

The Witchlands



Books by Susan Dennard, Jump by Aehriman

In the Witchlands, some are born with special powers that set them apart...

For almost five centuries, the great empires of this world have schemed and warred over the Origin Wells, source of all magic, damaging half in the process. Finally, the Twenty Year Truce was called, about nineteen years and four months before you enter the picture. Now the various sides prepare for the outbreak of open war once more.

None of which is much concern to Safiya fon Hasstrel, noblewoman freed of her duties and the first Truthwitch in over a century, and her Thread-sister Iseult di Midenzi, failed Threadwitch apprentice. They just want to steal enough money to finally afford an apartment of their own. Until in the course of a single day the sisters accidentally rob a guildmaster, are pursued by a relentless and terrifying Bloodwitch, and Safiya's uncle Eron arranges for her to be engaged to the Emperor of Catorr and "kidnapped" to safety not five minutes later. Now the politics and impending war are *pointedly* relevant to their lives. Fortunately they have an ally in Prince Merik of Nubrevna, whose hopes for his people rest on Safi's safety.

Have 1,000 choice points (cp) to get through the stormy seas ahead.

ORIGIN

Street-Rat - Whatever you have, you weren't given. You took it, by being smarter and luckier than everyone else wanting a room of their own, another meal.

Noble - You come from a life of wealth and privilege, but also responsibility. On your choices rest the fate of your people for good and ill.

Naval Officer - You're a sailor, through and through. But also someone of reasonable wealth and breeding, not a common deckhand.

Carawen Monk - An order of warrior monks. Originally founded as servants and guards to the Cahr Awen, the two chosen witches, in the last few centuries they've instead become elite mercenaries.

Paladin (-200 cp) The original witches, twelve in total, were given the power to reincarnate so they could always protect the Witchlands. A thousand years ago, half of them decided to rule the Witchlands instead, calling themselves the Exalted Ones. That fight ended with all but one having their memories erased.



LOCATION

Choose a starting location or roll a random one (d12) for +100 cp

- I. **Cartorran Empire:** Easily the largest and most militarily powerful of the three great powers. Cartorra is home to the Earthwell, and has the hardest line on magic, their elite Hell-Bard Brigade serve as witchfinders.
- II. **Marstok Empire:** A great power between the Witchlands and the mysterious Fareast. Used to expand through clever diplomacy and marriage alliances, but has more recently used their large number of Firewitches for military dominance.
- III. **Dalmotti Empire:** You start in Veñaza City, capital of the Dalmotti Empire. The smallest of the three great powers, but rich in trade, middleman to every trade across the continent. Basically Venice, even ruled by a Doge and a vast council of trading guilds.
- IV. **Neubrevna:** A maritime power which looks to the pirates called the Foxes as founding heroes. Lately the other powers have been deliberately starving it of trade after their last act before the Truce ruined the soil and water, leading to mass starvation. The royal line is cursed with berserker fury.

- V. **Portolla:** Witchlands version of Spain, client state of Cartorr both to retain independence and in hopes of one day being awarded control of the Krit peninsula, for which they have long hungered.
- VI. **Svoden:** A Catorran vassal state of the frozen north, who bent a knee in exchange for some autonomy. Basically Vikings.
- VII. **Arithuania:** Once a great Republic, descended into anarchy generations ago. Allegedly the inevitable result of giving the common man too much freedom, or so their monarchist enemies say. Today the land is home only to bandits, raiders, heretics and outlaws. They say a new king is rising to change things. A perilous place, to be sure.
- VIII. **Lusque:** A rocky and sparsely populated land, which has retained independence through a mastery of guerilla warfare, and not having much worth the effort of taking by force.
- IX. **Ilyria:** A peninsular kingdom with an arid and harsh climate, an important trading post between the Jadansi and Middle Seas, as well as between the Witch and Southlands. Rivals to the Dalmotti in trade.
- X. **Balma:** A swampy land north of Cartorr, little is known of them. But through desperation and brutality they have maintained their freedom.
- XI. **Saldonica:** A pirate “republic” that’s more like a collection of gangs ever feuding for control, a haven for slavers and gladiatorial combat.
- XII. **Free Choice:** Lucky you.

AGE, RACE, SEX, ETC.

