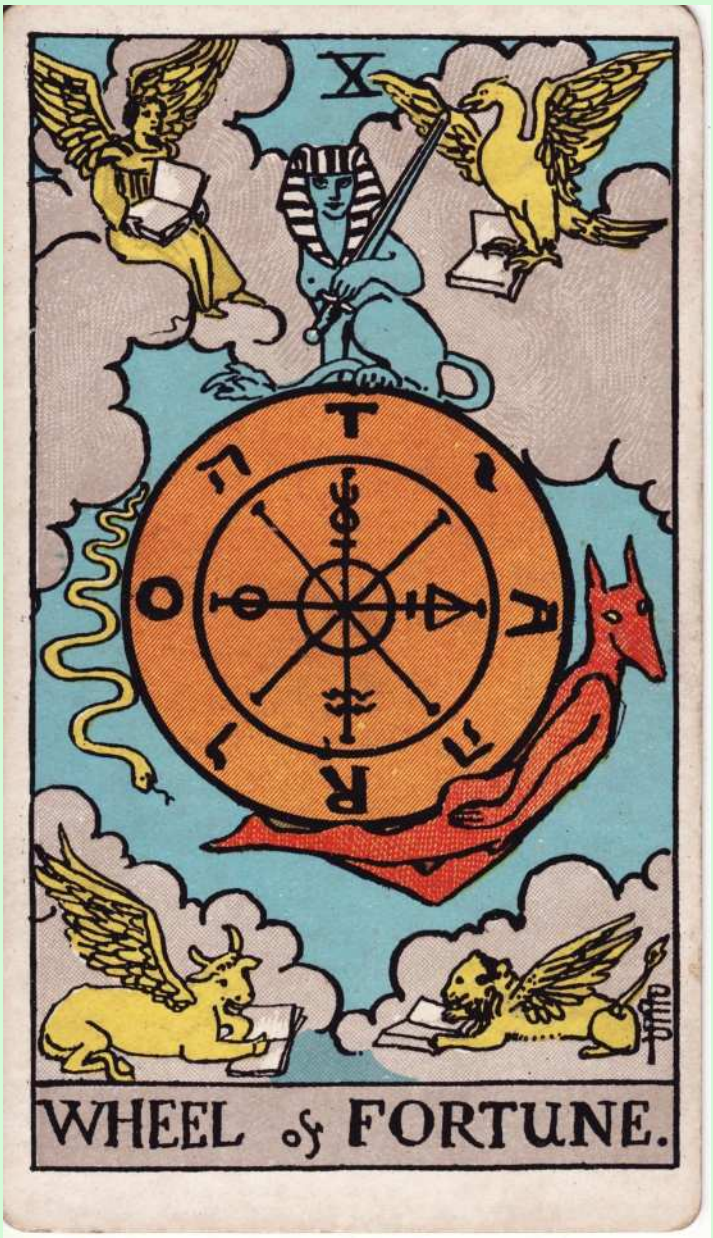
Glimpse the Ending (**100 CP, requires Glimpse the Beginning**)
By focusing on a magical binding, vessel, or construction, you can perceive its structural seams, the places where pieces fit together awkwardly, where

something may be concealed, or where weakness lurks. With this awareness, you can choose to exploit these flaws to dismantle the work, or reinforce them to make it more enduring. The knowledge manifests as a felt sense of stress points and hidden joints, like seeing cracks in glass before they spread.

Items

General Items

Items can be imported into similar items. For example if you already have a broom, you can import it to make it a flying broom.



Tarot Deck (**One free per Witch**)
It's said to be bad luck to buy your own tarot cards, so accept this deck as a gift. This reprint of the 1909 Rider-Waite-Smith deck has a faint aura of intuition about it. When used for readings, it subtly sharpens your insight into people and situations, though it never provides certain answers.

Witch Media Subscription (**50 CP**)
This collection starts with the entire original run of Bewitched (254 episodes) in your preferred medium and a book shelf with classic witch-related literature

totaling 5000 pages. Each year, an additional 20 hours of video and 1000 pages of fiction will be delivered to your warehouse.

Hallucinogenic Ointment (**50 CP**)
A small, self-refilling pot of greasy ointment that, when rubbed onto the skin, induces vivid visions and otherworldly sensations. The experience can be euphoric or terrifying, blending illusion with glimpses of the unseen world. Experienced witches learn to tell true spirits and omens from mere hallucinations.

Flying Broom (**50 CP**)
A classic witch's broom, simple but iconic. It can carry you and one human-sized passenger, flying at speeds up to 60 mph. Functional but as uncomfortable as you'd expect sitting on a broomstick to be, and the open-air ride leaves you exposed to the elements.

> **Supersonic Broom** (**100 CP, requires Flying Broom**)
> Your broom now accelerates to supersonic speeds, up to Mach 2. Magic reinforces its frame and stabilizes your flight, but the ride is still punishingly loud, cold, and windblown without proper gear. The broom itself can withstand the stress of such speeds, though your passengers may not. The sonic boom can be heard many miles away.
>
> **Broom Service** (**100 CP, requires Flying Broom**)
> Your broom is now enchanted for comfort and convenience. Invisible cushions adjust to seat you and one passenger in ease, while a transparent magical bubble shields riders from wind, noise, and weather, maintaining a pleasant temperature. If you can see your broom directly, you may summon it into your hand, though solid restraints or barriers will block its passage. If it is a **Supersonic Broom**, this upgrade muffles the sonic boom and lets it pass through the sky in silence.

Witchy Wardrobe (**50 CP**)
This elaborately carved wooden wardrobe contains an endless selection of witch-themed apparel: black pencil skirts, pointy hats, tattered robes, laced bodices, or spike collars that look like they come straight from Hot Topic. Every outfit fits perfectly and is always clean and in good repair. The wardrobe seems to anticipate your mood, offering exactly the kind of witchy style you want each day.

