



Agatha All Along

v1.0

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After three long years of imprisonment under a powerful spell casted by the Scarlet Witch, Agatha Harkness has finally broken free—only to discover she's now powerless and pursued by vengeful enemies from her past. Desperate to restore her strength, Agatha sets out to gather a new coven willing to join her on the legendary Witches' Road, a treacherous path that may hold the secrets to reclaiming her lost power.

You start with **1000 CP**

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Origins

For your starting age, roll 18+5d10 for Westview Survivor, or 13+1d4 for The Teen, or 5d100+20 for Witch/Witch-Killer/The Green Witch.

Your gender is the same as the last jump. You can pay 50 CP to change your gender or choose your age, or 100 CP to change both.

Westview Survivor

You are one of the resilient few who endured the Westview Hex incident, an event three years ago when a grief-stricken Scarlet Witch lost control of her powers, entrapping the entire town in a twisted, sad sitcom reality. While many townsfolk have since moved away, you chose to stay, rebuilding your life in Westview. Together with others, you've been helping out the kind-hearted Agnes, who stood up to Scarlet Witch in an effort to protect the town—only to end up trapped herself as a result of her brave resistance.

Witch

You are a witch, born with inherent magical abilities that allow you to cast spells and weave enchantments. For centuries, your kind has been hunted and persecuted, forcing witches to hide within secretive circles. Traditionally, witches are female, though rare male witches do exist as extraordinary outliers.

Witch Killer

Though you are a witch, you are branded as a heretic, a traitor who has committed the ultimate sin by taking the life of your own kin. This grave act of betrayal has left you feared and reviled by many, and now, enemies lurk in every shadow, waiting for the slightest sign of weakness to strike.

The Teen [100 CP]

Your true identity may be cloaked in secrecy, but there's no hiding the immense magical potential that resides within you. Unaware of its full extent, you unknowingly shape reality with the power of your thoughts—manifesting ideas, causing harm, and creating consequences without even realising it. You can continue to play the role of a timid, inexperienced witch among your elders, but beware: if they ever uncover the truth about your true potential, they may not be able to handle the storm you could unleash.

The Green Witch [200 CP]

You are not just any practitioner of the green craft who channels the forces of nature and the cycle of life and death. You are *The Green Witch*, the originator of the craft itself—Death incarnate.

Location

This Jump takes place in 2023. Choose one of the following locations.

Westview

Formerly placed under a Hex by Scarlet Witch in 2020, the town has changed since then. Things seem to be livelier, if not better, even though many of the townsfolk has fled the town after the incident. After the Hex incident, a new resident, Agnes, took refuge in the Bohner's residence.

Eastview

A sister town to Westview. When the Hex incident was being resolved in 2020, the townsfolk of Eastview had no idea of what was going on and a panic had ensued, causing multiple accidents, one of which involved William Kaplan.

Perks

Perks cost half for their origin, discounted 100 CP perks are free instead.

General / Undiscounted

Latin [Free]

You possess fluency in reading, writing, speaking and understanding Latin, an ancient Roman language that has deep ties with incantations used to invoke magicks.

Analog Magick [Free]

While true witchhood requires a magical birthright, the "craft" in witchcraft is a skill that anyone can learn with dedication and training. These spells and techniques don't rely on innate magical reserves but instead require technical expertise and hands-on practice—though having natural magic certainly amplifies the results and skip certain steps. Choose a witchcraft discipline of your choice, such as potion-making, divination, protection spells, or any other. You gain a 100 years' worth of training and knowledge in your chosen field, making you a proficient practitioner of the craft.

Perfect Pitch [100 CP]

In the world of magic, incantations aren't always enough—sometimes, the power of a spell is unlocked through song. While off-key singing might be fine for casual fun, it won't do for serious rituals. Fortunately for you, you possess exceptional vocal talent and perfect pitch. Your voice is finely tuned and can perform with the precision and control of a world-class musical theatre star, allowing you to sing your spells with ease and effectiveness.

Covenhood [200 CP]

In a true coven, blessings and burdens are shared as one. You can form a coven with others, including those without innate magic, granting all members a significant boost in their magical capabilities. Together, you can perform spells and rituals with flawless synchronisation. Additionally, any curse that might impair a member is shared across the coven, diluting its impact and reducing the harm it would otherwise cause to an individual.

Phases of the Moon [200 CP]

Your magic is now attuned to the moon's phases, enhancing different types of abilities depending on the lunar cycle. Each phase empowers certain disciplines, amplifying your skill in those areas. For instance, during the full moon or the Water phase, water-related abilities grow stronger. In the waxing moon or Fire phase, fire-based abilities gain greater potency. Each shift in the moon aligns you with a different magical focus, allowing you to achieve extraordinary feats within that element.