You can change any of these things for free. However, if you choose to look like the heavily persecuted Nomatsi people (pale skin, black or dark brown hair, inconsistent epicanthic folds) you can get another 200 cp. Just be aware that in Cartorran and Dalmotti lands, Nomatsi are legally considered animals and Nomatsi carrying weapons is very often punishable by death.

THREAD-FAMILY

Threadsisters (Free!) Your Thread-family is found when you save somebody’s life. It is in many ways a bond that transcends even that of blood-family, and your patron won’t mess with that. Should you find any Thread-Family here, by saving or being saved, you may recruit them at no cost.

Safiya (-50 cp) Headstrong Truthwitch, but good in a fight.

Iseult (-50 cp) A Weaverwitch run away from her village because she couldn't do all that a Threadwitch does.

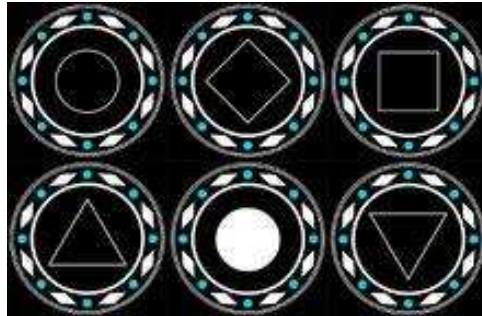
Merik (-50 cp) Prince and Admiral of Nubrevna, desperate to save his people from both their situation and his sister Vivia.

Aeduean (-50 cp) Bloodwitch Carawn monk, and son of the Raider King of Arithuania.

Ryber (-50 cp) The last Sightwitch.

Kullen (-50 cp) Amnesiac Paladin Windwitch.

Ties Beyond Blood (-100 cp) Of course, your existing found family can come with! Import as many Companions as you have with 700 cp of their own to spend.



MAGIC

Choose a single form of witchery for free. Full witchery, power over all an element can do, is 400 cp.

Additional Magic (-200 cp) Nobody has access to two different elements, but Jumpers don't generally follow rules. For each purchase, add an additional magic, even from another element.

● **Aetherwitchery:** The element associated with life, the mind, soul, and destiny. Also the spirit swift bird. Aether is almost universally seen as the 'good' element and is fairly evenly distributed, though rarer than elemental witchery.

- **Full Aetherwitchery** (-400 cp) The full package, as it were. All you see below in this section is yours.
- **Glamourwitchery** the magic of illusion. A demanding art, the masters of which could conceal an entire town or battlefield.

- **Sightwitchery** A magic unique to a sisterhood convent, Sightwitches see the future, though they must seek the visions out, and have great clarity of purpose.
- **Threadwitchery** A magic seemingly unique to the Nomatsi minority. Threadwitches can see people's emotions and connections as a vast network of colored threads. They can make Threadstones, which use the connection between people as a warning, and serve as mediators, judging the strength of threads. Threadwitches are blind to their own threads, and each others'.
- **Truthwitchery** You feel a pleasant warmth when truth is spoken in your presence, a frisson where there is doubt and omission, and a terrible grating for deliberate mistruth. Your gaze pierces all glamour and illusion, and you are resistant to compulsion. Beware, as the first Truthwitch in a hundred years (except Safi) you will be sought as both a political asset, and a threat.
- **Voicewitchery** The power to share your words with other Voicewitches. Every city and most towns and garrisons, even many ships, have one. Your eyes glow pink and though you retain your voice, your inflections and mannerisms match that of the speaker you relay.
- **Wordwitchery** A wordwitch has power over words, whether spoken or written. You can speak and read all languages like a native, layer your voice with compelling magic to force obedience from others, and even create writing that can only be read by certain people or at certain times or will say wildly different things depending on the reader and their intentions. Wordwitches can enchant contracts so the signatures of anyone breaking them will fade away, this clause must be laid out in the contract.

◇ **Airwitchery:** The ability to manipulate the air and sky. Pretty even distribution around the world.

- **Full Airwitchery** (-400 cp) The full package, as it were. All you see below in this section is yours.
- **Airwitch Healing** The best at healing the lungs.
- **Stormwitchery** The power to command the weather, calling down lightning bolts, mastering or quelling great storms. Can lack some in fine control, but it gets results.
- **Windwitchery:** The ability to master the winds. Great for sailors, and Windwitches can even fly, though they can tire themselves out fast that way.