Poisoned Apple (**50 CP**)
This apple appears to be the freshest, most delicious fruit imaginable. Anyone who takes a bite will fall into a deep, enchanted sleep that lasts until the effect is dispelled or countered by true love's kiss or another suitably dramatic awakening. You may place the apple wherever you like and recall it to your hand at any time, restoring it to perfect wholeness.

Conical Hat (**100 CP**)
The shape may once have been a coincidence of fashion, but witches have learned to harness its symbolism. This pointed hat gathers unseen energies into a shimmering ward around you, deflecting the first hostile spell that would strike each hour.

Blue-flame Candles (**100 CP**)
A bundle of twelve candles that burn with an eerie blue flame. Within twenty feet of their light, spirits, illusions, and invisible beings are revealed to mortal sight. Each candle burns for one hour and may be snuffed and relit without loss of wax. Burnt candles are restored in full at each new moon. Be warned, anything revealed by the flame will know it has been seen.

Thread of Fate (**200 CP**)
An endless spool of silvery astral thread, invisible to mortal eyes. You may bind one person, spirit, object, or location with it. By holding the spool, you always know the

target's direction, distance, and general condition. By tugging at the thread, you may subtly nudge the target's fate toward good or ill. Severing the thread cuts the target off from destiny itself, leaving them adrift in misfortune and likely doomed, but frees the spool to bind anew. The spool unbinds itself harmlessly at the beginning of each future jump.

Hand of Glory (**200 CP**)
A mummified human hand fashioned into a candle, each finger tipped with a black wick. Lighting a finger slows time to a crawl for all but you, letting you move freely for up to an hour while the world hangs in stillness, and once lit, a finger cannot be put out. One burnt finger is regrown each full moon. Lighting more than one wick at once will not increase the effect, but will draw the ire of nearby spirits as reality is strained in the vicinity.

Flying Mortar and Pestle (**300 CP**)
A mortar just large enough for you to stand within, and a pestle the size of an oar. While standing within, you may command the mortar to hover no higher than twenty feet of the ground and move at a speed of 30 mph or less, steering with the pestle. The pestle is a potent magical artifact on its own - essentially a long-handled club (or topheavy staff) capable of damaging even invisible and incorporeal beings. The pair will also grind at your command: grain into flour, stone into sand, or even the essence of things. Spirits or enchanted objects crushed within yield raw spiritual power, though such workings take time and many consider grinding down spirits (or living things) in this way unconscionable. Even the indestructible will eventually erode under their inexorable motion.

The Devil's Book (**300 CP**)
This ancient grimoire, bound in midnight leather, always holds a single unfilled page. Anyone who writes their name upon it pledges themselves to witchcraft, awakening abilities like those found in this document. Should you perform a ritual of tearing out

the pages and casting them to the wind, countless copies of the book will appear throughout the land, spreading the art of witchcraft to all who dare to sign. You regain the original, whole and untouched, at the start of each new jump or after ten years.

Special Item - Cauldron

Every witch (and arguably every household) should have a sturdy and reliable cauldron. Some witches invest heavily in their cauldron, making it a cornerstone of their practice. All of the upgrades below must be applied to a cauldron, though not necessarily the same one.

Cauldron (one Free per Witch, 50 CP for any additional)
A moderately-sized cast iron (or copper if iron troubles you) cauldron capable of holding about 4 gallons of liquid, and a matching lid. Suitable for cooking stew, concocting brews, and perhaps other uses such as washing a small dog. Weighs 50 pounds empty. If lost, stolen, damaged, or destroyed, it will return to your warehouse in perfect condition after seven days. Additional upgrade purchases available...

Cauldron of Cleansing (50 CP)
Any food or drink placed inside your cauldron will be cleansed of undesirable toxins, diseases, molds, and the like. Such things can be left in place if desired by the cauldron's owner, such as the mold in blue cheese, or everything if the cauldron is being

used to brew a poison. The cauldron can also be filled with soapy water to instantly wash, scrub, and rinse objects (or animals) submerged in it.

Cauldron of Convenience (**50 CP**)
Your cauldron, when empty, can be resized. It can be small enough to fit on a charm bracelet, or up to 4 feet tall and 5 feet internal diameter. Be aware that at its largest, the cauldron will weigh 3000 lbs empty, and potentially much more full, and ensure sufficient structural support. This also grants your cauldron a self-cleaning feature.

Cauldron of Plenty (**100 CP**)
If you fill your cauldron up with at least one gallon of any mundane food or beverage, you can serve from it without diminishing the amount left, though tipping it to pour out the contents will empty it as normal. The contents of the cauldron are always fresh, never go bad, and are always served at just the right temperature.

> **Cauldron of Feasting** (**100 CP, requires Cauldron of Plenty**)
> Your cauldron can now "remember" any mundane foods and beverages you fill it with, and you can command it to drain itself of one and fill it with one it remembers, fresh as if it was just made (with no residue of the prior).

Cauldron of Service (**50 CP**)
When your cauldron is full, it can magically materialize bowls, mugs, saucers, spoons, vials, or similar necessary to serve its contents. These dishes are functional but not fancy, and will fade away after 24 hours, or be tossed into the cauldron to be returned immediately. It can produce enough to serve 13 people, or 169 people if it is also a **Cauldron of Plenty**. If used with **Cauldron of Feasting**, it can materialize whole place settings plus dishes and utensils for serving.

Cauldron of Simmering (**50 CP**)

You can adjust the surface temperature of the inside wall of the cauldron between 0 and 500 °Fahrenheit with no fuel or fire needed. You can also command the cauldron to maintain a certain temperature of its contents, such as ensuring it doesn't let your egg drop soup reach a full boil. The outside walls remain at the ambient temperature if this is the only source of heating/cooling in play. Maximum output is 25,000 BTU/hr.

> **Cauldron of Tempering** (**50 CP, requires Cauldron of Simmering**)
> The temperature range is now -330 to 3000 °F and the maximum output is now 150,000 BTU/hr. Extreme enough to make steel with the right process, or condense liquid nitrogen. Can materialize stirring sticks and ladles which can handle these temperatures (but still require significant insulation and caution to hold and work with).