Covestead Rule [300 CP]

As per the Covestead Rule, within any three-mile radius, there will be a collection of witchy-enough people to form a coven. Not only does this make it easy for you to gather fellow witches, but it also grants you the unique ability to empower others, transforming them into witches to fulfil the Rule.

Westview Survivor

My Name is Sha-Run [100 CP]

For some reason, people struggle to remember your real name, defaulting instead to whatever name you introduce yourself with. While it might seem dismissive, this anonymity shields you from magic and other dangers tied to your true name.

You can toggle this effect on or off at will.

Kind Neighbours [100 CP]

Perhaps you were once a hero who saved the townsfolk from a maniacal witch. Now, you carry an aura that endears you to the average townsfolk. They'll band together to support you even when you're down on your luck, offering help when you need it most. However, be cautious not to take advantage of their generosity—overuse their goodwill, and it might quickly fade away.

Here For The Party [200 CP]

The quiet life isn't really your style. Instead, unique and exciting experiences seem to come your way frequently—whether it's an invitation to a witch's gathering or a chance to join a grand magical ritual to fulfil a wish. No matter the occasion, you'll find yourself pleasantly surprised rather than unsettled, ensuring you enjoy every unexpected adventure that comes your way.

You can toggle the first half of this perk on or off at will.

I Don't Do Drugs [400 CP]

Temptation has no hold over you. Your willpower is unwavering, allowing you to resist all forms of enticement, even from the most addictive substances. You're immune to developing any form of dependency, ensuring that no habit, power or substance can control your life or steer you away from your chosen path.

Witch

Witchcraft [100 CP]

You are born with a magic reserve and are inherently attuned to the mystical forces of the universe, born with the ability to manipulate magick. Your spellcasting is a blend of hand gestures, incantations, and ancient runes. In addition, you are inherently attuned to one specific craft of your choosing—whether it's potion-making, divination, protection spells, or another witchcraft discipline—making you an expert in your chosen magical art should you pursue it.

Made From Scratch [100 CP]

Like the witches of this universe, you possess the unique ability to procreate with others of the same sex, requiring no input from the opposite sex.

You Need A Chemical Peel [200 CP]

Witches are known for their long lifespans, but longevity doesn't always come with the gift of graceful ageing. Luckily, you possess an exceptional talent for maintaining your youthful appearance and vitality. No matter how much time passes, your body remains energetic, your skin stays smooth, and you retain the freshness of youth, defying the signs of age with ease.

Shapeshifter [200 CP]

As a skilled witch, you have a deep connection to a creature of your choice—be it a bat, rat, crow, or something else from the natural world. You can summon these creatures as your loyal familiar, or even transform yourself into one, taking on their form and abilities at will.

Unbinding Ritual [300 CP]

Your powers are inherently yours, and no one can dominate or control them. If ever your abilities are bound or sealed by others, you can effortlessly break free with a simple ritual of defiance. By asserting your will and rejecting any external influence, you will regain full access to your powers, leaving any bindings broken in your wake.

I Loved Being A Witch [300 CP]

You take deep pride in who you are and what you stand for, finding joy and fulfilment simply in being yourself. You've reached a place of inner peace and complete self-acceptance. No matter what challenges come or when the end draws near, you'll never lose sight of yourself and face it without a hint of regret for the life you've lived and the choices you've made.

I Needed You, My Coven [400 CP]

Only humans can abandon humans. Only humans can choose not to abandon humans. While a hermit life may shield you from the heartbreak of loss, human nature craves connection. With this perk, those you truly need—companions willing to stand by you through thick and thin—will naturally find their way into your life. They may not be perfect or precisely what you envisioned, but they are the ones who will complete you and share in your journey, creating a bond that endures.

Additionally, once per Jump, you may for once, purchase one of the offered Companion options at a discount. Discounted 100 CP option is free.

Lorna Wu's Ballad [600 CP]

Just as Lorna once wove a protective spell into a song that shielded her child from a generational curse whenever it was played, you too can embed the effects of your abilities, spells, or perks into works of art—whether it's a song, painting, sculpture, or other creation. The more someone engages with your art, the stronger the effect becomes, channelling your power through each brushstroke, note, or crafted form.

I am the Queen of Cups [600 CP]

To you, time is not a simple, linear path—it is a vast, interconnected web where past, present, and future exist simultaneously. You can see through this illusion, projecting your consciousness into your bodies across time to witness key events or make essential changes. With this gift, you can perceive what must be seen and intervene as needed, transcending the boundaries of ordinary time.

