

The Owl House Jumpchain - Season 2 Update!

Jump by u/guyinthecap



This jump contains spoilers for Seasons 1 & 2 of The Owl House.

Welcome to the Boiling Isles! This cozy little corner of the Demon Realm lies within the Boiling Sea, sprawled across the body of a long-dead titan. Now, the archipelago plays host to a substantial population of demons, witches, and other magical folk who make their cities in the remains of the fallen primordial. Occasionally, people and objects will bleed back and forth between this realm and the Human World, but that doesn't happen very often...

Until now, that is. Our story begins at the start of summer, just before Luz Noceda inadvertently stumbles into the world of magic she's always dreamed of. You will spend the next ten years in this world, discovering the wild, dangerous, and sometimes beautiful secrets of this incredible place. Whether you're a newcomer like her or an island-born native, life is about to get much more interesting.



Origins

All kinds of folk make the Boiling Isles your home. Which kind are you? Select your Origin to determine your starting location, your age, and your discounts. You may substitute any of the following origins for a Drop-In option.

Human: You don't know anything about this magic business, and you've certainly never seen a demon before. You're a regular ol' human, from Earth. You begin your story alongside Luz Noceda, a strange girl who is just starting her summer vacation. Maybe you share her weird streak, or maybe you're just keeping her company at Reality Check Summer Camp, but you find yourself at that fateful bus stop all the same. In a few minutes, Luz will follow an owl through a strange doorway, and you in turn will follow Luz. Your journey on the Boiling Isles will be filled with magic and mystery, danger, and no small amount of wonder. Roll 1d10+10 for your age. Welcome to the Demon Realm, human! *Must take the Half-A-Witch drawback for full points.*



Demon: Whether floofy or fearsome, you're a resident of the Demon Realm. Here, monsters are mundane and magic is commonplace. Your appearance may vary wildly among demons, ranging from adorably unique to totally terrifying. Regardless of how you look, your connection to the Demon Realm allows you to access its magic, much like a witch would. You can go far in this world, whether you join civilized society or give in to your inner monster. Your age is fairly inconsequential, so you can select any number between 5 and 500. Demon life cycles can differ wildly. You start your journey in Bonesborough.



Witch: Demons aren't the only beings to call the Boiling Isles their home. Witches are another species that come from the Demon Realm and have tapped into its magics. Witches have a mostly human-like appearance, although their ears are sharply pointed at the tips and their hair and eyes can contain much more colorful hues than a human's would. Witches make up much of the Boiling Isles' society, from the average shopkeeper to the Emperor himself. Whether you're starting your education in magic or have already joined a coven, few people can use magic like you! Witches may begin either as a student, taking an age between 6 and 18, or as an adult, with an age between 18 and 60. You start your journey in Bonesborough.



Gender

Gender matters little in the Demon Realm. Heck, sometimes it doesn't even apply. You may choose your gender freely. Alternatively, you can roll for your gender to gain **an extra +100cp**. Roll **1d4**; 1-2 is male, 3-4 is female.

Perks

Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100cp can be taken for free.

Undiscounted Perks:

[100cp] Clawthorne Curls: It seems you've inherited the mighty mane of the Boiling Isles' most interesting family. You find it easy to grow, style, and care for long, luxurious hair. Wear a clean coif like Gwendolyn, an unruly mane like Eda, or even a magnificent beard like Dell. As an added bonus, these hairdos come with a touch of magic. Small, handheld items can be stored safely in your hair and then retrieved when needed. You can't accomplish this with close-cropped hair, but so long as you've got sufficient volume, you can store all kinds of interesting knick-knacks in your hair without a fuss.

[100cp] Steve: It takes a strong witch to join the Emperor's Coven, but an even stronger witch to leave it behind. Like the introspective former scout, you're very good at looking inward at your own wants and choices. And if you decide that your life *does* need to go in a new direction, you're brave enough to take that leap, despite the uncertainty. This perk also makes you more emotionally resilient as your own moral compass gets stronger. We should all be so lucky to have a friend like you!



[300cp] Bellator Orator: Incantations aren't the only way to wield words as weapons. Like a certain masked manipulator, you are an unrivaled force when it comes to cultivating a following. Turn your understanding of people against them as you exploit the feelings of those close to you, shaping public opinion to fit whatever narrative you're trying to craft. Whether you're rousing the passions of the masses or shepherding them with fear towards some ultimate goal, you could rival the Emperor himself when it comes to shaping your supporters.

[400cp/600cp] Grimwalker: You're an oddity, even amongst the fantastic creatures of the Boiling Isles. You're a grimwalker, an artificial lifeform crafted from a galdorstone, palistrom wood, and several other rare ingredients. While your outward appearance was made to mimic that of another individual, your internal physiology is significantly different. You may be another of Belos' experiments, or you may have been constructed by another powerful witch, but the process has imbued you with some significant capabilities.

You've been fine tuned for physical fitness, making you especially strong and agile for your age. Your unique biology also makes you incredibly durable, letting you take far more punishment than normal before your body gives out. You can operate without sleep for extended periods of time, you're immune to boiling temperatures, and anything that doesn't destroy your brain or galdorstone heart can be eventually recovered from. Finally, your galdorstone core enhances any magic you possess, letting you impress even the coven heads at your peak.

Though all grimwalkers bear the above characteristics, each individual is constructed in the image of a specific person. If you spend **400cp** on this perk, you are an inexact copy of your progenitor. Your magic may allow you to replicate some of their abilities, but not their strongest ones. However, if you spend **600cp** on this perk, you gain not only their appearance but their special traits as well. In future worlds, you may apply this perk to an existing character. *See the Notes section for added details.*



Human Perks:

[100cp] Multilingual: Communication is key, and you have more skill than most. Thanks to your upbringing, you're proficient in two human languages of your choice. You'll also find that learning new languages comes easier to you. Spend a week or two immersed in a new language and you'll be speaking it like a native.

[100cp] Artist: Everyone needs a creative outlet! You have impressive aptitude when it comes to artistic expression. You have an above-average proficiency in everything from dancing to drawing to even creative writing. However, you also have one field you excel in. Whether you're a top-quality animator or a secret singing prodigy, you are skilled enough in your specialty to give professionals a run for their money!

[200cp] "Oh Wow, Sports!": You're quite the physical specimen. You're no stranger to hard work, and you've got the athleticism to show for it. A teenager with this boon might be the star of their school sports team, while a fully grown adult would be the prime example of their species' potential. Wherever your journey takes you, no matter what physical form you take, you'll always be amongst the top ranks of your peers in strength.



[200cp] Fearless: No one is truly without fear, but your bravery allows you to push past such trivial things. Valor like yours will ensure terror never stops you the way it may stop others. This is the courage to storm the castle, race into danger, and rescue your family. This is the tenacity to face down the most powerful witch alive because you believe it needs to be done. With a stalwart heart like yours, you could easily be a GROM night champion.

[400cp] Corazon: You've got an incredible heart, and not because you've got some magical bile sac attached to it. You care about people, and can easily empathize with their struggles. Your involvement in their lives will serve as a catalyst for positive growth, helping to resolve issues and spur emotional development in every life you touch. A chance encounter with you might warm a stranger's cold heart, while a week or two of interaction could mend even a childhood feud. You bring out the best in people, who in-turn can bring out the best in others.

This connection to others makes forging new relationships easy. Whether you're meeting new friends, turning rivals into allies, or finding the next special someone, your heart will guide you through. El amor lo conquista todo, Jumper.

[400cp] **Estrella Naciente:** Sure, you're in a sticky situation. But that's not going to stop you. You're a quick learner and natural problem solver, adapting to new situations and learning new skills in a fraction of the time. Surprised by an unexpected problem or challenging adversary? You'll cook up a plan to face whatever each day brings. No one can rise to the occasion like you can. You're not just going to *survive* the Boiling Isles, you're going to *thrive* here.



[600cp] **Illuminating:** The Demon Realm is a magical place, and thanks to the efforts of a certain authority figure, not even the finest witches know all the secrets their magic holds. Maybe all they need is an outside perspective. You have an inquisitive mind perfectly suited to deciphering the intricacies of the magic that surrounds you. Your research could set new limits on what your coven is capable of, or even uncover the root source of magic on the Boiling Isles. In future worlds, you'll decode new systems of magic with similar ease. If there really *is* a way for humans to use magic, your curiosity ensures that you'll be the one to uncover it.



[600cp] **Fundamentals:** While most of the Boiling Isles' inhabitants practice magic the traditional way, a few have found a newer, more powerful method. The basis of this knowledge can be seen in the Potion Coven's alchemy, which blends magic and chemistry to create stable, reproducible magical effects. But Emperor Belos hoards other secrets that provide even greater power. Both the harvesting of magic directly from local fauna and the strange technology that defends Belos' castle show that much can be accomplished by combining modern cunning with ancient arcane knowledge.

