



Warlock's Coven Jump (NSFW)
v1.0

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Welcome to the Troyverse! In this vast omniverse, almost anything imaginable exists somewhere. Today your story, the one you're most likely to tell by virtue of coming to this setting through this jump document, is one that may or may not be familiar to you. A story set in a world you're in all likelihood familiar with; Earth though certainly more magical than you probably remember it being. This story is also about witches and witchcraft, with some... more adult elements.

There are a multitude of styles of mysticism and magic in the Troyverse. Some, maybe even more than you'd expect, are sexy. Many are not. Can you guess whether or not the focus of this jump's magic will be sexy?

For the next decade, you'll be adventuring on Veiled Earth, barring some truly powerful decisions on your part. Veiled Earth is a world that is strikingly similar to the Earths many jumpers once called home and explore during their chains, but with some strange

twists and turns. Hundreds of millennia ago 13 strange beings, the Exiled Omega Lords, fled their homes after being exiled for some crime long forgotten to the unyielding tides of time. They arrived on Earth, in our solar system, and found it amenable enough but knew they had dangerous enemies who would stop at nothing to hunt them down. They performed a ritual and called the creator and supreme lord of the omniverse, the *Archdeity of Eternity*, and asked him to shroud this world and the rest of the solar system in a *Veil*. Either no one who currently lives knows what terms were struck or they aren't saying, but the Archdeity agreed to shroud the solar system in a *Hyperion Veil*; a phase barrier that puts beings on one of two sides of an impenetrable and intelligent forcefield.

The Omega Lords and the lion's share of human beings were placed on one side of the barrier. Everything supernatural and fantastical was placed on the other. This barrier also prevented beings from outside of the solar system from penetrating the barrier as well. Eventually, over the course of hundreds of thousands of years, the Omega Lords perished, and Earth's humans adjusted to the world without the supernatural. Now plenty of people among the billions of humans who have been born since the erection of the veil have been veil-straddlers; humans who can naturally, usually only partially, penetrate the veil and see past it. This story at least features one such individual; an unknown *Warlock* on the cusp of awakening to their true nature. And like so many stories this adventure begins on a dark autumn night, with a young figure slipping out of bed and going outside.

Take **1000 Coven Points** to fund your adventures.

Author's Note: This is a jump document conversion of an NSFW CYOA named *Warlock's Coven*. Go ahead and have a [link](#) to that CYOA. It IS NSFW so keep that in mind when perusing it. Beyond that, the CYOA's language defaults to saying that the central protagonist, the Warlock, is a man and the witches are women. **If that describes what you want, feel free to use that. If not, ignore the gendered language, and diversify it as freely as you want to fit your gender identity and sexual preferences.**

Starting Location

Everyone in this jump starts off in the same starting location; a Fated Place.

A Fated Place

This is a strange place located not far from the home of a Warlock. This outdoor location is bathed in the light of the full moon and it is where a fateful encounter takes place.

A gaggle of witches led by a beautiful woman, Hypatia the headmistress of the Witches' College, educates a young warlock. They alert him to the reality of the supernatural, tell him about the veil, and explain his role as a warlock; a young magical stud uniquely able to awaken their full mystical talents due to the rules of the arcane discipline known as *Silver Craft*. And then and there in the light of the full moon, Hypatia asks the warlock to make an important decision.

Who are you in this story? Are you Hypatia? One of the witches? The warlock? Each one of these choices carries weight, but they are only one part of you.

Age and Gender

You can pick your age and gender freely for the sake of this jump so long as you are an adult.

Origins

The warlock origin is drop-in friendly. If you can find a way to create a coherent story for a witch that is a drop-in go for it. Also worth noting; during the duration of this jump abilities attributed to the origins, such as witches and headmistresses being able to do Silver Craft are given by default. Some perks exist here that amplify and guarantee these abilities but if you should have them as per your origin you do, even if you don't pay to keep them in future jumps (though obviously you do not have them in future jumps). Witches and Headmistresses do not need to be human and you can grant yourself any fairly human-like (in terms of power) species if you opt to select this origin, complete with powers tied to the species in question such as a succubus having charm magic or a goblin having enhanced fertility. **If you opt to make your form here non-human it becomes an alt-form in future jumps, but you retain perk-granted abilities in other forms. The only abilities you'd lose when not in the alt-form you get here would be any species-based abilities.**

Witch [+200 CP]

Witches, these kinds at least, are users of the *Silver Craft*, a particular arcane discipline that is intrinsically linked to warlocks. A witch's *Silver Craft* is only a faint shadow of what it could become before her inner magic is awakened by the passions of a Warlock. Any virgin with some arcane potential can become a *Silver Craft* witch, and every *Silver Craft* witch has a different set of arcane talents and spell specialities. You have also become, if not an immortal, then a long-lived being and you've long been a student at the Witches' College of the Unseen University. It's worth noting, regardless of whether or not you're a *Witch* yourself, most of these kinds of witches are virgins who've been waiting to meet a warlock. And, even in the base CYOA, the text is explicit that while this assumes the warlock is a man the sort of virgin and virginity talked about here is gender neutral. These witches are not just virgins in heterosexual contexts, they are virgins across the board with virginity meaning they've never had a "Full sexual experience".