Cauldron of Resistance (**50 CP**)
Nothing contained within your cauldron can directly harm it. You can fill it with corrosive acids, molten lava, or potentially even contain a fire elemental or rust monster inside. Note that this does not protect from indirect effects: if your boiling acid spits up bubbles and some gets on the outside, it will corrode. If you fill your cauldron with neutronium, it will still fall through the earth until the surrounding temperature and pressure destroy the cauldron.

Clawfoot Cauldron (**50 CP**)
Your cauldron now comes with four claw feet at the bottom, and can be commanded to follow someone or walk in a designated direction. The cauldron can traverse hills or stairs (slowly) and may appear to slosh, but will not spill unless disturbed somehow. Maximum speed is 40 mph on ideal terrain like a road, and much slower on rough terrain. If used with **Cauldron of Convenience**, it may grow additional feet, and larger sizes can be used as a vehicle, but won't be very comfortable as-is.

Winged Cauldron (**50 CP, requires Clawfoot Cauldron**)
Your cauldron can additionally sprout tiny iron wings and fly. This flight is magical, not based on the physical lift of the wings. Maximum air speed is 80 mph, which requires significant turning radius..

Homunculaic Cauldron (**50 CP, requires Clawfoot Cauldron**)
Your cauldron's handles can turn into spindly arms, and the cauldron becomes approximately as smart as a very well-trained service animal. It can be commanded to hold things, go to known locations, or repeat simple actions such as stirring itself. The cauldron can form a lip and tip itself to slowly decant, invert itself completely, or right itself. Generally not a skilled combatant, but tough and hard as solid iron, and willing to risk injury.

Speaking Cauldron (**100 CP**)
Your cauldron develops a voice and distinct personality. It is aware of its surroundings, and intimately familiar with its contents at all times, and can offer keen advice on cooking, potion-making, or similar. If it is also a **Homunculaic Cauldron**, it gains full sapience, forming its own goals, personality, and pet peeves. It begins highly loyal to you, but its opinion may shift over time depending on how you treat it. Such a cauldron can function as a follower, and may even be imported as a companion.

Familiar Cauldron (**100 CP**)
You can always sense the distance and direction of your cauldron. If it is in another plane or dimension, you know which one, and the metaphysical distance to that plane, and can more easily get there if you have any planar travel ability. If you are within a mile of your cauldron, you can close your eyes and focus to see and hear its surroundings, though this leaves your body vulnerable while you do so. If it is a **Speaking Cauldron**, it will sense when you do this and may block you from doing so.

Transformative Vessel (**100 CP**)

A cauldron is, above all else, a vessel. Yours can now serve as a reservoir for magical energy. Sacrifices made within the cauldron can fill this reservoir, and this power can be drawn out later to empower a working. Power stored this way becomes "undifferentiated" but will gradually align with whatever materials, intent, or themes are placed in the cauldron, allowing you to repurpose unsuitable sacrifices into more useful energy. At first, the cauldron can only hold about as much power as a single day's labor, but its capacity grows with repeated use. An ancient witch's cauldron may hold the equivalent of a decade of labor. Stored power is not permanent, however; if left untouched, a full cauldron will drain itself completely within a month.

> **Scrying Vessel** (**100 CP, requires Transformative Vessel**)
>
> If your cauldron is filled with water or a similar reflective liquid, you can use some of its stored power to scry on an area or person, allowing you to see and hear what transpires around them. This usually requires sacrificing some small sympathetic connection, which can be as simple as a pinch of dirt from the place or a single hair of the person, but if the cauldron has ever been to the place or felt the touch of the person, that is unnecessary.
>
> **Tempest Vessel** (**100 CP, requires Scrying Vessel**)
>
> Your cauldron is attuned to the weather. For a very low power drain, it can forecast the weather of an area 10 miles in diameter over the next seven days. For a higher power drain, you can incorporate certain ingredients to affect the weather over the next twenty-four hours. Small changes will naturally require less power than large changes, and there are limits to the strength of the effect, so don't try to make a hurricane or a summer blizzard.
>
> **Distilling Vessel** (**100 CP, requires Transformative Vessel**)
>
> Your cauldron can condense its stored power as a small amount of "liquid power". Think of this like the nitroglycerin of magic - volatile and dangerous to mishandle. No matter how it is stored, the power will dissipate within twenty-four hours. Liquid power can be used to enhance nearly any working, or

magical effect, even those beyond witchcraft. If consumed by a mundane human, it would significantly increase their strength, agility, and stamina for a day, scaling with the amount of power invested. It can also restore vitality to spirits that are dying or have nearly faded from this world.

Restorative Vessel (350 CP, requires Transformative Vessel and Cauldron of Convenience)
Your cauldron can heal wounds and injuries of those inside it by filling it with a rich broth, applying gentle heat, and channeling power into it. With a week-long ritual requiring a colossal power drain, it can restore to life anyone who has died within the last year, if more than half of their remains are placed in the cauldron. Additionally, if you die, your cauldron will automatically resize, and begin this ritual on its own, restoring you to life within it, using a separate store of power. This power takes time to accumulate and the effect can only be triggered once every ten years or once per jump. This counts as a 1-up.

Special Item - Cottage

You'll need a place to stay while you're here. After you're done with it, it probably won't be suited to anyone else, so why not take it with you. For some witches, the cottage and homestead are the foundation of their power. All of the upgrades below must be applied to a cottage, though not necessarily the same one. At the beginning of each future jump, you can decide whether to place your cottage and homestead into the world, attach it to your warehouse, or put it in stasis (inaccessible until you finish the jump).

Cottage (**one Free per Witch, 50 CP for any additional**)
An 800 sqft furnished cottage with a single bedroom, kitchen, receiving area, and a small room that can store supplies or (barely) accommodate a guest. Includes a 400 sqft garden. You can choose whether you want the style of your cottage to be welcoming and cozy, spooky and intimidating, or unobtrusive.