Now, you too can blend science with sorcery. Whether you are brewing alchemical concoctions, harvesting biological material from magical creatures, or merging magic with your own technology, you'll accomplish far more than any single discipline would allow. This **WILL** get the attention of the Emperor if you're not careful, so try to keep your head down. In future worlds, you'll find similar ways of melding new magic systems with your existing understanding of science.

Demon Perks:

[100cp] **Hirsch Humor:** You always have the last laugh. You've got a dry wit, savage sarcasm, and the perfect comedic timing needed to make your jokes land. Whether your humor is the harsh, biting kind or the soft, jovial kind, you'll never have any trouble causing a few laughs.

[100cp] **Demon Form:** Demons come in all shapes and sizes on the Boiling Isles, and you are no exception. You may customize your appearance to craft a suitable demon form. Usually this form is generally humanoid in shape, with several pronounced animalistic qualities. However, demons like the Bat Lady show that this is not always the case, and more grotesque and unique forms do exist. Whatever form you choose to take, your capabilities cannot greatly exceed that of the average witch or human. You may have a hard protective shell or a few extra tentacles, but nothing more powerful than that.



[200cp] **Adorable:** Look at you! Who's the goodest of boys? You're not just a demon, you're one of the cutest demons! Your appearance gains a cuddly and disarming aspect that puts those around you at ease. You may need to work a little harder to command respect, but you'll certainly get more treats and tummy rubs looking like this!

[200cp] **Duplicitous:** You wouldn't lie to me, would you? Yes. Yes you would. You wield misdirection like a weapon, luring unsuspecting prey off the beaten path and straight into your clutches. Of course, you're also pretty good at convincing others you're *not* a dangerous demon walking them into a trap. Only the oldest and most seasoned of con artists will see you as the deceptive demon you are. This perk pairs exceptionally well with **Adorable**.



[400cp] **Fair n' Square:** How about a friendly wager? You know your way around most games of chance and have experience enough to recognize good odds from bad ones. With your skill and luck, you don't even have to cheat to win most of the time. Of course, not all games are just played for fun. This perk's benefits receive a substantial boost when you make wagers



with other players. You won't *always* win, but it will take some pretty unlikely circumstances to throw you off your game. Best of all, the winnings of your wager are guaranteed. So long as you and your opponents enter into a sincere wager, they cannot go back on their word. Rest easy as you fleece contenders for all that they own.

[400cp] Demonology: Demons are as diverse as snowflakes, and significantly more dangerous. Thankfully, you've got an encyclopedic knowledge of their kind, ready to inform you of the strengths, weaknesses, and odd quirks of any demon you encounter. In future worlds, your knowledge expands to include any cryptids, demons, and other supernatural creatures. You could be an unparalleled conservationist, bringing the truth about demon-kind to the masses. Or you could be the wisest demon hunter who ever lived. The choice is yours.

[600cp] Regality: Despite his diminutive size and adorable appearance, King managed to live up to his reputation more often than not. Sure, he often lost the respect he commanded just as quickly, but few could deny the charisma and presence he commanded. Now you too can quickly sway the hearts and minds of those around you. Your words carry the weight of a monarch's decree, and you almost always know how to deliver your dictates in the manner most effective for your audience. Cultivate an army, collect your minions, and claim your glory! Just make sure you have a plan to back your boldness up.



[600cp] Primal Power: You are no mere demon, you are a powerful apex predator. Whether you have the terrifying physical strength of a slitherbeast, the shapeshifting and magic-eating powers of a greater basilisk, or some other incredible set of traits, your demonic abilities set you apart from lesser creatures. Taking this option also allows you to become a prehistoric species of demon, such as a Stonesleeper. *See the Notes section for additional details.*



Witch Perks:

[100cp] Standardized Education: Rote memorization? Pointless busywork? Sounds like public education to me! Whether you attended Hexide, Glandus, or another of the Boiling Isles' approved magical institutes, you've received a basic education in the magic systems of this world. You were taught to cast spells as well as any witch or demon, which grants you some basic command of elemental magic and telekinesis, which will expand as you grow in skill and strength. This also comes with a foundation in one Coven specialty of your choice, preparing you for the rest of your magical schooling. This doesn't grant any esoteric knowledge, and this won't give non-natives the innate ability to cast magic, but you'll start with the same information as everyone else.



[100cp] Local Knowhow: You grew up on the Boiling Isles and know all about the weird and dangerous details that make this place unique! You know to avoid the boiling rain, how to dodge monsters in the woods, and exactly how grudgby is played. In future jumps, you'll start your journey with a native's knowledge of the world. This perk won't reveal *everything* to you, but it makes sure you're well acquainted with the ins and outs of the worlds you visit.



[200cp] A Trillion Snails: Whether you're a rising talent seeking the Emperor's attention or the kind of person who likes to frame your wanted posters, you're looking for recognition. With this perk, you find it easy to build a reputation, good or bad, wherever you actively try to stand out. This may start as a vague rumor or mysterious legend, but doing enough deeds or misdeeds will ensure you're recognized on sight. In future jumps, you can choose to import this reputation, start fresh, or toggle the effect of this perk. Enjoy all that extra attention!

[200cp] Dumpster Diver: Some may see a trash slug wash up on the beach and think that it's full of, well, trash. But not you! You see the value in all the items people tend to thoughtlessly discard. Whether it's finding a valuable trinket to sell or identifying which items you can reuse, you can easily make the most of any trash, flotsam, or debris. Some may look down on your scavenging skills, but there are literal-tons of useful treasures out there for the taking, and no one's better at finding them than you.

[400cp] Slippery: Like Eda, you avoid consequences through a combination of luck, planning, and intimidation. Authorities may be too lazy, busy, or scared to come after you, and you'll have preparations ready for when they do. It will take a massive effort to capture you, whether through a staggering numerical advantage or being outmaneuvered by a more skilled opponent, but only the most cunning and dogged of pursuers will ever come close to catching you.

[400cp] Bump In The Night: I don't care what the others say, you *are* a pretty good teacher! Whether you follow a more traditional style, Headmaster Bump, or prefer the unorthodox apprenticing style of the Owl Lady, you excel at imparting wisdom onto your pupils. Under your tutelage, your students will quickly grow from novices to experts, reaching their peak several times faster than they would otherwise. You can empathize with your students, understand their strengths and shortcomings, and adjust your lessons to best fit each mentee. Shape the minds of the next generation!



[600cp] Multidisciplinary: Why specialize when you can diversify? You are an expert in multiple schools of magic, like Eda or one of the Emperor's chosen. You fly in the face of the Coven system, which will carry its own problems, but magical versatility is a powerful weapon indeed! In future jumps, you will find it easy to use multiple varieties of magic. Even if those schools of magic are exclusive or contradictory, you can wield them all. So long as you can *learn* it, you can *use* it.

In this jump, you have at least an *Apprentice* level of training in all 9 covens, and have an *Expert* level in one coven of your choice. You may still upgrade your standing with other covens by paying with points. Be aware that the Emperor does not forgive witches who break the Coven System and use multiple schools, so be prepared to either join his ranks in the Emperor's Coven or be discreet with your abilities. *See the Notes section for additional details.*

[600cp] Prodigy: Yours is an old bloodline; one laced with power. Whether you are a member of a gifted family of witches or received your power through a quirk of fate, your magical abilities have grown exponentially. The maximum potential strength of your spells has increased by an order of magnitude, and your internal well of power actually runs deep enough to support those kinds of workings. Your magical energy reserves are several times larger than those of your peers, and can replenish quickly over a short rest. This effect also applies to any other reservoirs of power within you, and will scale with you as you mature. A young witch with this power could easily earn the “Top Student” spot, while a fully grown witch with this boon would be something amazing indeed. The Emperor will watch your future with great interest. *See the Notes section for additional details & interactions.*



Items

Perks that match your Origin can be bought at half price. Perks that match your Origin and cost 100cp can be taken for free.

Undiscounted Items:

[50cp] Concealment Stone: These tiny illusion charms are perfect for keeping up appearances! Typically fashioned into bracelets or broaches, these marble-sized jewels contain pre-loaded illusion charms designed to make you look fabulous. By covering up clothes, unkempt hair, and even skin blemishes with an illusory facade, you can project confidence and composure without ever changing out of your pajamas. Note that while multiple stones can be worn simultaneously to compound this effect, using any more than two at a time will make you look both very fabulous and very conspicuous.

[50cp] Secret Stash: It seems Aldor isn't the only one keeping some snacks in reserve. This collection of chips, cookies, and hex-mix may not be very nutritious, but it is perfect at quelling those late-night cravings and getting you through long work hours. This purchase grants you a replenishing supply of treats, but trying to subsist on these alone is probably a very bad idea.

[150cp] Galdorstone: Whether you bought this treasure off a grave robber or acquired it through more grizzly methods, you now possess one of the most potent magical reagents on the Boiling Isles. This melon-sized chunk of blue crystal enhances a witch's spellcasting abilities, allowing them to create workings and spells an order of magnitude larger than they would be capable of alone. There are only two catches; you need to be touching the galdorstone to use it, and it cannot enhance illusion magic. After all, you can't enhance what's not actually there. Whether you use it as a spell focus or an ingredient in more powerful sorcery, this valuable gem will make a mighty prize.