Headmistress [Free]

Well this is interesting, you're the headmistress of the witches' college. You're an experienced mystic and one of impressive power albeit in a specific form of magic; glyphcraft. You are also an experienced educator and a skilled scholar whose mighty knowledge of both the supernatural broadly and magic specifically should not be underestimated. You are a mystical force of nature and others will come to respect it. And if you were to be awakened... Now that'd be power.

Warlock [200 CP]

Oh this is neat! You're a warlock. Warlocks are innate mystics born of mortal lineages, which has made finding one... tricky, in the wake of the veil being erected. You are the only warlock in existence at the moment (unless you want to try and do some companion stuff). A warlock is the first natural magic-user born of a family of mortals, and while there are others on Earth who could technically qualify if not for the veil's

suppression and separation of the supernatural from the mundane those individuals are not ALSO veil-straddlers like you are which is why Hypatia/the Headmistress could find you and pull you to this side of the veil. A warlock's inherent mysticism allows them to powerfully affect the magic of others, including but not limited to Silver Craft witches (for the purposes of this jump at least), and as a warlock who is ALSO a veil-straddler you have... other abilities that are worth understanding. All warlocks, for the purpose of this jump doc, are human. Warlocks are uniquely attuned to the magic they know. They are fully capable of casting magic so long as they know it, meet any individual prerequisites to cast it, and have the mana to do so. **All Warlock perks are uniquely and exclusively available to Warlocks.**

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Basic Physiologies [Free, Universal, & Mandatory]

All three of these origins come with SOME freebies. All three origins here offer immortality (and Warlocks and Witches can have eternal youth as well), and all three give out attractiveness buffs that elevate anyone who takes them to at least an 8 out of 10 in terms of attractiveness (if they weren't already) with this effect being especially pronounced on Warlocks. This is a comprehensive attractiveness booster, buffing your impression in every sense not just the eyes. Also, everyone here has or will have a form of magic that touches on sexuality and can be empowered by sex, though to differing extents and in different ways. Still as a universal reward for coming to this jump and taking this perk the magic you learn here and elsewhere is stronger in the wake of you having just had sex and the more intense the sex and the pleasure you and any involved parties felt the stronger the buffs are.

Mana [Price varies but begins at free, perk is Universal & Mandatory]

In addition to attractiveness, immortality, and magic related to sex, every origin here comes with mana. Mana is the mystical energy needed to cast Silver Craft spells (and spells from other arcane disciplines). Mana for witches and warlocks is an unusual resource with one's active maximum capacity for mana varying from moment to moment. The determining factor for one's maximum capacity at any moment is how naked they are. The following body parts give +1 mana while uncovered; head, feet, arms, and lower legs. The following body parts give +2 mana when uncovered; Shoulders, upper legs, midriff/stomach, and chest/nipples if no you don't have sizeable breasts. The following body parts give 4 points if uncovered; chest/nipples if you have sizable breasts. Uncovered genitals give 6 mana if they don't include a dick, and if they do they give you 8 mana. You cannot go above a total of 20 mana without something like Nimue's extra mana power. **You can use this system of magical power to cast any spells you know, and you automatically understand how much a given spell would cost in mana.**

When you have maxed out mana and you lose mana by putting on clothing the extra mana is burned, even if you remove the clothes later. You regenerate a single expended mana per day. Thankfully there are other ways to regain mana, and you can pick one for

free (Warlocks can pick two for free) and beyond that each additional method costs 50 CP.

Fucking: You gain 2 mana per half-hour that you spend having sex with another person. This skyrockets to 6 mana per half-hour if the person is a virgin, and if you were the one to deflower them and they've only had sex with you or people in your harem this becomes 4 in future instances of sex. Foreplay and cuddle breaks that leads to explicit intercourse are counted as "Fucking" for this purpose.

Ritual: Whenever you perform a specific two-hour-long ritual, during which you masturbate the entire time, you gain 20 mana. Someone else can jerk you off or finger you during this time but no actual intercourse must happen or else the ritual fails. If you have a *Fairy Familiar* and are using her you can still do this, and get the benefits of both of these methods of regeneration.

Fairy Familiar: You get a pixie as your familiar whom you can summon to your side with a thought. Whenever this pixie is on your dick as a cocksleeve (or inside your pussy as a dildo) you gain 2 mana per hour, even if you are not actively having sex with her so long as she meets the requirements of being used as a cocksleeve or dildo. This pixie is incredibly into this, and this stacks with Fucking and/or Ritual but not both at once if you have all three powers. You decide the specifics of this pixie's appearance.