Utility Hookup (**50 CP**)
Your cottage now comes with electricity, plumbing, and climate control. There is a wifi network, but you only get home internet in settings where that's common, and the speed will always be below local averages. If you like, you may also have garbage collection and a gas stove. Your cottage contains a small utility room that holds the mechanicals, as well as a washer/dryer set.

> **Villa** (**100 CP, requires Utility Hookup**)
> Your cottage expands into a proper villa. It now has four full bedrooms, each with a private bathroom, as well as a larger kitchen, dining space, and a roomy living area suitable for gatherings or coven meetings. The total interior space is about 3,000 sqft, with improved decor, better fixtures, and tasteful furnishing throughout. The exterior now has a stone-paved patio with landscaping and trellises. You can still choose to keep one of the default styles or design your own.
>
> **Hilbert's Hallway** (**100 CP, requires Villa, not available to natives of this setting**)
> Your villa now has a broad hallway that stretches far beyond its outer walls. The first two doors open to a commercial kitchen and a dining hall. Beyond them are endless numbered doors, each leading to a modest hotel-style room with a queen bed, desk, chair, closet, and small bathroom. After every tenth room is an alcove with an ice machine, a vending machine, a garbage bin, cleaning supplies, and fresh linens; all of these replenish or empty on their own. Each room begins

clean and furnished, and retains any changes made to its interior. In practice, using more than 100 rooms introduces issues of foot traffic and coordination, and occupying 1000 or more rooms is possible but a logistical nightmare.

Modern Security (**50 CP, requires Utility Hookup, multiple purchases allowed**) Your cottage or villa gains a secure perimeter, either a fence or a wall to your taste. The perimeter, as well as entrances and exits, are monitored by security cameras, and you can review the footage at any time from a connected device or a small security room inside. Doors and gates can be locked or unlocked the same way. If you have **Hilbert's Hallway**, this also monitors the common areas (though flipping to the cameras deep into the hallway takes a long time) and allows you to control the locks on the room doors. You can upgrade this system if you have the skills and technology. Additional purchases can be applied 1-1 to other properties you own which have basic utilities.

Witchy Basement (**50 CP**)
Your cottage gains a concealed, soundproofed basement. This level contains a ritual chamber, a storage room, and two sets of shackles fixed to the walls. If you have a **Villa**, the ritual chamber is much larger, and the shackles are supplemented by six holding cells.

Preservation Cupboards (**100 CP**)
Anything you place in these cupboards will remain perfectly preserved indefinitely. Food stays fresh, herbs stay potent, and delicate materials never spoil. You also learn the technique to craft additional cupboards. Those you craft yourself will not be fiat-backed; they will require periodic maintenance and power infusions to keep functioning.

Larder of Plenty (**100 CP**)

You have a special larder that never runs out of a half-dozen inexpensive, long-lasting staples common to your setting. These might include wheat flour, dried lentils, raisins, lard, oats, and pickles. A small spice rack replenishes itself as well, holding half a dozen basic spices. Any attempt to sell, offer, or sacrifice these materials will backfire in some ironic or mildly unpleasant way, but food prepared from them behaves as normal. If you have the **Witchy Basemen**t, a second larder appears there, stocked with staples common somewhere, but not necessarily in your setting, such as dried smelt, rice flour, or olive oil.

Enchanted Stove (**100 CP**)
A sturdy, old-fashioned wood-burning stove, perfectly enchanted for function and efficiency. It's compact enough to blend into a cottage kitchen, yet somehow large enough to fit two small children inside. The stove requires only a single log each day to keep its fire burning steadily. It never overheats the room unless you leave the door ajar, and it cooks as quickly as a microwave while heating evenly and keeping food fresh and moist. Grease never builds up, and the stove quietly cleans itself each night.

Chicken Legs (**100 CP**)
Your cottage can stand on giant chicken legs and walk about. The legs can deftly navigate dense forests, rocky terrain, and waterlogged swamps with little difficulty. Maximum speed is 40 mph. If you have a **Villa, Witchy Basement,** or similar expansions, the structure shrinks to the size of a small hut while walking, leaving only the basic rooms accessible. Once the cottage plants itself and re-expands, all rooms are restored.

Work Shed (**50 CP, multiple purchases allowed**)
A moderately sized shed separate from your cottage. Each purchase provides a shed fully stocked for one type of craft. For example, a pottery shed may include clay storage, slip, water barrels, cleaning supplies, a wheel, a drying rack, and a kiln. Other sheds

could be outfitted for weaving, smithing, woodworking, or any other craft you choose, so long as its requirements can easily fit in a shed.

Expanded Homestead (**50 CP, up to four purchases allowed**)
An extra four acres are added to your homestead. This is legally your property, and will be attached in future jumps. If you locate your cottage in an urban or otherwise valuable area, this will be a separate parcel of less-valuable land somewhere nearby. By default, this is unimproved wilderness. Each purchase beyond the first quadruples the area.

Chicken Pen (**50 CP, multiple purchases allowed**)
A spacious pen and coop with seven magic chickens: one rooster and six hens. Each hen lays one egg per day. The coop includes a simple enchantment to regulate the rooster's access, letting you decide whether eggs are fertilized or unfertilized. Fertilized hens will gather a clutch of twelve eggs before sitting to incubate, after which it takes twenty-one days for the chicks to hatch. Hatchlings grow to eating (or sacrificing) size in seven weeks, and to laying age in twenty-one weeks. Only the initial flock is magical; their descendants are ordinary chickens. If a magic chicken dies, it will return after six months. The coop also comes with a self-replenishing supply of feed for up to thirteen chickens at a time.