[200cp] Abomaton 2.0: This armored abomination is the cutting edge of magic muscle and will soon make up most of the Emperor's army. Thankfully, you've managed to snag your own model before they hit the shelves. Armed with a powerful blaster cannon and capable of reshaping its body to craft tools and weapons, the abomaton combines classic abomination magic with deadly technology. It can even form a durable magical barrier to shield itself and its allies, though it must remain stationary to do this.

Alternatively, you can choose to equip yourself with a different configuration. Like Kikimora, your abomaton has been fashioned into a type of mechanized armor that may be piloted. This form retains the weaponry and strength of the regular abomaton, and even incorporates a jetpack, but sacrifices autonomy and adaptability.

[200cp/300cp] Wheels: Not everyone has a palisman staff to fly around on. Some travel using more mundane methods. This purchase grants you a “mundane” vehicle fueled by the classic Boiling Isles combination of magic and industry. For **200cp**, this would be a vehicle equivalent to Steve’s motorcycle and sidecar; plenty of seats and speed for a bit of day driving, but not much beyond that.

For **300cp**, however, you can purchase a more impressive vehicle. This might be an imperial airship, capable of swiftly moving small amounts of people and cargo to distant parts of the Isles. You could also sacrifice speed for size, netting yourself a magically-fueled mobile home for your family and friends to live out of. Whatever your choice, you can ride in style!

Human Items:

[100cp] Cat Hoodie: Humans are so adorable, what, with their multicolored skin and scales and all. What do you mean those are your clothes? Well either way, you look gosh-darn cute in that getup. Whether you’ve got a hoodie with cat ears, gloves that look like otter paws, or another animal-themed article, you better believe you look undeniably cute while wearing it.



[100cp] Notebook: A creative person like you needs a place to put their thoughts. This small journal is perfectly pocket-sized, and the included pencil is always sharp with plenty of eraser. No matter how much you write in or tear out of this journal, you’ll always have plenty of paper, and should you break your pencil, a new one will quickly appear.

[200cp] Cold Steel: Well, your mileage may vary. Maybe this is a leftover from GROM night, or perhaps you pulled this out of a trash heap one day. Either way, this is a genuine weapon; not the battery-powered kind. Whether this is a flail, a longsword, or something straight out of your human world video games, this melee weapon is more effective than usual against demons and other monsters. It’s also very receptive to enchantment, but you’ll have to figure out how to do that the hard way. The Boiling Isles are an amazing but dangerous place. Maybe it’s best to be prepared.

[200cp] Detritus: You'd be amazed what kinds of things bleed over from the Human Realm and wash up on the beach. Clothing, old furniture, even the occasional treasure can wind up in the surf where *anyone* could find it. With this purchase, you will receive regular deliveries of what the more close-minded might call trash. Whether it washes up on the beach or gets delivered to your Warehouse, there's plenty of second-hand goodies in here for you to pick through. Regardless if it be old heirlooms, car parts, old electronics, or other weathered gems, you can keep these items or sell them yourself later. Anything you don't wish to keep will be properly disposed of, hassle-free. This pairs nicely with **Dumpster Diver**.

[400cp] Unauthorized History: Sometimes the widely published account doesn't tell the full story. Sometimes those in power have an agenda to push. For historians who don't trust authority, this book is for you! When closed and opened, this weathered tome fills itself with an account of the major historical events of your current setting. This won't cover everything, and some subjects may be generalized, but everything this anonymous author has written is guaranteed to be the accurate truth. This is especially helpful in worlds where those keeping the records have something to hide.

[400cp] Bestseller: Are you a member of the Azura bookclub too?! Wait, does that character look like Eda to you? You're the proud owner of the complete *The Good Witch Azura* series. These seven gripping fantasy novels are great for entertainment, but also contain valuable nuggets of information.

For reasons not yet explained, the *Azura* series is filled with references to the Boiling Isles. The names may change and specifics may be twisted, but important figures and critical clues about the world can be found throughout these books. This won't tell you how your own story will unfold, but the secrets hidden among these pages may reveal which characters, conflicts, and components will play critical roles in coming events. You'll receive new books as you venture to new worlds, either as *Azura* sequels or entirely new series. Each of these books will contain hints about events, conflicts, and people relevant to each setting, though you might have to squint a bit to make out the references.



[600cp] Training Wand: This cutting edge tool is perfect for witches-in-training. The ergonomic design and internal energy supply of this wand allows even magicless humans to cast spells! This wand has equal power to the models the Blight family uses to train, letting a user incinerate trees with a measly 5% of its battery. Though this implement is pre-programmed with shield enchantments and fire blasts, it can form any spell the user understands, so long as the wand has sufficient energy remaining. If the energy in this wand

is expended, it will recharge after a full day of no use. The more skilled a user becomes and the deeper their understanding of the spells they attempt, the more efficient the wand will become. Even still, this wand is a great aid for witches who currently lack the skill or power to attempt new spells.

As an added bonus, this wand will attune to the powers of your future destinations. Should a world you visit have an established system of magic, the wand will allow you to replicate this spellcraft in a similar fashion. This can allow even the most untrained of hands to cast the magics of their world with minimal instruction. It's a crutch, but a powerful one.



[600cp] Cellphone: This phone is the last tether you have to the Human Realm. Capable of making calls across dimensions and connecting to the internet anywhere, this lifeline comes with all the features of a modern smartphone. Magic may be cool, but never doubt the usefulness of a flashlight or camera in a tight spot. Your Benefactor also sprung for some extra features, and your phone now comes with a Jumpchain-certified warranty! If your phone is damaged, from a cracked screen to a catastrophic failure, you will find the damage undone by the next day. Additionally, the battery recharges itself during times of low-use, though some features may temporarily deplete your energy reserve. Just remember to text your mom, okay?



Demon Items:

[100cp] Stuffed Animal: Every grand army starts with a single loyal follower, and you'd be hard pressed to find a more loyal servant than this cute and cuddly plush! Whether this takes the form of a teddy bear, a fluffy bunny, or even a stuffed caricature of one of the local demons, this small toy will always be clean, soft, and comforting when held. You can't go anywhere without your right hand bear!

[100cp] Tie: This simple red necktie has a power to it. No, not magical power, *social* power! Everyone respects people who wear ties. Only important people like teachers and such ever wear them! Now, like King, you have a plain but presentable necktie that marks you as an authority figure. This garment is always clean, always stylish, and works great for making a first impression. However, if you want to make the most of this item and, say, impersonate a professor for a day, you'll still need the charismatic skill to back up your appearance. Alternatively, you may choose for this item to take the form of a crown, pendant, or another accessory that denotes authority.

[200cp] Force Cage: It's difficult when people try to worm their way out of a deal with you. Thankfully, you've taken precautions. Should anyone try to renege on an arrangement with you, you can trap them in a cube of pure magical force using this dice-shaped gem. If your target *still* refuses to fulfil their end of the bargain, you can contract the cage to provide... incentive, or even press them into a small, cube-shaped, easy-to-imprison doll. So long as you haven't voided your contract, you'll always have a way to enforce your deals.

[200cp] Friendship Necklace: This piece of jewelry is no carnival chachki. Made of two halves, this heart-shaped pendant splits to be worn around two separate necks. Reserved only for the bestest of friends, these two pendants will allow the wearers to telepathically communicate with one another, as well as allow each one to sense the other's emotional state. Perfect for your partner in crime!



[400cp] Bloom of Eternal Youth: No, this flower doesn't really make you immortal. But it does imbue you with a gorgeous youthful appearance for as long as you live. Whether you consume it whole or brew a tea from the petals, this beautiful flower will share its gift with you. Should you use this flower or give it away, you will receive a new one at the start of your next jump. In theory you could grow more of these incredibly rare plants, but harvesting the seeds without destroying the natural enchantment would require a master of plant magic, lots of careful study, or both.

[400cp] Shrinking Spray Bottle: Filled with Obvioso's magical formula, nearly anyone or anything sprayed by this bottle will shrink until it's nearly invisible! The average-sized witch would be shrunken down to the size of a fly, while larger magical creatures might appear no larger than a mouse. Should you wish for your victims, erhm... subjects to return to normal size, simply tap your checks twice and they will return to normal. Be wary that this formula only diminishes their physical size, it does not eliminate their innate powers. This spray bottle will refill once a month.



[600cp] Collar: What's this now? Just a simple dog collar? Far from it, friend. This small item is laced with a powerful binding enchantment. Placing it on a creature would sequester all of their powers away, leaving them as harmless as a housepet. Once placed on their person, its size will adjust to fit their new, much less dangerous form. Only you can will the collar to unlock, giving you leverage over whatever creature you manage to capture. You'll still need to get the collar on in the first place, but once you do your quarry will be powerless.