Witch Killer

10 Years of Improv [100 CP]

With a lifelong worth of improvisation skills, you're exceptionally quick at picking up on the rules of any place or reality you enter. You can blend in seamlessly with the locals, acting naturally to avoid detection or triggering any taboos. Plus, you're a pro at making up convincing explanations on the spot, no matter how absurd the situation.

Ragebaiter [200 CP]

You have a unique gift for pushing people's buttons and provoking their anger. Whether through your words or actions, you excel at getting under others' skin, often sparking heated reactions or even violence. Your ability to incite fury is unmatched, but beware—provoked individuals may not hesitate to act on their rage. Make sure you're ready to back up your words, as the consequences of angered foes can be swift and unforgiving.

Down The Windy Road [200 CP]

Once a simple song between a mother and son, it grew over time into folklore, a cultural icon, and finally a legend—crafted all along to lure unwitting witches. Now, you too can turn a small lie into a widely accepted truth, myth, or legend that no one will question. Use it to serve whatever grand purpose you envision.

Claw Your Way Out [300 CP]

"Jane Doe" is a term used for someone whose identity is concealed for various reasons. But you are not one of the faceless—you *know who you are, and what you are*. Should you ever find yourself trapped by forces that threaten to erase or alter your identity—be it through mental manipulation, physical transformation, or other means—you possess the resilience and ability to break free. It may take time, but rest assured, you will claw your way out of any situation that tries to bury your true self.

I Took A Calculated Risk [400 CP]

For you, death is only a temporary detour. Should you die, you don't immediately fail the Jumpchain—instead, you continue as a ghost, buying time to find a new body and revive. However, if you're unable to reclaim a living form by the end of the Jump, the Jumpchain will still consider this a failure.

Potentia Exhaurire [600 CP]

Like Agatha Harkness, you have the unique ability to absorb magical energy and life force from others when struck by their energy blasts, converting their power into your own. This draining process can feel rapturous, but you retain full control, never becoming addicted to the sensation and able to stop whenever you choose. Be cautious with this ability to not "accidentally" drain life away from your allies.

The Teen

Mind Reader [100 CP]

You possess the power to read the minds of others, peering into the thoughts and emotions they may hide behind their facades. However, this ability is not infallible; those with appropriate skills can shield their thoughts from your insight.

Am I Billy, or Am I William? [200 CP]

Whether possessing another's body, adapting to countless origins across Jumps, or enduring unusual transformations, you're immune to identity crises. Your sense of self is unwavering—your ego remains solid and true. You can choose to present as Billy, William, or any blend of them, but at the core, you are always you.

ChatGPTeen [400 CP]

Your spells can now perform complex calculations and adjustments on their own, allowing you to wield powerful magic without needing to manage every intricate detail. With this skill, you simply cast a spell, give it a general prompt or intention, and the magic will automatically adjust and refine itself to achieve your desired effect. It's as if your spells are running on advanced intuition, effortlessly adapting to achieve precise, impressive results based on your guidance alone. You still need to provide the necessary juice to power and maintain the magic, however.

Sometimes, Boys Die [600 CP]

But for you, they don't have to. You hold the power to reverse such an ending. With this ability, you can resurrect yourself or someone else by taking over the body of a recently deceased, as long as it's relatively intact. It may defy the natural order, but in your hands, those who have a chance at life can still continue their life.

Big Magick [600 CP]

You are the offspring of a mythical witch, you possess extraordinary magical reserves, enabling you to cast spells tirelessly and without strain. Your essence is attuned to all forms of magic, allowing you to wield spells across disciplines as effortlessly as those who have mastered them. With power that runs deep and vast, you can bring even your wildest imaginings to life, bending reality to your will and creating pocket realms from mere fantasy.

The Green Witch

What A Scary Bitch [100 CP]

You exude a magnetic, dangerous allure that's both intimidating and irresistibly captivating—a true embodiment of the "bad girl" charm. Your appearance is strikingly attractive and charismatic, with an intense presence that draws people in. And to top it off, you possess a wildly alluring, maniacal laugh that captures anyone who hears it, adding an edge to your already powerful appeal.

***“THE”* Green Witch [300 CP]**

You are the origin and living embodiment of a specific discipline of witchcraft. With an intimate and comprehensive knowledge of both ancient and modern practices, you are able to invent new techniques and spells with ease. Any spells or techniques created by others within your discipline become instantly accessible to you, allowing you to master them effortlessly. What would take others lifetimes of practice, you can achieve with a mere flick of your hand. This boundless well of knowledge and power updates with each new world you visit, ensuring that you remain the unrivalled master of your craft, no matter where you go.

Death Comes For Us All [300 CP]

Just as Death moves freely across realms to guide souls, so too can you travel anywhere you desire. The very fabric of reality yields to your passage, allowing you to tear through dimensions and barriers effortlessly. No destination is off-limits, and no force can hold you back.

