The Owl House Jumpchain

Jump by u/guyinthecap

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. If you prefer a Drop-In origin, you may substitute any of the following origins for Drop-In.

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 as the twin sibling to 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. Your age, like Luz's, is 14. Welcome to the Demon Realm, human!

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.

Human

[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. 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

[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 Form: You are no ordinary demon. There is a power deep inside you, constantly trying to claw its way out. With this purchase, you gain a powerful primal form that you can transform into at will. Not only does this form grant a staggering boost to your physical abilities, but you also gain a magical ability fitting of your mythical status. This could be the magic-eating ability of the Greater Basilisk, the shape-changing abilities of a certain bird-themed guardian demon, or something equally legendary. With this power, no one will question your place in the demon hierarchy.

Witch

[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, and even have training in a specific track that lines up with your specialty or Coven. This doesn't grant any esoteric knowledge, and this won't give non-natives the innate ability to cast magic, but you'll start on the same footing as everyone else, information-wise.

[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, like Hexside's headmaster, 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.

[600cp] Titanborn: 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. 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.

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.

Human

[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-programed 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

[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, it's 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.

[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 Healing Cap, a hat said to be able to reverse any injury and break any curse. 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

[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! Pick either a cell-scroll, raven phone, or video orb to receive. These objects require no electricity, functioning purely on built-in magical batteries. If broken, this device will replace itself in one day. You may purchase additional devices at full price.

[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.

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 will serve as the witch's familiar and companion. A Palisman can act independently and

follows the orders of their witch, but also may 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 orany 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] 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] 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.

[100cp] 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.

[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. Minutes can turn into hours and hours into 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] 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 bigger results for the cost of a normal spell.

[200cp] 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 fraction of the cost.

[200cp] 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.

[200cp] 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. You could combine Illusion and Construction magic to make long-lasting simulacra, mix Potion and Plant magic to grow new foods and pharmaceuticals, or find completely new combinations of magic. You still have to understand each school of magic you work with, but weaving two or more kinds of magic together will come naturally.

[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 basic elemental glyphs, allowing you to produce simple constructs made of two of the following: light, ice, plants, fire, earth, or another natural element. You can discover more glyphs by observing your natural surroundings, and you can create more complex and varied effects with enough time spent experimenting.

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:** Witches of the Bard Coven thrill the mind and stimulate the senses with their craft! Masters of the artistic pursuits, members of the Bard Coven make up some of the Boiling Isles' most successful writers, sculptors, painters, and musicians. An apprentice may use their talents to recolor their canvas of choice, while masters can weave entire supernatural symphonies that transcend mortal music. These witches are some of the most creative you'll find, training in several artistic disciplines besides their field of focus.

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. To that end, their spells tend to focus on pacifying or eliminating the dangerous beings of the Demon realm. Whether they're nursing a griffin back to health or creating a counter to a magic-eating basilisk, these witches are the masters of all creatures magical.

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, construction workers need to 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.

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.

7. **Oracle:** Dealing in divination, the Oracle Coven is a mysterious group, second in secrets only to the Emperor's Coven. Whether they are looking across vast distances, into the minds and memories of others, or into the future itself, little is beyond their gaze. One's skill increases the distance an Oracle witch can project their senses, as well as the clarity of their visions. 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, you will remain unbranded and unbridled; free to train and practice any school of magic you wish. However, Emperor Belos will mark you as a criminal for your disobedience. You must take the **Public Enemy** drawback and the attached +300cp bonus. Only one other witch has defied the Coven System so flagrantly. Perhaps she could be an ally in your campaign of defiance.

Skill Level

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 for you. 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.

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. For that, they will need either an external power source or some kind of innate reservoir equivalent to a Witch's bile sac.

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.

IIf you formally join a Coven, 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!*

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.

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.

[+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] 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.

[+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] 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 **Notes** for additional details.*

[+200cp] Branded: 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! This Drawback is off limits to **Covenless** jumpers.

[+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 Lilith Clawthorne, the Agent, 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. You can buy elixirs from Morton at Mr. Elixir, which can keep you untransformed if you take them regularly. Natural magical power also suppresses the curse, but the changes will start to bleed through if your magical energy reserves ever get too low. Eventually, towards the end of your stay, the potion will become less effective, forcing you to rely on your natural reserves of magical energy. While a focused mind can accomplish this, it does come at a cost. You will have a tougher time casting spells with your own internal reservoir of magic, and expending all of your magical energy will forever trap you in your bestial cursed form. It's a fate much worse than death, if you think about it. But I'm sure you'll find a solution before that happens.

See the **Notes** section for additional details.

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 judgement 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.

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 it's 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.

Sygaldry: To use Sygaldry, 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. Sygaldry 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 **Sygaldry** 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 judgement and try not to cheese this. This is meant to be *your* trial. *You* should be the one who grows.

Cursed: 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 Demon perk **Primal**; 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.

Staying untransformed will be simple enough at the start. The elixirs are specialized, but not expensive. Heck, Eda might even offer some sympathetic advice. Towards the end of your time in the Boiling Isles, your curse will come to a head and the elixirs will become less effective at keeping you untransformed. You may be able to buy time with more elixir, but pretty soon you'll be forced to confront the curse directly. Once this happens, you'll need to resist the transformations with only your innate magical power. As before, greater magical

reserves will make this process easier, but casting any spells or otherwise diminishing your power will increase the struggle *greatly*. Should you exhaust all of your internal magical energy, even temporarily, the curse will take permanent hold on you and you'll be stuck in your beastial transformed state. **Humans,** who have no innate magic of their own, will be especially susceptible to this end-state, resisting for only a short time before their willpower is overwhelmed. This won't happen *too* quickly, though. Eda lived with her curse for decades before the elixirs stopped working. The climax to your own curse will occur towards the end of your time in this jump, sometime before you leave.

At the time of writing, very few methods have been shown to break curses this powerful. Emperor Belos was shown to be capable of breaking the enchantment, though he is the most skilled and powerful witch alive. Ancient artifacts from the savage age, such as the Healing Hat, were suspected of being powerful enough to break *any* curse, though Lilith implied that the Healing Hat was "decrepit" and insufficient. If you purchased your own version of the Healing Hat with **Artifact**, this drawback will supersede that item's power for the duration of this jump. A pain-sharing spell can be used by a willing witch to help alleviate the curse, but this will only split one terrible curse into two weakened-but-still-substantial curses. Breaking the curse on your own will require you to spend many days and nights researching and studying, as well as plenty of extremely rare ingredients attainable only through multiple adventures and ordeals. Finally, you will need someone to cast the curse-breaking ritual; either a single exceptionally-gifted witch with expertise in multiple disciplines, or multiple specialized spellcasters. If you manage to complete all of this research, component recovery, and persuasion, you will finally be able to break the curse's control on you.

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. This won't change your transformation; you'll still be unable to use your magic or communicate, but at least you'll have some extra muscle hidden in your back pocket. The beast has been tamed, and it is now yours to control.