Alternatively, you can wear the collar yourself. When used in this fashion, the collar won't suppress your powers so much as grant you more fine control over them. Impossible acts of precision and willpower will be much more manageable with this collar as a mediator.

In addition, this collar is etched with a rune more ancient than anything else in the Boiling Isles. This glyph, left behind by the Titan, renders the wearer immune to all forms of unwanted detection. Spells created to trace and identify would fail outright, and the wearer would even be rendered invisible to beings of supreme power. You may waive this protection should you wish to become visible, however reestablishing the veil takes a few seconds, and for powerful beings that may be all the time they need.

[600cp] Artifact: Fueled by savage magic, this powerful construct emits an incredible magical effect independent of any witch or demon. This could be similar to the Greenthumb Gauntlet, said to be able to grow anything you can imagine. It may be the Oracle Sphere, capable of looking into your future with near perfect clarity. Perhaps you want the Mirror Charm that Coven Leader Graye wore, allowing him to see through all illusions. You may select one object that corresponds with any one of the nine major covens, provided that the artifact's effect remains relevant to that coven's purview. Of course, there is a trade-off to wielding these relics. These items bear no allegiance, and will function for whichever wielder that currently possesses them. Make sure you keep yours safe!

Witch Items:

[100cp] Snails: These are the minted coins and printed money of the Boiling Isles. You start out with one million snails in the bank, you moneybags, you. This is enough to live comfortably for your full decade here. It's a substantial amount, but nothing compared to the bounty on Eda's head. This wealth will follow you to future worlds, resetting at the start of each jump and converting to a widely-used form in your current setting. Enjoy that nest egg, Jumper!

[100cp] Witch-Tech: For a medieval-style society, the Boiling Isles hides a lot of technology lookalikes in plain view. Young witches can take pictures with their cell-scrolls, post the pictures to Penstagram, and even make video calls through crystal balls. Now, you have one of these marvelous magical devices! Whether you choose a Raven-Phone, a telepathy necklace, or another small device, now you can enjoy a piece of the electricity-free technology native to the Demon Realm!



[200cp] Witch's Staff: Usually awarded as part of their education, a witch's staff serves as both a focus for their magic and a reservoir of magical energy. They can be summoned to a witch's side or conjured from thin air, they can serve as a form of flying transportation, and perform all kinds of smaller functions. Now you are the proud recipient of such a staff.

Additionally, every proper staff also comes with a Palisman; a sentient wooden totem carved from a rare kind of wood. Each Palisman takes the shape of a small animal of the witch's choice, and serve as the witch's familiar and friend. A Palisman is an independent, living magical creature, and while they can communicate with and follow the orders of their witch, they may also leave if they are treated poorly. Take care of them and they'll take care of you, Jumper.



[200cp] Witch Wool: You've got yourself some threads! This enchanted fabric is soft, warm, and warded to repel harmful magics. Only the strongest of witches can overcome this defense. You receive one garment made of Witch's Wool, formed in a style of your choice. Whether it be a cape, a coat, or something else entirely, this article of clothing is both fashionable and fortified. You may also choose to imbue an already-owned garment with this enchanted fabric.



[400cp] Bat Queen's Whistle: Some of the most powerful beings on the Boiling Isles don't deal exclusively in snails. Some, like the Bat Queen, will give out favors to those who do them a great service. You now have a whistle, fixed to a necklace, that can call in one of these favors. A straightforward witch might trade the favor for substantial monetary compensation, but a clever witch might ask for something more esoteric, like an escape from a pressing situation. In future worlds, you will receive another singular favor from a similarly powerful individual. This defaults to a supernatural or magical being, but this could also connect you to a state governor, a crime lord, or successful business mogul in more mundane worlds.

[400cp] Regular Supplier: Magic is fine and great, but every witch worth their salt needs materials sooner or later. A baker can't make bread without flour, a builder can't make bricks without clay. To make sure you never run out of ingredients, reagents, and other witchy things, your Benefactor has arranged for regular deliveries to your place of residence or business. Anything that could be purchased at the markets of Bonesborough (or the shadier Night Market) will be delivered to your door every week for one lump-sum fee! Just remember, cash on delivery. This service will follow you into future worlds, delivering you goods and materials that you can only find here. Your potential inventory will expand to include any commonly purchased goods from each world you visit. This might not get you ultra-rare materials or unique items, but you'll have a steady supply of nearly everything else. Just be nice to the delivery demon, please.



[600cp] Doorway: Earth and the Demon Realm are kept separate most of the time. Occasionally, a cryptid or some other supernatural strangeness will bleed over into our world, but for the most part the Demon Realm's inhabitants are locked away. Of course, that's not very helpful when you make a living selling human junk to the people of Bonesborough. You now have a replica of Eda's portable portal, a physical doorway between Earth and the Demon Realm. When not in use, this simple-looking door folds away into an easy-to-carry suitcase. The doorway is still vulnerable to physical damage and requires protection. And you *should* protect it; Emperor Belos will stop at nothing to secure this artifact or its twin.

Much like a witch's staff, this suitcase can be summoned or dismissed at will. If this item is destroyed, you will receive a replacement at the start of your next jump. In future settings, this item can create stable pathways to any "nearby" dimensions native to the setting. *See the Notes section for details.*

[600cp] **The Jumper House:** Eda isn't the only one investing in magical real estate. You gain a comfortable and well-furnished home built to your specifications. This isn't anything as grand as the wealthier houses on the Boiling Isles, like the Blight Estate, but there's enough space here for a family to live together without driving each other insane. In fact, there seems to be a bit more space inside than should be possible given the outside geometry of the building. And that isn't the *only* magical benefit included with your new home. You also get a built in security system in the form of a "house demon" like Hooty. Of course, yours can be themed after any animal you wish. Finally, the house is equipped with a defensive enchantment that protects it against the environment. This won't keep out an artillery barrage, but you won't have to worry about acid rain or any other wild weather phenomenon.



Companions

Instead of creating a new companion, you may instead choose to import an existing Companion into any of the options below, with the exception of the Canon Companion.

[100cp] Loyal Creature: It seems you've won over some of the Boiling Isles' unique fauna! This might be a large beast like Princess the Hand-Dragon, able to fly great distances and carry heavy loads. Alternatively, this might be a stranger creature like the golem Jean-Luc, terrifyingly proficient at protecting you and your home. Whichever non-sentient animal you choose, you will find them to be fiercely faithful and easy to train.

[100cp] Demon Friend: Whether they are precious, petrifying, or somewhere in between, this demonic denizen of the Boiling Isles has taken a shine to you. They come with the Demon background, and all the freebies and discounts that includes, as well as the Fair 'n Square perk and 300cp to spend on perks, items, and magical training. Who doesn't want a fluffy friend?

[100cp] Eager Apprentice: This bright and bushy young witch is eager to learn from a master like you! They receive the Witch background and all the freebies and discounts that includes. They also get 500cp to spend on perks, items, and magical training. The future belongs to the next generation. Shape some young minds, Jumper!

[200cp] Peculiar Teacher: This older witch has picked up a few strange habits over the decades, but they've also learned a lot, and they're willing to pass that knowledge on to you! This companion comes with the Witch background and all the freebies and discounts that includes, as well as the perk **Bump in the Night**, a 600cp stipend for perks and items, and 600cp to spend on magical training. This companion may also select a Coven to join.

[200cp] Custom Companion: With this option, you may create or import your own companion. They receive a free background and all the freebies and discounts that includes, as well as 600cp to spend on perks and items and a 300cp stipend to spend on magic. If they have the Demon or Witch background, they may also choose a Coven.

[200cp] Canon Companion: Perhaps someone *here* has caught your eye? The Boiling Isles are full of strange and powerful characters looking for the next adventure. You may recruit one canon character with every purchase of this option. While buying this doesn't force them to come with you, it will ensure a favorable meeting with the character, and will give you a strong opportunity to convince them to join you.

Magic

Magic is a versatile force in the Demon Realm, with Witches and Demons shaping it to fit the individual needs of each spell on a given day. Anyone may buy from the following sections, although only Witches and Demons have the innate biology to access the Demon Realm's magic. *See the Notes section for details.*

General Casting Styles

These perks can augment your magic specialties, giving your spellcasting unique strengths and shortcomings. These styles apply to all the kinds of magic you practice, even those that don't originate from this world.

[100cp] Persistent Casting: You're skilled at pushing the duration of your spells as far as they can go. Your spells don't take any less energy to start up, but they are incredibly efficient once they get rolling. Minute-long spells last hours and hour-long workings can last days when it comes to your spellcraft. With enough planning and preparation, you could even construct a spell so solidly that it would last until dispelled.

[200cp] Rapid Casting: Few are faster than you. Normally a quick evocation can take a second or two to cast, and more powerful rituals can take hours of careful preparation, if not longer. You now cast cantrips in an eyeblink, and can complete more complex workings in a quarter of the time.