Your Powers Would Kill Me [400 CP]

As the embodiment of Death, your powers are far too potent for mere mortals. Anyone who tries to drain your abilities will be met with the fatal touch of Death itself, sealing their fate in the process.

All Road Leads To Death [600 CP]

Death spares no one—the poor, the rich, the weak, the strong, the saint, and the sinner all meet it at the end of their path. Now, you embody that inevitable end. With this perk, you can bring death to anything or anyone, even abstract ideas or forces. However, it is still ultimately up to you to deliver each of them to their final destination.

Items

You get 4 floating discounts. Discounted 50 and 100 CP items are free instead.

Agatha All Along Soundtrack [Free]

You now own the complete soundtrack from the series, including every catchy tune and darkly fun melody. You can play these songs in the background anytime, anywhere, and even let others join in to listen if you choose. The music seamlessly blends into the background without distraction, allowing you and those around you to fully enjoy it without interruption.

Witches' Wardrobe [Free]

This magical wardrobe grants you access to every outfit worn by the witches from *Agatha All Along*, including Agatha's iconic blue coat that she so dramatically tossed behind her at every opportunity. Enjoy a collection of enchanting attire, perfect for adding flair to any mystical occasion.

Witch Repellent [50 CP]

Crafted from a mix of folk remedies, this homemade liquid repellent surprisingly and effectively wards off witches. When sprayed, it works similarly to bear repellent, causing enough temporary discomfort to drive witches away. Be cautious, though—once the effects wear off, the affected witch will likely be furious, so use this only as a last-ditch defence.

Kale Kare Cosmetics [50 CP]

Every month, you'll receive a carefully curated crate of exclusive cosmetic and wellness products crafted by the skilled Potions Witch, Jennifer Kale. These items range from potent retinol serums to edible, probiotic-infused scented candles. For those looking to add a bit of spice, there are also unique items like jade eggs, blending fun with holistic health benefits.

Beginner Witch Spellbook [100 CP]

A small, black-covered handbook filled with introductory spells and notes on witchcraft, perfect for beginners easing into the craft. No need to worry about the fine print; the text is effortlessly legible to you. This spellbook updates itself with foundational content from any world you visit, and adds spells and guidance from any experienced witches who mentor you along the way.

Potion Reagent Organiser [100 CP]

This wooden organiser is perfect for storing all your potion ingredients, from eye of newt to prehistoric fossils. With its many compartments, it keeps an endless supply of common potion components ready at hand whenever you need them. However, for rare items like a dragon's heart or a shard of divinity, you'll still have to find those yourself.

Summonable Cauldron [100 CP]

A trusty tool for potion-brewing on the go, this cauldron can be summoned or dismissed at will. By default, it appears as a modern washbasin with a sous vide machine. If you prefer a more classic look, simply switch to its traditional form—a black cauldron complete with a magical flame underneath.

Alewife's Revenge [200 CP]

This notorious poison is colourless, odourless, and tasteless, delivering a fatal dose within 30 minutes of consumption. Symptoms begin with facial swelling, dizziness, and delirium, followed by a racing heart, loss of motor function, and vivid hallucinations before death ensues. If desired, you can manifest this poison as a bottle of red wine for a more subtle delivery.

Tarot Deck [200 CP]

This classic deck of 78 tarot cards traces its origins back to the mid-15th century. While it can accurately reveal insights into a person's past, present, and future, offering guidance tailored to the chosen card spread even in the hands of a newly initiated reader, a skilled reader however, would be able to better interpret the cards.

Ouija Board [200 CP]

This aged birch board and accompanying planchette enable you to summon and communicate with a ghost. You may request a specific spirit (if they're available and willing) or let a random ghost answer your call. Because this spiritual tool is CP-backed, you won't face any repercussions for breaking traditional taboos—though showing courtesy and respect is still recommended. The board is functional only for those ages 3 and above.

Protection Stones [200 CP]

When arranged in a circle, these stones create a barrier that repels any unwanted guests or malevolent forces. Only those with your explicit invitation and approval can cross into the protected space within the circle.

Sigil [300 CP]

This token possesses a redaction glamour that conceals selected aspects of an individual from specific groups. You can choose what remains hidden—such as identity, history, or abilities—and from whom, be it witches, humans, mutants, or others.

Additionally, you hold the knowledge needed to craft more of these magical tokens.

Curse Warding Tattoo [300 CP]

This tattoo provides strong resistance against curses, shielding you from the most harmful effects even if it fails to nullify them. You can choose the design, allowing for a personal touch to your protective mark.