Daily: Once per day (24-hour period) you gain mana equal to your current max capacity. Each day you choose when to use this power. This can be purchased multiple times, gaining an additional daily use each time.

Amulet: You get attuned to a mana amulet crafted by the witches, which will generate 1 mana per hour so long as you're wearing it. If you lose it you know how to create a new one. If you want more of this option you can purchase additional amulets but each additional purchase costs 100 CP instead of 50.

Ritual Magic [Free]

One curiosity about the magic known by witches and headmistresses, as well as accessible to Warlocks is the potency of the sexually powered rituals that covens can pull off. All of these rituals are known to you and doable but require being in a coven for them to pull off. All of these rituals also involve sex in specifically drawn ritual circles and (unless otherwise noted) can only be done with coven members (and require two participants that are eligible; yourself and a coven member or two coven members).

Store Mana: Store mana, be it yours or of a coven member, into some medium such as a necklace (which must be touched to be used) or potion (which must be drunk to use the mana inside of it). This ritual is the key to storing mana for big uses, but is inefficient and difficult, as for each singular unit of mana stored you must use 10 mana and spend half an hour having sex. In theory, there is no limit to how much mana something can store, but some mediums are better for storing mana than others such as necklaces which can be filled with mana, emptied, and then refilled, as well as used partially rather than completely emptied each time one is used.

Trade Mana: This ritual allows you and any participating members to swap mana, and you must fuck for a minute for each unit of mana given this way. Mana swapping is itself incredibly pleasurable in ways that differ from person to person with each individual's mana feeling different so it's not unheard of for some covens to spend a lot of time doing this.

Supercharge: This ritual allows any spell known by any member of a coven to become supercharged. How intense the ritual is depends on the extent of the supercharging desired, such that adding 10% of a spell's power to it, making it a total of 110% as strong as it ought to be, takes an hour of fucking and each increment of 10% no matter what direction you go in (from making the spell last 10% longer to making it 10% wider in range, etc.) takes an hour of fucking. You can add as much to this as you want, meaning that if you were willing to make a spell 200% stronger you could spend 20 hours fucking. This does not increase the cost of the spell meaning that with enough time to prepare this can be done to exact some surprisingly powerful effects.

Progeny: This hour-long ritual allows you to control whether or not children that are conceived during it will be magical or not (whichever you prefer, including deciding differently for different kids) and greatly boosts the odds of children being conceived during these rituals in the first place (for people you designate). This ritual has some incredibly important tidbits including the ability to have non-coven members participate in it (but there must still be two individuals who are a part of the coven in it), and this ritual even works on participants who are not magical. Your offspring can, if you wish, have a high chance of being warlocks themselves due to your nature as a jumper.

Bestow Power: This ritual requires a warlock, be it you or someone else in your coven, to participate in it. It allows the warlock to share their warlock powers with someone in the coven, or outside of it, which is valuable since the warlock powers are unique to the warlock and are not possessed by the witch they slept with to get them. If the warlock wishes to share a power with someone in the coven it costs a combined total of 50 mana and 6 hours of orgiastic sex with everyone in the coven, with this cost increasing by 50 mana and an additional six hours of sex per bestowed spell a witch already has. This ritual also works with people who are not in the coven, even non-magical beings, though it takes a total of 100 mana and 10 hours of fucking, and the abilities could be useless if someone lacks an ability to generate mana. Warlocks can use this ritual to share non-magic powers if they possess them, such as perks, though this is the 100 mana variation of this ritual to do so.

Demesne: This ritual, requiring 13 hours of sex and the expenditure of 50 mana, makes an area become part of your Demesne. In this patch of territory your magic is one mana cheaper (the cheapest it can become is free), you can sense all beings in the area (and determine how hostile they are to you, if at all). This area is up to ten acres in size, and you can create more demesnes by repeating the ritual and spending 50 more mana than you did the last time you did the spell (assuming that patch of demesne is still active, you can renounce an area at will). You do not have a limit on the number of demesnes you can have at once.

Practical Acceptance [200 CP]

Witches and warlocks rely on nudity to be at full power. This is an odd weakness and can be difficult to overcome in places that do not understand how the magic system that witches and warlocks use operates. Now, so long as a practice has some meaningful and pragmatic use to you, and does not harm anyone else, people will accept your odd actions and customs.

Witch

Magical Talent [100 CP | Free for Witch]

All silver craft witches are capable of magic. Even in their pre-awakened state, any witch of the silver craft can do basic magic, and now so can you. You have a specific magical talent and are skilled at it enough but if it were to be awakened... You gain considerable skill, enough to make you a noteworthy caster among the residents of the Veiled Solar System. Pick an arcane talent to specialize in and gain a respectable amount of skill in it BEFORE factoring in any boosts you may or may not have and could gain over the course of this jump.