[200cp] Precise Casting: You have a steady hand. You excel at delicate magics, small-scale spells, and detail-oriented work. Several groups, like the Plant or Healing Covens, would benefit nicely from this style. Of course, perhaps you can apply this focus to less altruistic magics.

[200cp] Potent Casting: Your spells are bigger, badder, and pack more bang. Whether you're a Bard student making louder sounds or an Abomination witch making larger constructs, you get double or triple the results for the energy cost of a normal spell.

[300cp] Parallel Casting: You specialize in repeat performances. You find casting the same or similar spells repeatedly is vastly more efficient. An Illusion witch could create multiple duplicates, a healer could repair dozens of minor injuries, or a Plant witch could grow fields of garden variety vegetables. So long as you can cast the first spell, casting the second, third, and even tenth will come at a quarter of the cost.

[300cp] Covert Casting: Magic can produce some powerful effects, but it's usually pretty overt. You've taken steps to avoid such tells. You don't need verbal incantations or complex somatic gestures. You don't even have to draw a circle. Simply exert your will and your magic will respond. Your spells still take the same amount of time to cast, but now you can do it on the sly.

[400cp] Blended Casting (Discounted to Multidisciplinary): Combining schools of magic is punishable by petrification! It also produces incredibly potent effects. I wonder if those two facts are related? You are one of the few witches who can mix different forms of magic and produce useful effects. This is how Eda and Lilith pull off more esoteric spells, like conjuring animated earthworks or sending people inside a person's mindscape. Like those masters, you can turn disparate forms of magic to your advantage with unmatched versatility! You still have to understand each school of magic you work with, but weaving two or more kinds of magic together will come naturally. This also allows you to combine and coordinate magics from other worlds to enhanced effect!

[600cp] Sygaldry (Discounted Human): Every spell starts with a circle. For most Witches and Demons, the *physical* process ends there. But magic is woven into the very fabric of the Demon Realm, and even the most unlikely of spellcasters can tap into the magic around them. Like Luz Noceda, you have discovered this long-lost form of magic. By drawing a complete spell circle and its accompanying runes on a surface, you can create constructs of elemental magic. The bigger the circle, the bigger the effect.

Unlike the typical spells used by modern Witches and Demons, Sygaldry draws on the magical energy in the environment, not the caster. This allows anyone to perform magic so long as they know the proper glyphs and enough energy exists in their immediate environment. This *does* mean that Sygaldry will fail in the Human World, where there is no ambient magic.

You start out knowing two of the basic glyphs, allowing you to produce simple constructs made of two of the following elements: light, ice, plants, and fire. You can discover the remaining two basic glyphs by observing your natural surroundings, and different combinations of these glyphs can be linked to create complex effects. A few weeks of experimentation might let you create a cloud of mist with paired fire and ice glyphs, but study long enough and complex effects like invisibility and even teleportation can be achieved.

This is not the simple finger waving of modern Witches and Demons. This is a more complex and difficult way, but it may be all you have. Even still, there's lots of potential here for eager and creative minds.

Covens

Witches and Demons may select One. Off Limits to Humans



Fifty years ago, Emperor Belos ended the Savage Age and brought order to the Boiling Isles. To do this, he created the Coven System; a strict set of rules that govern what kind of magic witches and demons can use. Once a witch or demon completes their training they select a coven to join, dedicating their pursuits to a single school of magic and sealing away other types. Failure to do so is a criminal offense, and part of the reason why Eda the Owl Lady is so notorious. The only exception is the Emperor's Coven; a group of the finest witches on the Boiling Isles, hand-picked to serve as the Emperor's right hand.

Well, them, and now you. Due to your extraordinary nature, you are not limited as strictly by the Coven system. You can still only choose **one** Coven to publicly associate with, but you may purchase knowledge in additional schools of magic. Be warned, however, that this privilege does not remove the social complications that come with openly practicing multiple kinds of magic. If you branch out, be sure to keep it a secret.

Choose one of the following options to receive discounts in:

1. **Abominations:** One of the more prestigious covens, the Abomination school focuses on the construction and animation of obedient golems called “abominations.” Abominations are often formed from a conjured purple sludge, and are entirely obedient to the witch that conjured them. As the summoner grows more powerful, the size of their minions and the numbers they can maintain will increase. Any witch of this coven can create constructs suited to combat or brute labor, but only the most skilled can imbue their creations with anything approaching complex reasoning. Still, free muscle should never be underestimated.



2. **Bard:** Though many dismiss the Bard Coven as a group of impotent performers, the witches of the Bard Coven have a deceptively versatile repertoire. While these witches can and do use their magic to enhance musical and physical performances, their command over sound has many more applications. They can conjure instruments, produce sound waves strong enough to cut sturdy vines, and put people to sleep with music. Master bards can even call storms by producing thunder and change the chemistry of liquids using soundwaves. This impressive array of magic does come with a few limitations. Bards without their instruments are limited in their capabilities, and even the most powerful witch of this coven would be incapable of enchanting someone who couldn't hear their music.



3. **Beast Keeping:** The Boiling Isles are home to many strange animals, and the Witches of the Beast Keeping Coven are experts on all of them! These witches are tasked with caring for, training, and sometimes combatting all manner of fauna. Their spells not only help them care for, train, and combat the incredible fauna of the Demon Realm, but sometimes even take on some of their features. Whether they're nursing a griffin back to health or using a Stonesleeper's claws to cut through your opponent, these witches are the masters of all magical creatures.



4. **Construction:** Whether you're a witch, a demon, or something else, everyone needs places to live and work. To that end, the Construction Coven uses their talents to form buildings and structures out of the materials around them. Their apprentices are capable of crafting simple but sturdy dwellings, while masters are capable of shaping great monuments and mansions with supernatural speed. This coven also deals in spells that reinforce one's physical form. After all, builders must be strong.



5. **Healing:** Life in the Boiling Isles is dangerous, making the Healing Coven and its witches essential. Their lack of offensive spells are more than made up for in raw utility, letting them scatter simple illnesses and mend minor injuries with a handwave. Thanks to the Healing Coven, everything from sports injuries to monster maulings can be treated properly. More serious wounds and chronic conditions will take more time and care to heal, but very few of the infirmed are beyond the care of the Healing Coven masters. This coven also deals with studying, treating, and breaking curses, though some forms of magic in this realm that are too ancient and primal to be easily broken.



6. **Illusions:** One of the most versatile schools, the Illusion Coven focuses on fabricating facsimiles of objects and creatures. If constructed by an Apprentice, such illusions are often short-lived, fragile, or entirely intangible. Skilled practitioners can create objects just as functional as the items they're imitating, while illusion masters can even forge simulacra of themselves! Never worry about note taking again when you've got an illusory duplicate to do the job. This coven also deals with the viewing of memories and the illusions we create for ourselves.



7. **Oracle:** Dealing in divination and communication, the Oracle Coven is a mysterious group, second in secrets only to the Emperor's Coven. Whether they are looking across vast distances, speaking into the minds of others, or peering into the future itself, little is beyond their gaze. The distance an Oracle witch can project their senses and thoughts increases with skill. Seeing into the future is trickier, and all but the strongest of seers can often only glean partial details, but sometimes even tiny fragments can give you the edge you need. Practicers of Oracle magic can also use their powers to pierce the veil between the physical realm and the immaterium, calling on powerful spirits to grant knowledge or even fight on their behalf. This practice is complex and challenging, so I hope you have a mentor to show you the ropes.



8. **Plant:** Serving in another essential role, witches of the Plant Coven use their magic to care for and control plant life. Apprentice seedlings could cause house plants to flourish, but master growers often reshape entire landscapes with their power. While they cannot create life where none exists, proficient practitioners can turn even a tiny seed into an arboreal arsenal. They also study the wide range of magical flora that grow on the Boiling Isles, making them unparalleled botanists. Make your garden the envy of the emperor himself!

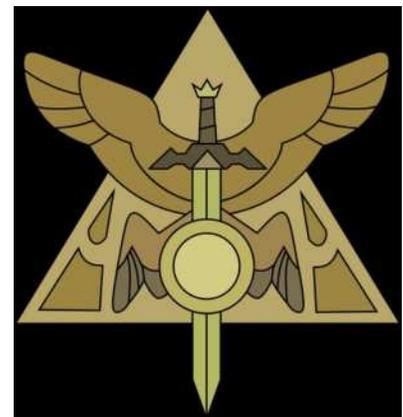


9. **Potions:** Not every resident of the Boiling Isles has the training and talent to cast spells on the fly. Many citizens turn to the witches of the Potion Coven for bottled and pre-brewed magical effects. Apprentices can bottle simple and short-lived spells, while the masters of this coven can condense the most complex of spell workings into a concentrated liquid dose. Though be warned, even members of the Coven still have to contend with brewing times and gathering ingredients. When it comes to convenient packaging and mass production, no coven does it better!