Cleansing Bell [300 CP]

This iron bell, a staple in traditional witchcraft, emits a purifying ring that cleanses spaces, wards off negative energies, and banishes unwelcome spirits. When hung in a location, it provides protection against malevolent curses and bad luck for the area.

Green Torch [400 CP]

Death's journey can be daunting, so it's common for Death to carry a burning green torch, offering souls a brief light to ease the transition. Now, you hold such a torch yourself. This mystical torch allows you to intercept souls and guide them safely, directing them toward a destination of your choosing in the afterlife, whether that's peace, reckoning, or a final farewell.

Hexenbesen [400 CP]

Though witches may have mixed feelings about the association, flying brooms have become an iconic symbol of their culture. You now own one of these enchanted brooms, allowing you to travel swiftly and freely through the air.

Additionally, you hold the knowledge of the ritual needed to craft more of these magical rides.

Musical Band Set [600 CP]

Curses are notoriously insidious, clinging like formless malice that resists removal. With this set of musical instruments—ranging from piano and zils to triangles and more—you can channel curses, giving them a physical form as you play. Once manifested, these curses can be destroyed, burning into ashes as your performance reaches its final note.

The effectiveness of curse removal depends on the song, with *Lorna's Ballad* being the most potent for complete eradication.

The Witches' Road [1000 CP]

Born from a legendary myth built on lies and brought to life by magic, this pocket reality is now yours to summon. By singing "The Ballad of the Witches' Road" with a coven of at least five members (none of whom can be clones), you can open a doorway to this mystical realm. The Witches' Road presents each participant with a unique trial that scales to their abilities, forbidding any direct aid from others during the test. If a participant "dies" in the trial, they are safely expelled from the realm. Those who complete the final trial, however, are granted the thing they want the most.

Companions

The purchase option does not guarantee that the individual will become your companion. However, it creates conditions that significantly increase the likelihood of them accepting your offer to join you.

Canon Companion [Free]

There are plenty of folks that you will meet during your time in this Jump, perhaps someone has caught your attention? You may take any canon character as your companion for free, as long as you are able to convince them to join you on your grand journey across the Jumpchain.

Import Companion [50 CP | 200 CP]

You can import companions as any of the stated origins, or create new companions, for 50 CP each or 200 CP to import up to eight companions. Imported or created companions gain 600 CP to spend. Companions cannot import other companions.

Sharon Davis [50 CP]

Best known as "Mrs. Hart" from the role Wanda Maximoff forced upon her in the Westview Hex, Sharon Davis is a warm-hearted older woman with a discerning eye for fine cutlery and a love for flower gardening. Since the Hex incident, she's lived alone, her husband having passed, and has spent her days quietly, often offering companionship to an entrapped Agnes whenever possible. Thrilled to be invited to an all-girls night out hosted by Agatha Harkness, Sharon had no idea that this gathering could become the final party of her life.

Alice Wu-Gulliver [100 CP]

Born to Lorna Wu as a Blood Witch, also known as a descendant of a witch, Alice has lived under the shadow of a relentless generational curse haunting her family for centuries. In a final effort to protect Alice, her mother wove a powerful protection spell into a hit song that safeguarded her daughter's life. Tragically, Lorna was unable to ward off the curse herself and succumbed to its effects, leaving Alice deeply scarred and alone. Although trained as a Protection Witch, Alice withdrew from the world of witchcraft, choosing a solitary life as she wandered from place to place. The curse, though unable to kill her, ensures her life is fraught with misfortune. Recently, Agatha Harkness approached her, offering a spot on the Witches' Road and a chance to finally confront the curse that has defined her life. Yet, the journey may reveal darker truths, and Alice's path is far from certain.

Jennifer Kale [200 CP]

Once a skilled midwife and Potions Witch, Jennifer Kale's life took a tragic turn when she was lured into a trap set by a male doctor at the Obstetrics Association of Greater Boston. There, he bound her magic, rendering her powerless and exiling her from the witch community. Despite her immense knowledge of the craft, she struggled to live without the magic that once defined her. She longed for freedom, hoping for a chance to return to her roots. That opportunity came when Agatha Harkness, the notorious witch-killer, extended an invitation to her to walk the Witches' Road, offering a new path to reclaim her powers and her purpose.

Lilia Calderu [200 CP]

Once a gifted seer, Lilia Calderu had the rare ability to glimpse the future, but this power was a curse rather than a blessing. Despite knowing the fate of her coven, she was powerless to prevent their tragic end, and the grief of her failure has haunted her for centuries. Furthermore, she lives out her life non-linearly. Shunted through different moments in time, she lives her existence out of sequence, leaving her in a constant state of confusion and loss of control.