Goat Paddock (**50 CP, multiple purchases allowed**)
A fenced paddock and shed with a mating pair of magic goats. The doe produces about a gallon of milk per day if milked and not nursing, and both goats can be sheared twice a year for fine wool. If allowed to breed, the doe produces twins every six months. Kids nurse for four months, can be slaughtered or sacrificed from six months onward, and reach breeding maturity at twelve months. Only the initial pair is magical; their offspring are ordinary goats. If one of the magic goats dies, it will return after six months. The paddock is large enough to sustain two adults and two kids comfortably, but no more.

Bee Hive (**50 CP, multiple purchases allowed**)
A large permanent hive of magical bees provides honey and wax, and will pollinate every plant you want them to pollinate within your territory. The hive will yield 200 lbs of honey and 25 lbs of wax per year. The hive comes with instructions for a simple spell that will trigger the bees to swarm the target (if they are within half a mile of the hive), but doing so will diminish the bee population and yields, taking approximately six weeks to replenish half the bees. These magical bees can survive and thrive even in desert or arctic conditions.

Evergreen Garden (**50 CP, up to eight purchases allowed**)
Each purchase doubles the size of your garden. The garden now functions as though it were in a greenhouse, able to produce year round, but there is no glass or structure. Species which usually require different climates or soil types will thrive if tended to in the garden. Weeds and pests may still appear, but at one tenth of their usual frequency.

Shrine Network (**100 CP, up to eight purchases allowed**)
Your homestead is dotted with shrines to nature and tutelary spirits. These spirits remain friendly and helpful so long as the shrines are maintained and weekly offerings made. They keep the area calm and harmonious, work toward changes you request, and report unusual events or suspicious comings and goings (human, natural, or spiritual). Once per year, you may call on each shrine spirit for a moderate favor, such as joining you on a week-long journey, assisting in a battle, or aiding a ritual. Neglecting the shrines causes the spirits to withdraw until you resume care for either the same length of time they were ignored or six months, whichever is less. The first purchase grants six shrines and covers one acre; each additional purchase adds six more shrines and doubles the area. Larger areas and more shrines naturally demand more time to visit and maintain. Note that this does not grant you ownership of land this size.

Brownies (**100 CP**)

A troop of Brownies makes its home beneath your floorboards or another hidden space nearby. While you sleep, they perform household chores such as cleaning, mending, and weeding. They demand a daily bowl of milk or cream and are easily offended: spying on them, thanking them, offering gifts beyond food, naming them, criticizing them, or asking for specific tasks will drive them off. As fiat-backed Brownies they will not harm you, but will vanish for six months before returning, provided you again offer milk and respect their rules.

Witch-Bot 2000 (**200 CP, not available to natives of this setting**)
A life-size mannequin vaguely resembling you, animated to carry out simple witchly duties. The Witch-Bot cannot think for itself or show initiative; it only follows instructions and schedules you give it. It can clean shrines, deliver offerings, gather produce, collect eggs, milk goats, and similar chores. It works at about half the speed of a competent human, but unlike one, it will tirelessly repeat its routine as long as supplies and instructions are in place. The Witch-Bot cannot channel or manipulate power on its own, though it can be programmed to perform a sacrifice at a designated site if **Runic Arrays** are present to receive and direct the energy.

Deluxe Ward Installation (**100/200 CP**)
A configurable warding scheme surrounds your cottage and a 100-meter perimeter. Pests are repelled, and anyone approaching (human or spirit) sets off a chime in the cottage while suffering a subtle mental fatigue. You can turn either effect off or narrow the range at will, and restore them just as easily. With a quick spell, you can exempt an individual from the fatigue effect. With a thought, you can activate intruder mode, which surrounds anyone not exempted with a glowing green nimbus. This warding is fiat-backed; it never needs maintenance or power infusion, and if broken, it will repair itself within a week. For **100 CP**, this applies only to your cottage and its homestead; for **200 CP**, the wards cover all fiat-backed properties you own, including those you may gain in the future.

Cottage Glamour (**100 CP**)
Your cottage is enchanted to deceive the senses. With a simple spell, you can command it to take on a new appearance, though the transformation takes twenty-four hours to complete. A humble cottage might seem to be built of gingerbread and sugar, while a sprawling villa could appear as a grassy hill with a cave beneath. The illusion affects all five senses, but those who test or doubt what they see can eventually discern the truth. If you have **Deluxe Ward Installation**, anyone keyed to your wards is unaffected by the Glamour.

Dimensional Twist (**200 CP**)
The entrance to your cottage lies behind a working of dimensional magic. Perhaps you must walk counterclockwise twice around a century oak, step backward beneath a trellis, or hop across a set of stones in sequence. Only after fulfilling such conditions does the path to your front door appear. The cottage must always remain accessible, and an experienced magic user could eventually discern the conditions, but they will never be obvious.

Magical Trap (**100 CP, requires Deluxe Ward Installation or Dimensional Twist, multiple purchases allowed**)
Your wards or dimensional twists can now lure intruders into subtle, inescapable patterns of space and power. Think of it like a crab trap or a roach motel; the cautious and magically perceptive will sense the danger and steer clear, but the reckless, arrogant, or unlucky will stumble in and find every exit leading them deeper inside. Those caught can eventually escape, but doing so always costs them a portion of their energy, leaving that power behind for your use . If you reach them before they find their way out, they will be disoriented and drained, becoming easy prey for capture, curse, or sacrifice. Each purchase of this perk allows you to configure one distinct type of trap (for example, a warded garden maze, a reflective mirage loop, or a false cottage threshold). If you know **Cursed Item Enchanting**, you can easily place cursed items in your traps.

COVEN

(**and Companions**)

Your coven is the long-term circle of witches you collaborate with; think of them like chosen siblings. You may belong to only one coven at a time. Coven members share rituals, grudges, and obligations; they may be friends, rivals, or enemies, but their ties run deep and tend to endure. Induction is formal and rare; ejection is possible but difficult, and death is the more common permanent severing.

You may import, create, or recruit up to eight companions during this jump in any combination. Any companions you create or import will automatically be part of your coven. If your coven ever has an even number of members, all members suffer the effects of **Back Biting Coven** but gain no points.