10. **Minor Coven:** While “the Main Nine” account for most of the witches on the Boiling Isles, hundreds of lesser covens cater to smaller, more select groups of witches. You may choose to join a minor coven of your choice, such as the Fashion, Cooking, and Wood covens. These covens are often tiny, specialized, and without much political or magical power, but you may prefer it that way. Alternatively, you can blaze a trail and form your own coven around a theme of your choice. Few in the Coven system have the freedom to start something wholly their own. Just remember, witches still expect you to only use magic from your Coven. If you join the Cat Coven and start making abominations or throwing around illusions, people are going to ask you some difficult questions.

11. **Emperor’s Coven [Special]:** Distinguished by both their white cloaks and incredible mastery of magic, the Emperor’s Coven presides over all other covens, witches, and demons in the Boiling Isles. These powerful witches act on the orders of Emperor Belos directly, ensuring that his goals are achieved and his plans come to fruition. In exchange for their unswerving loyalty, the Emperor allows his coven to use all schools of magic, without restriction. This coven is very selective, and may not be joined automatically, like the others. Jumpers must have either the **Multidisciplinary** perk or a skill level of **Proficient** or higher with at least three schools of magic. Fill those requirements and the Emperor’s Coven will welcome you with open arms, with all the power and scrutiny that brings.



12. **Covenless [Special]:** For every system of rules, there will be those who choose to ignore them. It is possible to practice magic without joining a Coven, though there are serious consequences for this choice. Should you refuse to pledge yourself to a single kind of magic and become a “Wild Witch”, you will remain unbranded and unbridled; free to train and practice any school of magic you wish. However, the Coven System is crucial to Emperor Belos’ plans, and he will mark you as a criminal for your disobedience. You must take the **Public Enemy** drawback for full points. Only one other witch so far has defied the Coven System so flagrantly. Perhaps she could be an ally in your campaign of resistance.

Normally, the denizens of the Demon Realm are unable to cast magic outside their specialty. But you are anything but normal, and your Benefactor has made special arrangements. You may purchase as many skill levels in as many disciplines as you can afford. However, this does not remove the social consequences of openly using multiple kinds of magic. Publicly casting a spell from outside your Coven's purview will be immediately recognizable to the natives of this world, and Emperor Belos punishes such magic users with either servitude or petrification. You can diversify, but you should probably keep it a secret.

Humans & Magic

Witches and Demons have the native biology to cast spells normally wherever they go, but Humans have a tougher time working with the arcane arts. **Humans** may purchase Skill Levels, representing the training and technical information behind spellcasting, but are unable to physically cast spells without aids. For that, they will need either an external power source or some kind of innate reservoir equivalent to a Witch's bile sac.

*Humans start with the **Half-a-Witch** drawback, representing their natural inability to use magic. However, as Luz will soon prove, that doesn't have to stop an inventive mind from slinging spells*

Skill Level

Here, you may purchase your level of skill with each school of magic. Each rank may be bought separately, letting you obtain training in as many disciplines as you can afford. You do not need to purchase lower levels of expertise to obtain higher levels, and do not need to buy equal training in all of your magical specialties. For example, a witch wishing to purchase Expert-level Illusion magic, Apprentice-level Abomination magic, and Proficient-level potions magic would have to pay 700cp before applying any discounts.

If you formally join a Coven or have the **Standardized Education** perk, you receive the Apprentice level of training for free and have discounts on further skill levels within that Coven. Other skill levels can be purchased at full price. In the previous example, if said witch was a member of the Potion's Coven, they would only have to pay 600cp; 400 for Illusion expertise, 100cp for Abomination apprenticeship, and 100 for potions proficiency.

Apprentice [100/Free for Chosen Coven]: Magic users at this skill level have already received some basic instruction and have started to specialize, putting them on par with Hexside students in their first or second years. An apprentice of the Construction Coven would be able to craft simplistic dwellings or enhance their physical prowess to twice their normal strength.

Proficient [200/100 for Chosen Coven]: Magic users at this skill level have mastered the fundamentals and can manage most spells within their specialty. You could easily use your magical talents to make a living, like how Morton crafts specialty potions for the citizens of Bonesborough.

Expert [400/200 for Chosen Coven]: Magic users at this skill level have pushed the boundaries of their specialties, distinguishing themselves and their Covens. Whether you're an Abominations star like one of the Blight family or a Potions master like Lilith Clawthorne, the apprentices will be learning from you!

Drawbacks

Should you desire additional challenges, you may take as many drawbacks as you desire. Be warned, however, that some have restrictions and interactions with other perks and origins.

[+0cp] Alternate Universe Toggle: This doesn't look like the Boiling Isles Luz will come to know and love. Maybe this the Betaverse, where all your favorite characters are a bit older and a bit rougher around the edges. Perhaps this is the universe of *Witches Among Humans*, where the dangerous witch criminal Luz Noceda was exiled to the Human Realm and eventually became a magical superhero. Perhaps this is another universe entirely! By choosing this toggle, you may substitute the mainline canon of *The Owl House* with an alternate universe, fanfiction, or head canon. Just be prepared if you make drastic changes; who knows what'll happen.

[+0cp] Existing Character Toggle: Perhaps you don't want to be an original character this time around. Maybe your story works better if you can slip into the shoes of someone local. Should you choose, you may insert as an existing character in the continuity of *The Owl House*. Note that this will place you in the selected character's circumstances, but will not grant you their powers; you'll have to buy those on your own. The only characters you may not insert as are Eda and Lilith Clawthorne, and Emperor Belos himself. Beyond them, feel free to get creative!

[+100cp] Body Swap!: You're having a tough time seeing eye to eye with your friends, and there's only one thing to do in a situation like that. No, not communicate maturely; use magic! At least once or twice while you're here, an argument with a friend or two will escalate to a spell-fueled body swap. Magic will transform the bodies of you and your friends, forcing you to walk at least a day in each other's shoes. You'll swap looks, powers, everything but your mind and memories. And don't think you can just quietly wait out these adventures. Expect mischief, hijinks, misunderstandings, and at least a bit of awkwardness along the way. Just make sure you learn a valuable lesson about experiencing each other's hardships, and try not to get each other's bodies into *too* much trouble.

[+100cp] Cleaning Duty: I hope you brought some gloves, Jumper. You made a deal, lost a bet, or have otherwise found yourself owing Eda the Owl Lady a favor, and Bonesbourogh's Most Wanted has tasked you with taking care of Hooty's monthly cleaning. Once a month, you'll have to spend a considerable part of your day working hard to tidy up the magical living domicile that Eda, Luz, and King call home. This is more like pet grooming and less like house work. After all, Hooty is twenty percent mucus, loves getting dirty, and has soooo many hard to reach places that need swabbing. Best get to it, partner!

[+100cp] I'm Not A Baby!: Your life is a living nightmare! Okay, not really. But you have a hard time getting respect. Whether because of your small stature or bigger-than-life attitude, most people don't take you seriously. They might treat you like an infant or trivialize your problems or just not consider your opinions until you get loud. Perks like **Regality** will help a little, and those who know you well will be more respectful, but those outside your circle of friends will either dismiss your remarks or ignore your ideas entirely.

[+100cp/+200cp] Don't Fit In: Maybe you're the kind of weirdo who makes griffin statues in art class. Maybe you're the meek and bookish sort. Whatever your personality, you mix with the socially skilled and elite as well as oil mixes with water. Whether you're rubbing shoulders with Hexside students, the witches of your Coven, or just your highschool classmates, you're just odd enough to make first impressions a struggle. This will make socializing a challenge, and interacting with anyone important a careful exercise in preventing disaster. You can still find friends in this world, but they'll likely be oddballs like you.

For **double the points**, your social problems are much more severe. Like the Golden Guard, deep-seeded trauma has warped your perceptions of "normal" social interactions and turned you into a suspicious, guarded, and maladjusted individual. It would take a very special group of people to help you overcome the complex web of doubts, fears, and PTSD that weigh you down, and even then I'd recommend talking to a professional. Physical scars are optional.

[+200cp] Earn Your Keep: No one got to be great and powerful without working long and hard. Well, some people probably did, but those people are cheaters! Instead of receiving your purchased Items at the start of your jump, you will instead collect them through your adventures on the Boiling Isles over the next year. Perks and magic, similarly, will start at their weakest state or power level and require time and practice to fully train up. You still have the same ultimate potential as you once did, but you'll be starting with almost nothing.

[+200cp] Half-A-Witch (*Mandatory for Humans*): Even the most clever students are sometimes held back by biology. Maybe you were born with a misformed bile sac, or maybe you weren't born with one at all! Either way, you lack the physiological capability to perform magic like most witches.

[+200cp] Protector: Well aren't you noble. Like the more headstrong members of the Owl House family, you're ready to make sacrifices when it comes to protecting others. This might mean shielding those you care about, exposing you to greater danger. It could also mean keeping secrets from your friends and loved ones in a misguided attempt to spare their feelings. This tendency is bound to get you into trouble regularly, both physically and emotionally. I hope you're ready to play the hero, Jumper.