Patience [200 CP | Discounted for Witch]

The witches who practice the Silver Craft are a lot of things. Patient is one of them. These are individuals who are decidedly not asexual or aromantic and who have spent in several cases almost a century, and in one case over a century, waiting for a warlock. They have saved themselves not for decades but for hundreds of years. Now you have some semblance of this otherworldly patience, just like them.

Silver Craft [400 CP | Discounted for Witch, Not Available to Warlocks]

Silver Craft is a varied mystical skill. For the duration of this jump, you have some access to Silver Craft magic, but if you opt to keep it you'll find that this is a varied skill set that gives witches a range of abilities provided they have resources and the time to sit down and do appropriate rituals. Any witch with this skill set has access to a varied, respectable power set, and can grow with time and dedication, even without being deflowered but with a deflowering undergoes an instant and respectable growth in power. A witch of the silver craft is capable of using magic of her specialty with relatively little preparation so long as she has the mana, but for most spellcasting will need time, resources, AND mana, making this magic suitable for witches who have time and resources but not especially well-suited to quick casting akin to D&D style magic or Wizarding World magic.

Deflowering [600 CP | Discounted for Witch]

Just like your fellow witches, you grow stronger when you have been deflowered. This comprehensively boosts you, touching on every facet of your being, but is most dramatically powerful when it comes to magic and when it comes to your mystical specialties, each time you get deflowered you grow stronger. This resets your virginity, essentially, at the start of every jump, and the growth you undergo depends on the power and potential of your partner. This power also doesn't care about your gender or the gender of the person you lose your virginity to. It simply allows your first time each time you go to a new jump to have a real material effect on your growth. You understand, roughly, how much sleeping with someone would help you grow and the sort of effect it'd have on your magic.

Headmistress

Educator [100 CP | Free for Headmistress]

Education matters. You are an incredibly skilled educator, as well as remarkably knowledgeable yourself. You specialize in teaching people magic, able to effortlessly teach all sorts of individuals the disparate systems of magic that you come across throughout the omniverse. This doesn't mean you can teach someone how to actually cast spells if they cannot use a system of magic but you are able to teach people an impressive amount of magical theory and lore in even an hour of talking to them. This also gives you an automatically updating mental database that fills you with arcane wisdom and supernatural knowledge in this and future jumps.

Carnal Charm [200 CP | Discounted for Headmistress]

You know a variety of magic meant to facilitate sex and sexy times. One of the easiest spells in your arsenal is a set of spells for removing refractory periods, and you know a range of other spells related to sex. Your knowledge of sex magic expands as you adventure across the multiverse.

Glyphcraft [400 CP | Discounted for Headmistress]

You have a remarkable talent when it comes to the strange art of glyphcraft. All silver craft witches understand, on a basic level, the arcane art of glyphs; a process by which witches postpone the results of spells and rituals by inscribing a glyph and filling it with the magic. The spell or ritual can be triggered later from the glyph by using some mana, and some incantations. How difficult turning something into a glyph is depends on the complexity of the magic being turned into a glyph. You are incredibly good at this skill, able to easily and cheaply turn magic into glyphs, as well as actually cast it for only a quarter of the mana it should take as well as do it easier than you ought to be able. You are something of a legendary glyphmaker with this level of talent.

Legend Locator [600 CP | Discounted for Headmistress]

You are remarkable at finding figures of legend and prophesied individuals. This is especially true if such individuals are mystically powered, as you are incredibly good at tracking down those with high mystical power. You will track down figures of incredible might and destined heroes with world-changing fates. Such individuals also tend to be quite attracted to you, and extremely willing to hear you out so you have a chance at informing them of their destinies, helping them awaken their talents, and, of course, seducing them.

Warlock

Friend Of Fate [Free]

You are a *Friend of Fate*. You have an uncanny propensity for having fun, fulfilling, powerful fates, and beyond that in this and future jumps there will be people attuned to fate who you find attractive and who will be destined to seek you out. Such individuals will be awed by the power of your destiny and will be easy for you to seduce and convince to join you. Additionally, you'll find that you genuinely are a natural fit for your destinies, and take to them like a fish to water, your skills meshing with them in unusual and exciting ways.

Essence [Free]

The key to a warlock gaining magic of their own, at least sans rigorous academic study (a perfectly viable and respectable route for warlocks), is the utilization of Essence. Essence is especially powerful when it comes to allowing a warlock to emulate the and learn from the mysticism of the Silver Craft. Essence is an esoteric substance cultivated deep in your soul, and over the course of your life. **You have generated 15 motes of essence.** You can use essence to gain your own variations of abilities possessed by witches you awaken (which are not copies of their powers, but remixes and variations of their powers and mystical talents, giving you original abilities compared to them), which can be **Wishes** (one time per jump dramatic effects that are radically enhanced in scale and strength but can only be used once until the start of your next jump), or **Spells** (much lower scale abilities that cost mana to use but are spammable so long as you have enough mana to afford them). Some spells are as powerful as wishes, but they invariably cost significant amounts of mana. **When you wish to gain an ability as a wish it costs 1 essence, and when you wish for that wish to become a spell you need to spend another essence to do so.** Magic that has become a wish or a spell can be cast

Any individuals you expend essence with (by willing it so when you have sex with them) can get close to you, the mixing of your powers with theirs creating a powerful bond. These individuals can become members of your coven, a mixture of an arcane society, family, and harem. They can also become followers for free, or individuals you pay to import into future jumps as full companions.