A witch who once loved her craft, Lilia's passion has withered over the years, overshadowed by rejection and the slow erosion of her sense of self. Yet hope stirs once more, as she is offered a chance to reclaim her power and glory by embarking on the Road. The road promises the return of control over her fragmented existence, but it is fraught with peril, not the least of which is the presence of a witch-killer among them. Will she regain her past glory, or will the ghosts of her failures continue to haunt her every step?

Agatha Harkness [300 CP]

Agatha Harkness, the infamous witch-killer feared across North America, was condemned to a dark path from birth by her own mother, Evanora. Growing into a formidable witch, Agatha committed sororicide—an unforgivable crime among witches—leaving behind a trail of drained and murdered coven sisters wherever she went. Over the centuries, she twisted a cherished song she had created with her late son, Nicholas Scratch, into a lure that ensnared countless witches, drawing them to their doom. Her legacy of cruelty eventually caught up to her when the Scarlet Witch sealed her powers. But when Agatha finally breaks free of her magical binds, she finds herself weakened and relentlessly hunted by her past victims. Desperate, she tries to amass a new coven to revive her former strength—only to be confronted by the mysterious manifestation of the fabled Witches' Road, an ominous path woven from layers of deception, offering a chance at salvation or destruction.

Billy Maximoff [300 CP]

Born from Wanda Maximoff's love and Vision's hope during the Westview Hex, Billy Maximoff's world was forever changed the night his parents put him to sleep. When he awoke, he found himself in a strange new body, surrounded by an unfamiliar family. Struggling to reconcile his memories with his new reality, Billy eventually crossed paths with Agatha Harkness. Seeking her guidance, he embarked on the mysterious Witches' Road, hoping it might lead him back to his twin brother, Tommy. Unbeknownst to Billy, however, the journey ahead was clouded in deception—a carefully spun ruse that would test his resolve and loyalty.

Rio Vidal [400 CP]

Known as *The Green Witch*, Rio Vidal is the very embodiment of Death, dedicated to upholding the delicate balance of life and death. Despite her solemn duty, she once fell deeply in love with a mortal witch: Agatha Harkness. Their love was fierce but short-lived, as Rio eventually had to fulfil her duty by guiding Nicholas Scratch, the child she and Agatha created, to the afterlife. Devastated, Agatha went into hiding, using the Darkhold's power to keep herself beyond Rio's reach. However, when Agatha lost the Darkhold and the Scarlet Witch's seal began to weaken, Rio found her again. Instead of claiming Agatha's life, Rio allowed her to continue on—and even accepted Agatha's invitation to join her along the Witches' Road, walking together one last time.

Scenarios

You have the option to attempt any of the scenarios at your discretion. However, be warned: failure to complete the objective will result in a Jump failure. The decision is yours to make.

Scenario #1: Save the Coven Sisters

Each of the women who walked on the Witches Road had their own purpose, although Sharon was mostly tricked into it thinking that she was invited to a party. While their purposes might not be all grandiose nor saintly, their desires are something worthy and equally valid to be fulfilled. Unfortunately, all three of the women will die on the Road in various circumstances—even though some have finally achieved their goals and are able to start a new beginning.

Your objective for this scenario is to save Sharon, Alice and Lilia from their fate, and to ensure that they survive the Witches Road.

Reward

Sharon Davis, Alice Wu-Gulliver, Lilia Caulderu and Jennifer Kale [Companion]

Having saved the lives of Sharon, Alice and Lilia, the sisters of the Coven have realised that while they loved each others' company, there would have been issues should they continue being in one with Agatha Harkness. As such, they have decided to join you on your journey across the Jumpchain, beginning their lives on a brand new chapter.

Should you have purchased any of the Companion options beforehand, you are refunded of the CP that you have spent.

On a side note, Sharon Davis, having completed her walk through the Witches' Road, has transformed into a witch, and is on the path of a Green Witch.

Burn and Brew with Coven True [Perk]

For having saved the coven sisters, you have formed an intimate and close relation with your coven. You are able to import four other members of your coven into a single Companion slot.

Lorna Wu's Appreciation [Perk upgrade]

For having saved her daughter and allowing her to start afresh after breaking an ancient family curse, you have earned the gratitude of the rock goddess Lorna Wu. The effects of the perk **[Lorna Wu's Ballad]** have been strengthened to carry over the effects from the arts that you have spread to every world and universe.

If you did not purchase **[Lorna Wu's Ballad]** beforehand, you will receive the perk for free instead of this upgrade.

Scenario #2: Can You Truly Be Good?