[+200cp] GROM Queen: Somehow, you've distinguished yourself to Principal Bump, and in return he's named you this year's GROM King or Queen. Don't celebrate yet, however, because being the centerpiece of a Hexside Dance comes with some extra responsibilities. On GROM night, you'll be tasked with fighting Grometheus the Fear Bringer, a monster imprisoned underneath the school itself. As a telepath and shapeshifter, Grometheus will take the form of your greatest fear during your fight, whether it be a physical monster or the source of some great emotional turmoil. Oh, and did I mention you'll be fighting this creature in front of the entire school? No matter who you are or how powerful you've become in your journeys, this fight will be difficult. You'll have to fight your fears in front of the entire community, and you'll have to do it alone. And should you fail, Grometheus will finally break free and destroy all of Bonesbourogh. Be brave, Jumper.

See the Notes section for additional details.

[+200cp] Branded (*Cannot be taken with Covenless*): Remember when I said that Jumper was the exception to the Coven system? You can forget about that leniency. Choose a single coven from either the minor covens or the Main Nine. You have been marked by this coven's brand, limiting you to only their kind of magic for the duration of your stay here. You can still purchase other magics, but you'll be unable to use them until your time here is complete. Hope you can apply your selective spells in creative ways!

[+300cp] Ashen Memories: Uh oh! There was an accident in photography class and your memories have been torched. Don't worry, your Benefactor kept a backup, but you won't be able to repair the damage until the end of this jump. Any memories you have about your past adventures are gone, and with them any powers and abilities you've amassed in your travels. Finally, you are unable to access the Warehouse or any items from previous jumps, though even if you could access your tools you wouldn't be able to recall their functions. Instead you'll have to rely on the perks and items you've purchased here. You'll still receive memories corresponding to your origin, so you won't be completely unprepared for the Boiling Isles, but you can forget about any advantages or insider knowledge you brought with you. You're going to have to do this the old fashion way, Jumper.

[+300cp] Public Enemy: You've drawn the ire of the most powerful witch on the Boiling Isles. Whether you committed a serious crime or the Titan itself whispered clues of your alien origin, Emperor Belos has taken a direct interest in subduing you by any means necessary. At first, he will send witches to detain you in the hopes of extracting your otherworldly essence for his plans. The Owl Lady has proven that such forces can be avoided and rebuffed, should you be clever and skilled enough. Eventually, however, Belos will grow tired of your defiance and send his strongest and most loyal servants after you. You'll be contending with the Emperor's scouts, the Golden Guard, and eventually Belos himself should you remain at large. At first he will be unaware of your capabilities, but he will learn with each fight; gathering information as he throws plan after plan at you. You'll need to be strong *and* clever if you want to stand a chance of avoiding him. Having powerful friends wouldn't hurt either.



+300 Cursed: Oh dear, this isn't good. Maybe this malediction was laid down by an enemy who *really* hates you. Or maybe you just stumbled into some serious black magic. Whatever the case, you can expect some serious changes. Like Eda Clawthorne, you've been hit by a particularly dark flavor of curse, forcing you to regularly transform into a giant, animalistic monster. While transformed, your body is imbued with terrible speed and strength, but your mind reverts to your basest instincts, making higher thought and casting magic impossible.

No one likes living with a curse, but if you take the right steps, it's manageable. Stress and strong negative emotions bring out the curse, so avoiding triggers will help a great deal. Regularly taking elixirs, such as the ones Morton sells at the day market, can suppress the curse and even revert many of the physical changes when promptly administered. Natural magical power also suppresses the curse, but the changes will start to bleed through if your magical energy reserves ever get too low. If you ever run out of magical energy, you'll be trapped in your bestial curse form. It's a fate much worse than death if you think about it, but I'm sure you won't let that happen. *See the Notes section for additional details.*



Ending Choice

As your decade in this world comes to a close, you must decide how your journey will end...

1. Remain:

Perhaps you've taken a liking to this place. Whether you prefer the Human World or the Demon Realm, you can remain here, enjoying whatever life you've carved out for yourself.

2. Return:

Perhaps, like Luz, you want to return to your home with the magic you've gathered and the lessons you've learned. You may return to your point of origin, the hero of your own story.

3. Resume:

The road beckons you forward. Your journey is not over. No matter where your travels lead, be sure to carry a little magic from this place to light the way.

Notes:

Importing Items: Any Jumper-owned items that are similar to the items listed here may be imported, granting the benefits of the purchase instead of a wholly separate item. Use your best judgment when determining if an item is "similar" enough to import. For example, a favorite weapon could be imported into **Cold Steel**, but you couldn't import a vehicle into **Witch's Wool** to give your car a defense against magic.

Demon Backgrounds: There are three categories of demon; bug, beast, and biped. While all are just as inherently magical as the Demon Realm itself, there are some differences between the classifications. Bug demons may take a small form, like the pesky pixie, or a large form, similar to Hooty's worm-like body. Beast demons are the most animal-like, and generally have the greatest physical power of the three categories. Finally there are the bipeds; demons that walk on two legs and are the most similar to witches. Biped demons have bile sacs like witches, giving them the most robust magic of all Demons. Of course, these properties are generalizations, and the Demon Realm is full of unique creatures. You may access all of the options outlined in this Jumpdoc, no matter which category of demon you choose to be.

Grimwalker Capabilities: Though the specific capabilities and limits of a Grimwalker are unclear, several details can be deduced via context clues and their ingredient list. The galdorstone heart and Darius' memories of his mentor imply that grimwalkers have a natural talent and power with magic. In the context of this Jumpdoc, this talent is equivalent to the **Prodigy** perk. Their heat resistance can be seen when the Golden Guard emerges from a boiling ocean in S2E1, and from the Selkidomus scales needed for their construction. Their durability can be inferred both from the Palistrom wood they're made of and the exceptionally rigorous trials the (quite young) Golden Guard had to pass to join the Emperor's Coven (S2E13). Finally, despite the constant presence of baggy eyes and the implied sleep deprivation and stress, the Golden Guard frequently proves himself physically and mentally capable of executing his mission. The presence of a sleeping bag in his hideout (S2E18) *does* imply that he eventually needs to sleep, but he seems better than most at going without. Use his feats to scale your expectations of what a grimwalker in their mid-teens is capable of.

Grimwalkers & Clone Backgrounds Post-Jump: By taking the **Grimwalker** perk, Jumpers gain the option to insert as a clone of an existing character in both this jump and subsequent settings. While both tiers of this perk grant an identical appearance to the selected individual, the **400cp** tier of this perk only grants minor supernatural traits while the **600cp** tier of this perk grants all of your progenitor's abilities. For example, if one were to insert as a clone of Superman, taking the lower tier would let you mimic his ability to collect energy from sunlight while the upper tier would give you his full powerset. These powers would still start at their weakest state and require training to grow, but you'd be as close to a perfect copy as possible.

Primal Power: When choosing a species of powerful demon to become, you have a bit of artistic license. While you can opt for extremes in the physical or magical abilities, most demons seen in the show have a mix of both. If you need comparisons or upper limits, consider the powerful creatures we've seen thus far in the show. Creatures like the Selkidomus or Princess the Hand-Dragon would represent the cap on physical size and power, while creatures like Vee and the Greater Basilisks represent the most potent magical abilities demons have demonstrated. You could even be a house demon like Hooty, who is technically a kind of Bug (Worm) Demon. Use the show as your guideline and fanwank responsibly.

Prodigy: This perk puts your magical abilities at the upper edge of your age group, relatively speaking. A young witch could compare themselves to Willow or Gus in terms of talent and power with room to grow, while a fully-mature witch with this perk would be on par with the Clawthorne sisters. Specializing further (and making the right political connections) could even land you a job leading one of the covens. Note that, unlike **Multidisciplinary**, this perk does not affect your magical expertise in the Skill Level section of this Jumpdoc. It only affects your natural reserve of magical energy and the raw power you can throw behind a spell.

Stacking Grimwalker & Prodigy: Combining the magical ability boosts of the **Grimwalker** and **Prodigy** would likely make you the most gifted witch on the Boiling Isles. Only Belos, with his centuries of experience, experimentation, and outside help from The Collector would surpass you in application and technique, but you'd have a solid shot at matching him in pure magical tonnage. Throw this kind of power around and you'd better expect Belos to take an interest in you.

Snails: Prices are not widely established in the series, so I'll be using the upper end of estimates to make finding equivalent amounts easier. Consider one million snails to be equal to one million US dollars.

Regular Supplier: This item is intended to let you keep you supplied with anything you could reasonably buy in the home setting's marketplace, even if you journey to distant worlds. That generally means you can buy anything that isn't wholly unique or rare enough to require its own adventure to acquire. You still must pay the full price for these items when they arrive, but you never need to worry about running out of reagents or ingredients exclusively native to the Boiling Isles. In future worlds, your Benefactor establishes a similar arrangement, letting you continue to supply your endeavors from past settings. Seriously though, be nice to the Delivery Demon. His job's busy enough as it is.