Additionally, you as a jumper have an incredible advantage not available to other warlocks; you regain expended essence at the start of every jump (not once per decade, this is just a once-per-jump ability). This remarkable boon means that you can learn new spells and wishes for every world you visit from here on out, as well as gradually expand your harem. Any consenting person you have sex with results in an ability you can get in wish form or turn into a spell, though what that ability is depends on the person.

You can spend one of your essences, once **(but only in this jump while making your build)** to learn the Unchained Spellfont ability, an ability that allows you to make magic cost zero mana per day if you “Unchain” it by engaging in a ritual you learn, that can be done with anyone, that involves spending blocks of 15 minutes per day fucking in a ritual circle to make spells cost-free. The way this works is that you can select any spell you know and multiply its highest cost in mana by 15, after which you must spend that number of minutes fucking in a ritual circle to gain the ability to cast that spell for free for the rest of the day. If you were to, for example, select Tanith’s Phasing spell, which maxes out at 3 mana per minute, you could spend 45 minutes fucking someone in a ritual circle to gain the ability to cast that spell for free for the rest of day. Excess time does carry over, but only in whole units (so if you spent an hour and a half having sex with someone to gain the ability to freely use Phasing you could use it for free for two days, but if you spend an hour having sex you still only get the one day.). You can do this in blocks, so it’s not simultaneous units of time. There’s no penalty to NOT doing this if you know it, you just don’t get the benefits of it unless they are carrying over from a previous day. Also if you fuck members of your coven the time required drops from 15 minutes to 10 minutes, meaning the earlier example would only need 30 minutes instead of 45.

Magical Dynasty [100 CP]

Warlocks matter to witches of the Silver Craft for their ability to dramatically empower a witch's burgeoning mystical talent. Warlocks are also not special uniquely in position to witches of the Silver Craft and are actually special due to their unique status as the progenitors of arcane abilities within their bloodlines. They are the first naturally magical humans in their families. Very importantly, the word first does not mean "Only". Warlocks naturally father magical children at incredible rates, and this perk gives you masterful control over your fertility as well as allows you to buff the magical potential of your children based on a few different factors. The mystical might of your children is positively affected by a combination of some of your mystical might, their mother/other parent's mystical might, the number of children you have, and the love and lust you feel for their other parent. Your children are also incredibly likely to be devoted to you and to be awed by your own power.

Maturation [100 CP]

It turns out that warlocks that cross the veil can rapidly acclimate to it and generate new essence. This allows you to wait for your powers to mature and grow, becoming more refined as they age. This is especially, powerfully pronounced on powers that expend tangible, one use resources such as using essence on a witch. This powerful perk allows you to gain 1 essence a year for the first five years you're in a jump, and then one final essence in the last five years you're in a jump. This cycle does not reset during extended stays, only recharged by the vast energies of a planar shift that occurs when you transition from jump to jump, however, you can gain an essence every decade after the first one in a setting. The effect this perk has on other powers is notable, though markedly less dramatic, allowing them to passively grow in power over vast quantities of time and subtly improving how receptive they are to training.

Awakening [200 CP]

Ah, this is one of the quintessential talents warlocks are known for; the ability to cause magical talents cultivated by others to explode into true mystical skill. For the purposes of this jump, any warlock can awaken any witch who practices Silver Craft without this perk but this investment radically amplifies this power. With this ability, you become able to *Awaken* magical talent in anyone which has two purposes. One; you can infuse types of magic you know, can use, and have significant skill with, into people you sleep with, making them supernatural and giving them remarkable potential in an arcane area that synergizes with their soul. Beyond that, you can wildly empower people you sleep with, and unlike a base warlock, you can do this over and over again though how dramatic future instances of this ability are on someone depends on whether or not they've slept with other people since the first time you did this (which lowers how effective this ability is) and how much pleasure you make them feel (the better you are at sex and the better the sex is with the specific person you're sleeping with the more powerful this becomes). Beyond this, awakening others also faintly empowers you giving you the slightest vestige of the buff it gives others but applied more holistically, allowing you to grow stronger by empowering others. The areas the echoes of this boost are strongest on will depend on the personalities of those you make love to, with their strongest areas being where you get the strongest power up.