Agatha Harkness has long been a force of cunning ambition, wielding her powers with little regard for the damage she inflicts. For all her darkness and questionable choices, however, there's something in her past—a confession she once made, a quiet moment of vulnerability—revealing that she wishes she could be good. Despite all the pain and suffering she's caused, she has a glimmer of desire for redemption, a chance to become something more than the sum of her sins. The question remains: can someone who has walked so far down the path of darkness truly find their way back to the light?

In this scenario, your task is to guide Agatha Harkness on this difficult journey toward redemption. Your mission requires you to assist her not only in making better choices but in genuinely understanding and embracing the concept of goodness. This isn't a surface-level task; Agatha must be reformed from within, in ways that challenge her worldview and past traumas. You'll need to address her deeply rooted fears, her complex relationship with her past actions, and even the internalised beliefs instilled by her mother, Evanora Harkness—a witch who once declared that Agatha could never truly be good.

Rewards

I Can Be Good [Perk]

No one chooses the circumstances of their birth, but everyone can choose how they live. With this perk, not only will the others look beyond your origins, appearance, and reputation to see your true character, you are also able to shake off any form of corruption that takes hold of you. However, if you exploit this acceptance too often or without care, don't be surprised if their goodwill eventually fades.

Stop, Mama! [Perk]

Not all villains are beyond redemption—many are complex individuals with shades of darkness and faint glimmers of goodness. Through this ability, you can reach out to those lingering fragments of light, prompting them to recall the happiest or most meaningful moments of their lives. While this won't guarantee instant reformation, it can inspire a moment of introspection, giving them pause in the midst of their current path and causing them to reconsider their actions, if only for a brief respite from their darkness.

Agatha Harkness [Companion]

After having realised the errors of her way, Agatha Harkness has finally released all the burdens that she has been carrying. She has decided to join you as your Companion on your journey through the Jumpchain.

Should you have purchased her Companion option beforehand, you are refunded of the CP that you have spent.

Scenario #3: Victims of Circumstances

The Salem Seven are tragic victims of circumstance, consumed by a quest for vengeance against Agatha Harkness, the one who took their mothers and coven from them. Lacking the power to face her directly, they turned to a forbidden ritual, merging into a hive mind to amplify their magic beyond the limits of a typical coven. Tragically, it wasn't enough, and over the centuries, the ritual's effects twisted their minds and poisoned them with hatred, reducing them to feral witches.

Your task is to liberate the Salem Seven from this self-inflicted torment and restore their individuality and sanity. Whether you choose to confront Agatha, help the Seven release their vengeance, or find another path is entirely up to you.

Rewards

Coven of Hive [Perk]

A traditional coven amplifies each witch's power, but when that isn't enough, a hive-like coven offers an even greater boost. By linking your magic and minds together, the combined force ignites into something far greater than the sum of its parts. This structure enhances not only magical potency but also mental processing speed, enabling intricate spells and rapid calculations. While a hive carries risks—as seen with the Salem Seven, who were driven mad by it—you've mastered its balance. Each member in your hive is both an individual and part of the collective; if one experiences a debilitating effect, it remains isolated to that person, safeguarding the strength and integrity of the entire group.

Salem Seven [Companion]

Released from centuries of rage and torment, the Salem Seven finally know peace. Grateful for the freedom you've granted them, they find themselves uncertain about starting anew—until they recall you, their saviour. The Seven wish to join you on your journey across the Jumpchain, hoping to save others from a similar dark fate. Though their minds were once lost to feral madness, they bring with them a vast repository of witchcraft, accumulated and safeguarded by the legendary Salemite Coven. Their knowledge and skills are now yours to draw upon, offering you invaluable support and powerful magic as you travel together.

The seven sisters take up a single Companion slot altogether.

Drawbacks

To Glory At The End [+0 CP]

After you have finished completing all the trials of the Witches' Road, you may choose to conclude this Jump and proceed to the next.

Witchy Stereotype [+100 CP]

You embody every cliché associated with witches. You have unusual physical traits, such as an abundance of extra nipples. Additionally, you find yourself irresistibly drawn to moonlit rituals, often engaging in eccentric, woodland ceremonies under the full moon, complete with goats and mysterious dances.

Familiars Don't Get To Vote [+100 CP]

For the duration of this Jump, you find yourself stripped of your dignity, reduced to the role of a familiar. You are treated as little more than a servant or tool, with no regard for your thoughts, feelings, or autonomy. Expect to be overlooked, belittled, and dismissed by everyone you encounter, as they treat you as less than human. You will have no voice, no respect, and no acknowledgment, forced to endure this demeaning existence until the Jump concludes.

My Formerly Perfect Face [+100 CP]

For the entire duration of this Jump, your face remains swollen, giving you the appearance of pronounced jowls. People will constantly stare wherever you go, drawn to your altered, less-than-flattering look.