Bestseller: This is designed to give you meta-context and hints about each setting you visit. It won't reveal exact locations or perfect names, it is an adaptation after all, but you'll pick up on the comparisons between your current setting and the storybook's world pretty quickly.

If you purchase both **Bestseller** and **Unauthorized History**, you receive a bonus item; a cozy reading nook for your warehouse! This small but comfortable room is jam packed with shelves bursting with books you'll enjoy, from classic texts to your next big series. None of these are rare books, anything here could be found at a local library, but they're all pristine and all yours. Any books you add to this collection will be similarly preserved, and any reading you do here will be as noisy or as quiet as you wish.

Doorway: This doesn't allow travel to alternate timelines or distant worlds, it bridges nearby dimensions that normally overlap. You couldn't jump from the Boiling Isles to your favorite comic book universe, or travel to an alternate timeline where Belos never rose to power, but you could hop between the Human and Demon realms easily enough. In future worlds, this would allow you to pass between similarly close realities but not visit other Jump settings or alternate histories. A Jumper in the Dresdenverse could travel between the Mortal World and the Spirit World, and so on.

Sygdry: To use Sygdry, ambient magic must be an explicitly stated quality of your current world or dimension. For example, Roshar of the Stormlight Archives, both the Mortal and Spirit Realms of the Dresden Files setting, and Mekka of Twokinds all have magic that exists in the environment before being drawn in and used by spellcasters. Sygdry would not function in settings where magic is an innate ability, such as the Wizarding World of Harry Potter or any other world where magic is something you're born with. You can bypass this restriction by packaging your runes with a "battery" or attached magical power supply, but this will require some experimentation.

Notes on Covens/Purchasing Magic: To reflect their natural magical affinity, Witches and Demons may choose one coven and thus receive Apprentice-level training in at least one magical discipline. You cannot join more than one coven, and thus can only get discounts on one school of magic.

Joining the **Emperor's Coven** is only possible for Jumpers with the **Multidisciplinary** perk or those who have Proficient-level training in at least three schools of magic, representing a diversified education leading up to your application. You may still choose a regular coven to receive discounts from, which represents your core track at whatever magical school you attended. For example, Lilith Clawthorne was part of the Potions Track before joining the Emperor's Coven, so she would receive discounts on Potions training before applying to serve Belos.

Humans cannot join covens and cannot cast typical spells in either the Demon Realm or the Human World. This can be bypassed with the **Sygdry** casting perk, which draws on *environmental* magical energy and not *internal* magical energy. Post-jump, Witches and Demons will retain their innate spellcasting abilities wherever they venture, even if they leave the Boiling Isles. Expertise purchased in the **Skill Levels** section will improve your magical skills with not only magic native to this world, but also otherworldly sources of magic that are similar in function to your selected purchases.

Grom Queen: According to the great Jumpchain order of operations, Drawbacks supersede perks and abilities. That means that even if you have a perk that makes you completely immune to fear, Grometheus will assume a form that leaves you afraid. This doesn't mean you can't act; those who are strong of will can work and fight *through* their fear, but you can't get out of this trial's central challenge. Perks like **Fearless** will make this easier, but you'll still have to contend with the monster.

As the champion of Bonesborough, you will be allowed to face Grometheus with any items or powers you can bring with you. Just remember that you'll be fighting in front of the community, so you may not want to advertise anything suspicious or otherworldly. If you don't have any weapons, a varied assortment of mundane medieval weapons will be provided to you before the fight begins.

The only thing you're not allowed to bring into the fight are companions. It appears Grom Night is a rite of passage in the Boiling Isles (why else wouldn't a powerful witch permanently destroy Grometheus), and as such the task is given to a single champion. However, there is a loophole, as seen when Amity rushed to Luz's aid. You can't bring Companions with you, but a **single companion** can *choose* to aid you if your life is in peril and Grometheus poses a real threat of breaking free. They'll still have to face their own fears, but some burdens are better shared. Use your best judgment and try not to cheese this. This is meant to be *your* trial. *You* should be the one who grows.

Cursed Drawback: You may customize the specifics of your "cursed" form, but there are some ground rules. Your physical strength and speed are on par with the upper end of the **Primal Power** perk, so expect to be clawing through doors and smashing through walls. Whether you have scales, fur, or feathers, your hide is incredibly durable. You may even have a unique feature, like a set of wings. The only thing more certain than your physical power is your lack of mental focus. While transformed, you act like a wild animal, meaning your priorities will be food, water, shelter, and defense. Your normal memories will be deeply buried, and you can forget about using any kind of magic while transformed. Those skilled in handling mythical beasts may be able to coax more docile behavior out of you, but quick movements are going to set off your instincts, and your response to most stimuli is going to be overwhelming aggression.

Holding the curse at bay will be difficult but not impossible. Elixirs to suppress the curse can be purchased, and Eda the Owl Lady may even offer some sympathetic advice if you ask nicely. Eventually, however, even the elixirs will begin to wane in effectiveness. This can be handled three different ways.

First, you can use your innate magical energy to resist the transformations. This will greatly reduce your ability to cast spells and concentrate on other things, but requires no additional resources. If you exhaust all of your magical reserves (or are a human and have none in the first place), the curse will take permanent hold on you and leave you stuck in your bestial state.

Second, you can share the curse with another. This will greatly weaken the curse and make the elixirs viable treatments again, but serves more as a holding action than a proper treatment. Plus, you'll need to find a willing subject to bear this burden alongside you.

Finally, you can address the root of the curse directly. See, this curse is less of a spell and more of a symbiotic bond to a primal nature spirit. This spirit was bound long ago and now seeks the freedom it's lost, even if that means possessing and transforming its host to do so. If you want control of your body back, you'll need to confront this spirit. Be warned; this is an immense task. As strong willed as Eda was, it took years of elixir treatments AND sharing the curse with her sister to weaken the Owl Beast enough to confront it. If you want to bypass these methods and cut straight to curing yourself, you'll need mountains more willpower or a way to defeat your nature spirit directly. You're both in this lifeboat together, and if you can't get along then one of you has to go.

Cursed Drawback - "Harpy Form" & Alternative Cures: Sometimes there is no true "cure". One of the hardest lessons Eda had to learn was that she had to live with and accept her curse as a part of herself. It took decades of treatment and weakening her curse to let her even confront the Owl Beast, in addition to the soul searching she needed to transform their antagonistic relationship into a cooperative one. And on top of all of that, the Owl Beast had to *willingly* choose to suppress itself and share Eda's body with her (S2E8, when the Owl Beast accepts Eda's elixir offering). After years of struggling and exhausting themselves, Eda and the Owl Beast finally reached an understanding and began to work together, granting Eda more control over her curse and allowing her to transform into a kind of hybrid form she dubbed "Harpy Eda."

You too can reach this state of equilibrium with your nature spirit and find some semblance of acceptance with your curse. Make no mistake, your journey will be just as arduous and emotionally trying as Eda's was. The beast inside you is a force of nature, and mediating any kind of resolution will take lots of introspection and growth, on top of the challenge of managing your transformations. But if you can walk the road of recovery, you too can master your curse just as Eda managed to do.



Cursed Drawback “Reward”: Should you complete this jump without succumbing to the curse and being permanently transformed, you will gain control over your transformation and be able to shift into your cursed form at will. Your improved control will allow you to communicate in your bestial form, but casting spells and other complex tasks will still be beyond you.

Combining “Cursed” with “Primal Power”: Demons who combine the **Primal Power** perk and the **Cursed** drawback should proceed with caution. The curse amplifies physical characteristics while suppressing your mental capacity. The transformation is staggering even when the subject is frail. Should you possess the powerful Primal Form, the physical capabilities of your transformed body would be truly monstrous. You’d be an unmatched terror; an order of magnitude more powerful than the strongest demons on the Boiling Isles. Why is that a problem? Because all the examples we’ve seen thus far show that Eda was only able to revert from her cursed form when she was physically subdued and either dosed with elixir or talked down by those she trusted. That process becomes exponentially harder when you’re giving Godzilla a run for his money. Combining these two powers increases not only the chance of local devastation but also of failing your Chain. Only Jumper can decide if the potential power is worth the added risk.

On Titans & The Collector: As of the Season 2 Finale, little is known about the Titans, and *even less* is known about the Collector. Both are beyond the scope of this Jumpdoc, though this may change with future updates. For now, you will need to look elsewhere for phenomenal cosmic power.

Changelog

V1.0 - Initial public release

V1.1 - Added “Alternate Universe” and “Existing Character” toggles. Rebalanced prices and updated descriptions of “General Casting Perks.” Updated “Blended Casting” and “Standardized Education” to clarify certain types of magic.

V1.2 - Season 2 Update!: Lots of reformatting. Added the undiscounted perks and items section. Added the “Loyal Creature” companion option. Added “Half-A-Witch” and “Protector” drawbacks and second tier to “Don’t Fit In” drawback. Updated the descriptions of each coven’s magic type. Rewrote the “Cursed” drawback to reflect new information.