Mystical Attraction [200 CP]

Warlocks are incredibly powerful sex mages, and their unique plethora of abilities makes them extremely attractive to anyone seeking mates who excel at mysticism and the arcane. You are even more attractive than normal warlocks due to a combination of things, and you naturally exude pheromones that resonate incredibly well with witches, leaving them incredibly aroused even passively but if you focus on them this effect becomes much more dramatic, sometimes causing orgasms outright. Your pheromones work, to a lesser but still frighteningly potent degree, on others dependent upon their mystical power. This is both a powerful defense against aggression by other supernatural beings & also a nasty way of seducing powerful supernatural beings. This also improves your ability to inflict pleasure on such beings, making it so that the pleasure you make supernatural creatures is life-changing if they are strong enough, giving you another mighty tool.

Powered Mercenary [300 CP]

You are exceptional at selling your powers and your services. You know how to market your abilities to make them irresistible to people who'd be interested in paying for your services, and you have the ability to create binding mystical contracts that allow you to sell your services in exchange for anything the purchaser of your services has that you'd like, such as simple things like money or property to more complex things like someone's skills, knowledge, training, years of their life, or anything else they own in a meaningful way. Contracts you create with this power can only be signed by parties able to uphold their end of the bargain and such terms are ironclad once the contract is signed unless both parties agree to end the contract. This also allows you to create conditions that allow the trading of services for services, which could allow a witch to use her powers and spells for you even without being a part of your coven, so long as you provide a service for them in turn.

Veil-Kissed [300 CP]

This power gives you outright immunity to hostile magic (including magic you don't want to be affected by) and gives you incredible resistance that, when this barrier is fully powered, is outright immunity to enemy superpowers/divine abilities/super-tech beneath an incredibly high threshold. This immunity does have one peculiar condition that you need to fulfill for it to stay at full power; you need to engage in intimate activity for or else this barrier will gradually diminish. This power, provided you do not remain completely and utterly celibate (even romantically), will make you incredibly difficult to harm through supernatural means. Even ascendants cannot pierce this so long as it's active, due to the veil trumping even their reality-reshaping power. It is possible for enough concentrated power, coupled with a lack of romantic and sexual intimacy on your part to allow this mini-veil to be overcome but it'd take a long time without you being romantically or sexually intimate and amazing outputs of power for this to be overcome, plus as you grow stronger this barrier increases in might. Purely physical attacks can still damage you, but not ones dealt by inhuman and/or mystical or otherwise supernatural foes, making you much harder to kill.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Witch

Heirloom [100 CP | Free for Witch]

You have some minor artifact that reminds you of your bloodline and your natural mystical specialty. This minor relic empowers you, giving you hope and empowering your natural talent such that you can see a preview of what it's like once it's been awakened. If you get it awakened this artifact becomes even stronger, and each jump you can tie it to a new power, giving it the chance to become very powerful over the course of a long chain.

Ritual Chamber [200 CP | Discounted for Witch]

You have a strange item in the form of a vast ritual chamber which defaults to being located inside of your warehouse but you can import it into any property you own and back again at will. This chamber massively empowers ritual magic you perform in it, and makes any sort of components in such spells, including things like mana twice as effective, allowing mighty rituals to be performed far easier.

Diligence Tome [400 CP | Discounted for Witch]

This curious item is a strange thing. It is a tome that seems to have the ability to see the future, letting you understand how powers evolve and change with training and diligence. This mighty item is a magical uncapper that can let your magic evolve and mature, and can help you develop creative expressions of real mystical power and radically lower the time it takes you to turn your displays of arcane potency into shows of mystic might. A lot of witches would love this item as it shows them ways of advancing that don't rely on someone like a warlock!

Headmistress

Glyph Supplies [100 CP | Free for Headmistress]

These masterful supplies are impressively good at helping someone produce glyphs, allowing even amateurs to begin to delve into the difficult art and making masters capable of miracles with glyphs. These make everything related to glyph production easier, faster, and cheaper.

Castle Argent [200 CP | Discounted for Headmistress]

You are the owner of Castle Argent, the headquarters and center of all witchly learning related to the Silver Craft. This place is the home of the witches college, the foremost institution of learning related to Silver Craft specifically and top of the line in the Veiled Solar System related to styles of magic usable by witches. This place is staffed by beautiful instructors and professors of magic, as well as is the gathering ground of all of

the noteworthy witches in the world, both as students and as a social function. This curious place is where anyone can come to learn the Silver Craft if they are compatible with it (by default all women are capable of learning the Silver Craft, but this can be swapped to fit your chain). This also cements your role as headmistress/headmaster, for as long as the item continues to yours, though you can give that role to someone else if you wish.