Non-imported companions and followers may visit the jump world, but will not benefit from any of their powers or items that don't fit with the context of this world.

Import / Create (**50 CP each or 150 CP for four**)
You can import existing companions, or create new characters to inhabit this world and become a companion. Created characters must make sense in the context of the world (knowledge and abilities within local norms). Each companion created/imported this way gets an origin and **600 CP** of their own to spend on perks and items. If you take at least **600 CP** worth of drawbacks, your imported companions get an additional **100 CP** stipend. If you take at least **1200 CP** worth of drawbacks, they get another **100 CP** beyond that.

Recruit (**Free**)
You may recruit anyone you meet here to become a companion on your Jumpchain. You will get a chance to meet them and make a favorable first impression, but whether to leave their world behind and join you is their choice. They will keep their knowledge when they join you, but none of their abilities from this world will be fiat-backed unless you pay to import them (above).

Familiar (**50 CP each or 150 CP for four**)
If you have a pet or companion of animal intelligence, you can import it as a Familiar and gain the following Benefits: You can always sense the distance and direction of your familiar. If it is in another plane or dimension, you know which one, and the metaphysical distance to that plane, and can more easily get there if you have any planar travel ability. If you are within a mile of your familiar, you can close your eyes and focus to see and hear its surroundings, though this leaves your body vulnerable while you do so. If your familiar dies, you can gather its remains and perform a one-hour ritual to revive it.

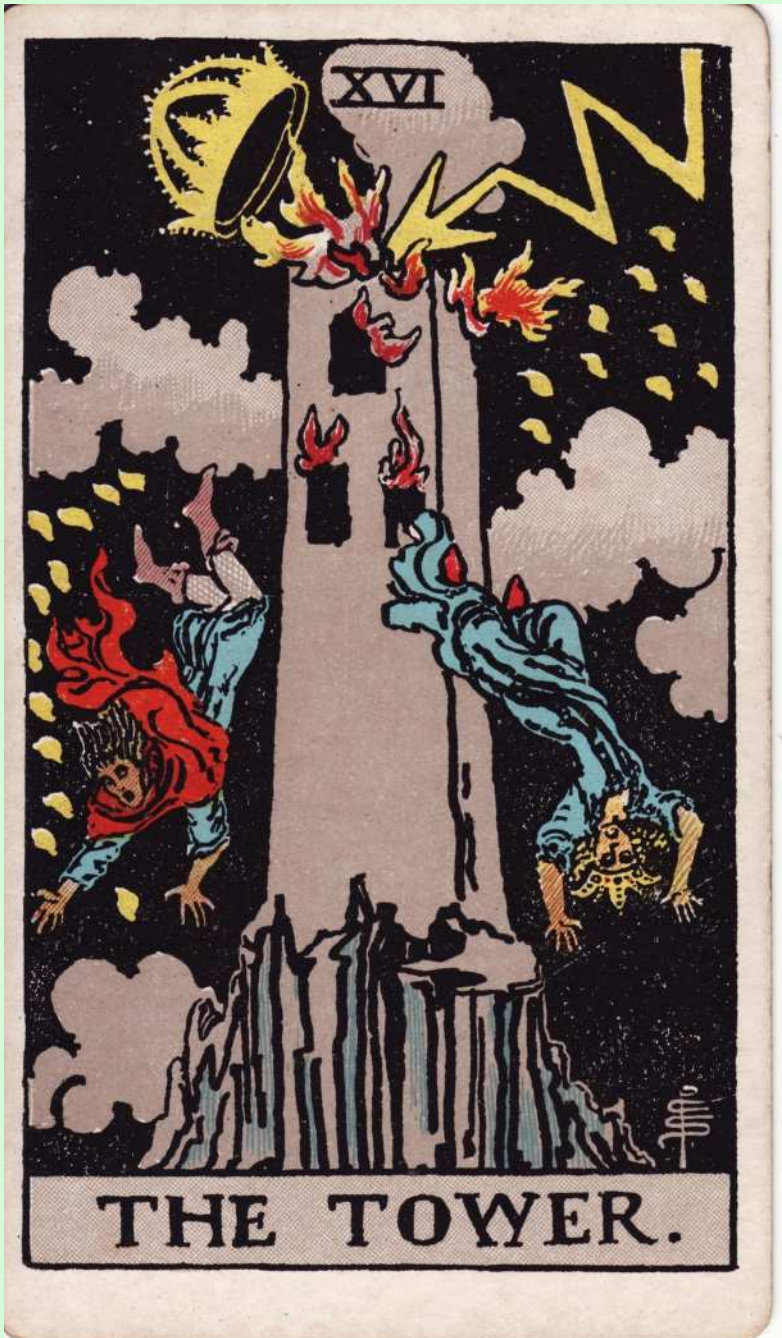
DRAWBACKS

You may take as many drawbacks as you want, but you can gain at most **2000 CP** from them. Why the limit? It's in the very nature of drawbacks to be limiting, and constraints spur creativity. Additionally, if you take at least **600 CP** worth of drawbacks, your imported companions get an additional **100 CP** stipend. If you take at least **1200 CP** worth of drawbacks, they get another **100 CP** beyond that.
Note: to preserve thematic continuity in some cases, perks are not necessarily listed in increasing order by **CP**.

Drop In (**+0 CP, cannot be taken as Lineage Human**)
You enter this world directly with no history or connections within it. Hopefully you have a kind benefactor willing to at least give you an overview first.

NSFWitches (**+0 CP**)
This is now a NSFW jump. Naked dancing, sexy devils, etc. If you're taking this, you don't need me to "spell" it out for you.

Warded by Iron (**+0 CP, mandatory for all**)
The traditional way to ward off witches is to place an iron knife under the doorstep. That will bar you from entering the house. Similarly, an iron horseshoe hung over the lintel



or simply framing the threshold in iron will block you, as will iron fences. Fortunately, steel and other alloys do not share this property, so rebar construction on its own won't bother you.