Has Beens and Could've Beens [+100 CP]

Though you understand they're just words, you can't help but be triggered and fly into a rage. Throughout this Jump, you're quick to lose your cool—simple provocations get under your skin easily, causing you to lose logic and clarity in the heat of the moment.

Bounded [+100 CP]

For the duration of this Jump, all empowering perks and abilities are completely suppressed, leaving you with only the strength, resilience, and abilities of an average human.

Generational Curse [+200 CP]

A curse that has haunted your bloodline for generations now weighs heavily on you. This curse brings misfortune at every turn and will relentlessly seek to burn you with fire, both literal and metaphorical. However, every curse can be broken, and it is now your task to uncover the means to free yourself from this ancient malice during this Jump.

I Hate Ghosts [+200 CP]

Ghosts are restless spirits bound to the world by unfinished business, and unfortunately for you, you're their favourite target. During your time in this Jump, you will be constantly haunted by these spectral nuisances, who will be loud, persistent, and utterly impossible to get rid of. They'll invade your space at every corner, demanding attention and disturbing your peace. Don't expect any moments of silence or privacy while you're here.

PTSD [+200 CP]

Perhaps you have been once terrorised by a maniacal witch, your body puppeted against your own will. Throughout this Jump, you'll struggle with falling asleep, plagued by frequent night terrors that leave you waking up in a panic, screaming and disturbing the entire neighbourhood. Rest will be a luxury you can't afford during your time here.

I Hope She Brings Advil [+200 CP]

The journey through dangerous paths, not to mention the omniversal Jumpchain, is enough to cause anyone a headache. For you, this manifests as an unrelenting migraine that persists throughout the entire Jump. You'll need to take an Advil every other hour to avoid crippling pain, but even with this, you will still endure a constant, debilitating headache.

Power Lock [+200 CP]

For the duration of this Jump, all abilities and perks that are not purchased from this document or acquired from this Jump is disabled.

Item Lock [+200 CP]

For the duration of this Jump, all items that are not purchased from this document or acquired from this Jump is disabled.

Companion Lock [+200 CP]

During the duration of this Jump, your companions may not join you in this Jump. They can still be imported and purchase perks and items, but they are unable to step into this world. You have to experience this Jump by yourself.

You Can't Kill Me [+300 CP]

All living things meet their end in due time—that is the natural order. However, as an outsider to this world, you disrupt that balance. To preserve the balance, you are unable to kill any being for the duration of this Jump.

Am I Wispy or Am I Kooky [+400 CP]

Your existence is fractured, torn between different moments in time. You are pulled unpredictably from one time to another, leaving your life in a constant state of disarray. Whilst this might seem like an opportunity, you are unable to change the future nor the past—what has happened remains happened, and what will happen will happen. To those around you, you may seem as though you're losing grip on reality, like someone suffering from dementia. However, the true torment lies within you—an unrelenting pain as your consciousness is hijacked by chaotic and out-of-sequence moments, leaving you in a constant state of confusion and inner turmoil.

Bloody Ties [+500 CP]

You've deeply offended a powerful coven with abilities rivalling those of the Salem Seven, and now they're hunting you down. Their powers scale directly to yours, making them exceptionally dangerous adversaries. Prepare for a relentless pursuit throughout the entirety of your Jump.

Beloved by Death [+600 CP]

You've captured the affection of Death herself, and throughout this Jump, she will relentlessly pursue you, eager to draw you into her eternal embrace. Be warned: she can and will kill you if given the chance, and should she succeed, it will result in an instant Jumpchain failure, bypassing any perks that grant immortality, additional lives or alternatives.

However, some Jumpers have been known to willingly seek her embrace... so tread carefully and choose your fate.

Notes

- **[All Road Leads To Death]** allows you to kill anything and everything, even beings without concept of Death such as Tiamat or Ultimate Ones from FGO. It does not, however, provide you with an instant kill ability.
- While the reward upon completion aspect of the Witches' Road in the series may be debatable, **[The Witches' Road]** item here does actually grant you the thing you seek the most so you don't have to be worried about being cheated of your prize.
- While **[Big Magick]** grants you affinity and ability to cast all magic, your ability to cast them is unreliable and spontaneous at best. You need proper knowledge to properly utilise it.
- While it wasn't explicitly stated in the series, the show writer Jac Schaeffer heavily hinted that Nicholas Scratch was also the child of Rio Vidal according to this interview:
https://x.com/agathariotthink/status/1854137872431083677?t=GAZTtyiN0D1kvd_I3oITEw&s=19

Endings

Walk Down The Witches' Road: Stay here

Return to Eastview: Return home

When a Door Close, Another Opens: Move onto the next Jump

Changelog

- **Jump completed: V1.0** — 10 November 2024