Prophetic Mirror [400 CP | Discounted for Headmistress]

This mirror is an arcane wonder, an artifact of vast power. This mirror is capable of peering into the future, it is a heavily enchanted object ensorcelled by many silver craft witches of vast power over the course of eons as a method of helping to safeguard the future of the supernatural world. It has played a role in a great many number of events, and actually played a minor role in helping to find a number of new and noteworthy veil-straddlers if you took the drawback to see to it that other veil-straddlers emerge at the same time as you. This mirror can see into the future, though to really get the most out of it you have to pour mana into it. With enough mana it can even, provided beings like Gaea approve, glimpse through the veil or other such devices. This instrument is absolutely essential to some activities and taking it with you like this allows you to have a really handy device with you at all times. It can also be used for stress relief, and when it is, it generates the reflection of a handsome or pretty person specified to your aesthetic and sexual preferences who is more than happy to get down and dirty with you.

Warlock

Job Offer [100 CP | Free for Warlock]

This is... curious. It seems your benefactor, Gaea, and whoever is in charge of the witches' college have entered into an accord of sorts. With this, the witches of the silver craft can come and find you even in future jumps, and you can deflower them and send them back home, and this works even if time freezes in your chain (with them simply freezing when they return to Earth). The Witches College will pay you for your work, to the same degree they pay you for accepting this job offer during the jump (\$30,000 annually if you only do this once a year, \$60,000 if you do it twice a year, \$120,000 if you do it once a month, and \$300,000 if you do it daily). A specific witch can also be invited into your coven, in a secondary role, once per jump (and you can do this at the end of the jump if you wish, even if the witch has returned home). All of these witches are excited to have the chance to grow in power, meet and sleep with the warlock, and will abide by the rules of this agreement which is that they can hang around for a few days after their magic is awakened and then they need to leave via a portal placed in your warehouse (which only works for them).

Grand Warlock's Quarters [200 CP | Discounted for Warlock]

This is a mobile penthouse suite with a number of powerful enchantments. This penthouse expands infinitely to give you and your family, however that looks for you, living and leisure space and is filled with maids, chefs, and every other kind of staff a rich person could need (all of whom fit your aesthetic and sexual preferences and are DTF). This penthouse suite can also be attached to any property and is enchanted to not

raise questions or alarm anyone even people inside of it who'd wonder about about its supernatural properties under other circumstances. This place also has gear for magic, but a warlock's magic only requires mana and intent so the gear here is minimal.

Mana Orb [400 CP | Discounted for Warlock]

This powerful item is a font of mana. It is also uniquely keyed to you, capable of being tapped into to draw out a few units of mana at a time, though in the process it infuses your very blood with erotic power, making you hornier the more mana you draw out of it at a time. You could, in theory, use this to go from 1 mana to 20, but doing so would make you impossibly horny so it's highly advised that you prepare in advance for such a move. This mana is also prodigiously powerful, supercharging any spells you cast with it by making them cheaper and stronger, as well as causing those you use the spells on to feel incredible pleasure and to be left quite horny for you.

Supplement Mode

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Companions

Import/Create (50 CP): You can import a companion and they gain all the freebies, and discounts, and get to pick an origin themselves, as well as 600 CP to spend themselves on perks, and items. Alternatively, you can create a new companion, and they'll follow the same rules.

New Friends (Varies): This option is for companioning other Troyverse beings. If you seek to befriend someone who isn't a witch and convince them to join you how much it costs depends on their nature and power. Anyone up to as strong as the Zenith King, a mythical figure that will supposedly come to Mars someday, only costs 50 CP to recruit as a follower (someone comparable to a peak human but with maybe one or two strong gimmicks, similar to how the Zenith King has their own variation of veil-protections like a warlock does). Someone as strong as a full and respectable deity like Trinity (the goddess of the Troyverse version of the Abrahamic faiths) costs 100 CP. An ascendant, if you could find someone somehow, would cost 200 CP. These costs can be paid with scenario CP if you wish.

Coven (Varies): The witches of the CYOA; Hypatia, Triniti, Morrigan, Fay, Emmaline, Millie, Sibyl, Chironetta, Zara, Mina, Lucia, Vronka, Jenastriennialia, Dayaan, Tanith, Nimue, and the Tantric Trio, are all available for Warlocks as free followers if you expend essence on them. If you do not have essence you can spend 50 CP to recruit four them (The Tantric Trio count as one of these four). You can also use both essence and CP to recruit them.

Warlock (Only available to non-warlocks, 100 CP): This person is the warlock of legend. They have all of the basic warlock abilities and over the course of a chain their abilities can evolve into matching the perks, including their veil-powers becoming stronger over time. They can and will awaken anyone they can, though they defer to the

judgement of you and anyone else in a coven with them (and by default you are in a coven with them as a result of purchasing them this way).

Scenarios

All scenarios award 200 CP in addition to any other rewards.

Becoming Grand (Requires the Warlock origin)

This is a classic scenario for these types of jumps, it's a *Do the CYOA* scenario. You are the warlock, it is your destiny to become grand. Do the CYOA and the scenario ends when your stay in this setting ends.