Harmed by Iron (+**100 CP, mandatory for 0 CP for fairies**)
Beyond simply barring you, the touch of iron will burn your skin and dispel any illusions or shapechanging you might have been using, revealing your true form (such as it is within this jump). Iron weapons will deal much more damage to you, and any wounds taken from iron will heal very slowly, and cannot be healed by magic.

Square Feet (+**50 CP**)
You have square-ended feet with no toes. This makes you much worse at some activities like running and jumping. It also means that your shoes will either be strangely shaped or highly uncomfortable. Anyone knowledgeable about witches will recognize your unusual gait.

Disgusting Children (+**50 CP**)
The scent of a child is disgusting to you, like dog droppings. The cleaner the child, the more it smells. Being too close to a child, or in a room with several, will make you nauseous at a minimum.

Extended Stay (+**100 CP**)
You will stay in this world for an additional ten years. You will have to deal with the longer-term consequences of your actions. You may take this multiple times, but only the first grants extra CP.

Clipped Wings (+**100 CP**)
You may not fly by any means. No planes, flying brooms, wings, levitation spells… not even a glider or parachute from off a cliff. Anything more than an elevator is pushing it.

If your enemies send you airborne with an attack, expect it to end worse than it would otherwise.

Perk Lockout (+**200 CP**)
You lose access to any perks, powers, or forms acquired outside of this jumpdoc. This applies to any companions or similar as well.

Item Lockout (+**200 CP**)
You lose access to any items from outside of this jumpdoc, as well as your warehouse or any similar supplements and benefits. This applies to any companions or similar as well.

Companion Lockout (+**100 CP**)
You lose access to your companions. You can still "import" them and they will be able to buy perks and items, but they will not be able to enter this world with you, and you will not be able to communicate or interact with them, even through visiting your warehouse. This also locks out any non-companion followers, pets, and similar. You are free to make friends in this jump and invite them to join you, but they do not benefit from anything in this jumpdoc.

Ugly (+**100 CP**)
Your appearance just screams "witch".
Maybe it's a greenish tint to your skin, the hairy warts, or something else. People will find your appearance unpleasant and will immediately suspect you of being a witch.

> **Ugly As Sin** (+**100 CP, requires Ugly**)
> Every cruel or selfish act you commit deepens your ugliness. Even if you reach a point of maximum physical ugliness, you will gain an increasing aura that radiates unpleasantness.

Unintelligible (+**100 CP**)

You cannot communicate with mortals. Whenever you try to speak, your words emerge as eerie babble that no mortal can understand (even in sign languages). Attempting written communication will see you scrawling runes and sigils that inspire fear and confusion. Deals and contracts must be negotiated through pantomime. You can still communicate normally with spirits, but attempting to use a spirit as an intermediary or translator will always result in something more favorable to that spirit than to you or the other party.

Insatiable Imp (+**100 CP**)

You are obligated to take care of a baby demon. You have a supernumerary nipple from which you must let the creature suckle your blood daily, leaving you somewhat weak and fatigued until you can rest and recover. Beyond that, the hellspawn is largely capable of minding itself, but it will react to your deeds. If you act in a way that satisfies its demonic tendencies, it will be docile and may even offer you advice on workings. If your actions hinder the demonic agenda, it will become ill-tempered, wreaking chaos in your house and biting you while it feeds.

Sealed by Solomon (+**100 CP**)

You may not lie or break oaths. Lying once will result in you temporarily losing your powers. Lying repeatedly, or breaking an oath, will result in you losing your witch powers for the remainder of the jump, losing any protections you might have against supernatural forces, and becoming a "karmic sinkhole", drawing all sorts of bad fortune and making all attacks against you justifiable. This is considered by many to be a fate worse than death. Accusations resulting in this punishment will summon a powerful supernatural "judge" to hear both sides and decide, but beware that such judges may be biased or have their own agenda.

Witch Hunters (+**100 CP**)

Your setting is now rife with witch hunters. They aren't necessarily after you specifically, but be careful of growing a reputation or upsetting someone who might hold a grudge. The hunters are experienced and used to dealing with witches, and even if they can't deal with you through violent means, they can make your life difficult in other ways, for example intimidating any potential customers out of working with you.

> **Witch Slayers** (+ **100 CP, requires Witch Hunters**)
> Now you've done it. The witch hunters are far more capable and dedicated. No matter what out-of-context powers you bring, these slayers are a serious threat to you and your allies, always coming prepared with countermeasures and tactics to face you. Better keep your head down, or find a way to point them at a softer target.

Made of... Wood? (+**100 CP**)
Beware of fire. Your skin will easily catch fire like paper, and the rest of your body will burn like dry kindling. Better keep a source of water nearby.

Don't Drink Water (+**200 CP**)
Liquid water acts like acid upon you. A thimbleful could cause a crippling injury. A bucketful tossed at you would be fatal. You can consume tea, soup, beer, or other water-based things if they've been boiled with additions, or fresh-squeezed undiluted fruit juice, but such things will still burn you if they touch any skin beyond your lips. A light sprinkling of rain is a deadly threat, any boat ride is fraught with peril, and bathing is right out. Enjoy being dirty and surrounded by dirty things.

Terrain Locked (+**200 CP**)
Choose a terrain type: Caves, Wetland, Forest, Mountain, Desert, Shore, Grassland, Snowland, or Urban. You cannot leave your terrain type under any circumstances. Fortunately you start out in your preferred terrain: a 250 square mile city if you choose

urban, a massive cave system with 500 miles of caves if you choose that, or a chunk of your chosen terrain type encompassing 2500 square miles for the others.