Reward

This fiat backs all of the choices you made during the scenario, and ensures you have continued access to any options you make in the process of doing the CYOA that do not reflect cleanly in this jump, like a retirement/payment option, but such things cannot be leveraged into grand power elsewhere such as using the *Planar Portal* to try and get perks from other jump documents. Still, with this things like the Pleasure Palace remain accessible to you if you took it as a payment option.

Find the Warlock (Requires Not selecting the warlock origin)

The warlock who is destined to see through the veil and give silver craft witches the power they've waited so long for is somewhere on Earth. Finding them is difficult but you must. This scenario is a little interesting because it can serve as an alternate start to this jump, or you can instead allow the initial story to play out but before the warlock can empower the witches and the headmistress they are kidnapped (presumably by a group of mundanes and exotics working together) or lured elsewhere. Your job is to find them and return them to Castle Argent.

Reward

You are the *Locator of the Lost*, and this manifests as a perk that lets you always find those who are lost and want to be found even if they don't know they're lost. You can determine the criteria to see who counts as "Lost" and can change it on the fly, but regardless you're destined to find those who yearn to be found. Beyond that, you are permanently empowered by the warlock, and they are eager to join you on your chain as well as bring the rest of the coven with you.

Sorority Silliness

This is, potentially, an easy scenario. With this you must sponsor and lead a sorority; a sisterhood of witches with similar interests in magic and talents that synergize with each other, which will give it a great deal of power and influence over the future of silver craft. Provided you form this sorority and it ends the jump still together you complete this scenario.

Reward

Your sorority follows you on your chain as additional witch-y followers, along with one unique sorority president who is an especially powerful and DTF silver craft witch.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 SP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Lockdown [Varies]: You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or your warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Stereotypes (100 CP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 CP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Realism (100 CP): Despite your cosmic power the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming. It doesn't matter how mighty of an eldritch god or big-dicked warlock you are, you still gotta pay your rent on time.

Remote Reaches (200 CP): Things like teleportation magic just do not work with you. If you're gonna travel the omniverse, or even from one planet to another you have to do it the old-fashioned way.

Real Politics (200 CP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and

peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.

*The protagonist of any given CYOA.

Disruptions Abound (200 CP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Prep Time (200 CP): For the duration of this jump all of your powers will require prep time to go off. How much prep time depends on a few factors, namely how strong the power in question is and how much control you have over it. Stronger powers need more prep time and powers you have more control over require less prep time. You instinctively know how long a power needs after you've tried to use it once.

Order Of Haters (200 CP(400 CP if a Warlock)): There is an order of witch hunters that consists of angry, but often concerningly horny individuals who really dislike witches, or at least pretend to do so. These individuals actually, and actively hate warlocks and will violently hunt down any they learn of if they get the chance, but they only like to bully and humiliate witches, leaving them alive but weakened in the wake of encounters with them. These individuals are well-trained, understand the Silver Craft, and are difficult to reason with, even if they aren't especially dangerous to normal witches or even the headmistress. Be careful with these bullies and sadists.

Dramatic Bastard (400 CP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion, you'll deeply embarrass yourself, which for a lord of sex can be deeply annoying.

Lost And Not Found (400 CP): A big power of witches and warlocks is found in unity and cohesion. You have a concerning habit of getting lost and accidentally losing your friends. When you are not with your homies your powers lose a good deal of their oomph, and you become holistically more vulnerable to your foes.

Sly Snake (400 CP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Age Of Myth (400 CP (Earthly tier) 600 CP (Exciting tier) or 800 CP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word

of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken.

If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Oberon, Zaar, Mulo, Endymion, Grigori, and Incubus to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief.

If you take the Exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding.

If you take the epic tier this full awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

They Know You (600 CP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Multiversal Overfoe (600 CP): You have made an annoying rival in the form of an egoistical Multiversal Overdeity who deeply dislikes you. This individual will always want to steal your thunder, or disrupt your life in ways that they think would annoy you. By default this is more a one-sided rivalry on their part, but if you want to get an extra 200 CP you can instead make it so that this foe wants to see you defeated, brought low, and then killed (if such a thing is even possible). Perhaps it's scared of the might of your lust? Regardless this potent foe will want to see you brought low and will send agents after you if it can't go after you itself.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log & Notes

v1.0

Jump doc created on March 13th. Jump doc completed and published on March 18th.

Notes

- I had to change SOME stuff to keep this jump from being INCREDIBLY powerful. One of the curious things I had to change was the nature of the Warlock's power immunity. I didn't want to nerf it, but I did want to make it a little more balanced.
- Yes the pricing of the warlock perks looks weird. It reflects the fact that all warlock perks are only accessible to warlocks, and thus anyone who could get them would be warlocks. The normal price structure, if you have some perk or house rule that allows you to ignore things like exclusivity rules still exists. Friend of Fate and Essence cost 100 CP, Maturation and Magical Dynasty cost 200 CP, Mystical Attraction and Awakening cost 400 CP, Powered Mercenary and Veil Kissed cost 600 CP.