Obligate Cannibal (+**200 CP**)
You must consume the flesh of innocent intelligent beings. This means muscle and organs, not blood or bones. You require approximately 2 pounds a week from a man who will be dearly missed by his community and family, or half that from a single mother working two jobs who sometimes has to skip meals so her children can attend field trips. The flesh of monsters (human or otherwise) does nothing to sate this hunger. No type of food extension or replication will help with this. Going a day without will result in an aching hunger. After a week of abstaining, you lose the benefit of any perks you get from being a witch, but can regain them over the course of a week if you resume. Going without sufficient innocent flesh for two weeks in a row will kill you, painfully.

Backbiting Coven (+**200 CP**)
Your coven is vicious, and will only cooperate (with you) when it serves them. Even if they are your imported companions and have been loyal friends for centuries, this time they will be out to get you. It will start out with minor passive aggression, escalate to causing you inconvenience, then spreading rumors about you, and so on. By the end of your jump they will be actively working to bring you down: if your setting has witch hunters, the coven will inform them of you, and so on.

Treble Trouble (+**200 CP**)
Any harm you cause to another being, whether directly or through an intermediary, will rebound upon you threefold. Harm done in clear self-defense may lessen the backlash but never cancel it entirely. The more indirect or subtle the act, the weaker the return might be, but truly escaping consequence is nearly impossible.

Delusional and Mundane (+**200 CP**)

You can't actually do witchcraft, or any other kind of magic for that matter. You believe you do, and if you're convincing enough, others might as well. But it always seems to fizzle out or be inconclusive in a way that upholds your belief in your abilities without producing actual results.

Demanding Patron (+**200 CP**)
You gained power through a pact with a powerful patron, and now they're taking their due. Your patron constantly demands your service, worship, or tribute. You must devote your time and effort to them at least one hour per day, plus one whole day per week, plus two weeks straight once each year, plus two months straight at least once per decade. Their demands may include travel and spending portions of your fortune proportionate to the time they require as well.

> **Belligerent Patron** (+**200 CP, requires Demanding Patron**)
> In addition to bothering you, your patron makes a habit of bothering other powerful entities as well. These entities will see you as a weak point they can exploit or harm to get at your patron. Rival witches, spirits, or monsters may be under their sway and find ways to harm or harass you, directly or indirectly.

Covetous Spirits (+**200 CP**)
Any powerful or valuable item in your possession is like a beacon to various spirits. Fae, ghosts, demons, nymphs, and others will all try to take what is yours, using force, trickery, or stealth. Even fiat-backed items guaranteed to return to you will be lost to these spirits until you find them and reclaim them (or the end of your time in this world). Any wards or other countermeasures you raise against them will be a temporary setback at most, and no defense is absolute.

The Woods are Lovely, Dark, and Deep (+**300 CP**)
Primordial monsters stalk the wild places. Normally, ancient pacts prevent them from harming mundane folk, but your arrival in this world crashed through some of those

guard rails. If you make your home in the wilderness, you will encounter them, and they will not show mercy. If you are at home in an urban area, they will be drawn to you and begin staging attacks on your city. These monsters can raise armies of lesser spirits and monsters, and they cannot be killed or even injured long term, only fended off temporarily. Their attacks ramp up over time; expect to be constantly besieged by the end of your time here.

Baba Yaga (+**300 CP**)
A truly ancient, unfathomably powerful witch has it out for you. She is aware of your nature, and all your various powers, items, and companions. She is patient, and has the wits and means to develop a way to deal with each of them. Her schemes and contingencies could put fae lords to shame. She is coming for you, and will stop at nothing to destroy you utterly.

CONCLUSION

Your time in this world comes to an end. What happens next?

Stay Here - You've found your place in the multiverse, and you're going to put away your jumping shoes and stay here permanently.

Go Home - This was the last straw? Or perhaps the finishing touch? Either way, you've had enough of other worlds, and return to your origin world, with all your perks, items, and companions joining you there for the rest of your days.

Continue On - Off to the next world with you. Keep your knowledge, and any perks and items you've purchased with **CP**.

Notes

This jump was made by AxstromVinoven and posted first with the Reddit jumpchain community

1. Regarding "power": this is intentionally vague as an authorial prompt. The intention is that each working requires empowering on its own, rather than just expending spell slots or generic power pools or something.
2. Sacrifices are more potent when more aligned with the goal. A prehistoric mosquito trapped in amber is a rare and valuable sacrifice. It would be extremely potent for a working involving trapping in time or reconstructing a dinosaur, which is linked to the item as a whole. It would be highly potent for a working involving electrical charge or the sun (amber only) or draining blood or pests (mosquito only), for which it is still a valuable piece of amber or valuable mosquito, but that's not all it is. It would be moderately potent for workings that aren't thematically linked, just because of its rareness and value.
3. Several items in this jump are marked as not available to natives of this setting - those tend to be the more out-there or out-of-context offerings, which I envision as gifts specifically from a Benefactor. If you want to
4. If you're doing a themed jumper or want to do a crossover, here are some other jumpdocs to consider:
    a. Pale: https://drive.google.com/file/d/1-0T9_tqQSngXS-tT0GDimHZAv3T99O_j/view
    b. Pact: https://drive.google.com/file/d/1wQwsHNKARwtH8OQI9rvSxuReD8v80CMe/view

c. Generic Hedge Mage 3.0: https://drive.google.com/file/d/1DgRPgmoQBc8Vu5Oqkp6tZp_P0WvyvN6d/view
d. Disney's Sleeping Beauty: https://i.4pcdn.org/tg/1559261038486.pdf
e. Mother Of Learning
    i. By anthemjump: https://drive.google.com/file/d/1gSouoOy5_vlKvTJvv6qoxECGYd2ihAk-/view
    ii. By Sordahon: https://docs.google.com/document/d/1-YsYXnXrtfBwg2XJR8Na-j88cAC3TU7c12poSlYfl54/edit?tab=t.0
    iii. There are several others out there but they don't seem to have much connection to witches

5. Card art is from the Rider-Waite-Smith tarot deck from 1909, downloaded from Wikipedia

CHANGELOG

1. **2025-01-01:** Template created
2. **2025-10-06:** v1.0 completed and published