□ **Earthwitchery:** The element of the ground, pretty much the most common form of magic, and one with the most forms. The Earth Well is in the Catorran Empire, where Earthwitchery is the most tolerated magic.

- **Full Earthwitchery** (-400 cp) The full package, as it were. All you see below in this section is yours.
- **Earthwitch Healing**: the best healing for conditions of the skin and bones.
- **Glasswitchery**: Control over glass and sand.
- **Ironwitchery**: Control over Iron. The greatest living Ironwitch managed to bring down a mountain, but crushing people in their armor or making knives zip to and fro is easy enough for any Ironwitch.
- **Plantwitchery**: Can cause plants to bloom, move and grow faster.
- **Soilwitchery**: Can move dirt and alter the composition of soil, from extremely fertile to tainted and barren.
- **Stonewitchery**: The classic Earthwitchery, control over stones from great boulders to tiny pebbles.

△ **Firewitchery**: The element of fire. A lot less subtypes in this one, it's pretty straightforward. The Firewell is found in Marstok.

- **Full Firewitchery** (-400 cp) The full package, as it were. All you see below in this section is yours.
- **Firewitchery**: Mastery of fire, the ability to light things on fire and snuff fires.
- **Firewitch Healing**: The fire is the element of muscles, making this handy in trauma medicine.

▽ **Waterwitchery**: The element of, well, water and fluids in all forms. The Waterwell is found in Neubrevna.

- **Full Waterwitchery** (-400 cp) The full package, as it were. All you see below in this section is yours, as well as the power to change the state of water freely.
- **Waterwitch Healing**: manipulates fluids and so is especially good at fixing conditions of the blood. The only healing that is easily weaponizable, poisonwitches train to corrupt blood into deadly poison from a distance, and can turn their own blood as toxic and acidic as they like.
- **Icewitchery**: The power to control frozen water.
- **Steamwitchery**: Power over water in its vaporous state.
- **Tidewitchery**: Regular power over water, enough to propel a ship.

● **Voidwitchery**: The 'evil' element associated with death and the 'vessel' of the human body. Most people do not believe Voidwitches to be more than children's stories, and the general horror doesn't exactly encourage voidwitches to come out.

- **Full Voidwitchery** (-400 cp) The full package, as it were. All you see below in this section is yours.

- **Bloodwitchery:** Bloodwitches can manipulate blood, their own and that of others. Bloodwitches can paralyze by freezing the blood in place, speed or slow the heart, even cause cardiac arrest. Their signature ability is being able to smell a blood or magic trail at a dozen paces and memorize them, allowing tracking even in a crowded city. Finally, Bloodwitches automatically self-heal and can be slain only by decapitation or exhausting their power with many mortal wounds in a short time.
- **Cursewitchery:** Used to harm people in various ways, from sealing away their magic to inflicting plague or festering infected wounds that spread. Besides generally suppressing a Witch, this can be used to permanently remove their powers, a thing of special horror.
- **Weaverwitchery:** Basically like a Threadwitch, but unable to make a Threadstone. What Weaverwitches *can* do is manipulate the threads, and thus the emotions and connections of people around them. Calm a raging heart or turn a parent and child into strangers. You can eventually develop this into full telepathic invasion, mind-control, and Cleaving (corrupting) other witches into monsters.



SKILLS

Hell-Bard (-200 cp) The elite witchhunters of Cartorr have become magically resistant through brutal training and half-Cleaving themselves. Magical attacks do half the injury to you, and you are well-trained to handle being buffeted around or having your footing eroded away beneath you or your emotions toyed with.

Cahr Awen (-400 cp) There have been probably ninety sets, always two people, brothers and sisters or close friends, the lightbringer and dark-giver, the world-maker and shadow-ender. Which is a flowery way of saying two siblings/lovers/friend witches, one of the aether and one of the void, who together

can restore an Origin Well. Without needing a sibling, you have this capability, to swim in a damaged Well and restore it. Whenever magic has faded, broken, failed or become corrupted, your presence is enough to fix it over time, and much more quickly if you can touch a large portion of it. This extends to individual relics and enchantments as well as entire systems of magic.

Street Rat Skills

Right Hand (-100 cp, free Street Rat) The left hand trusts the right, it does not look back after the purse is cut. You have the kind of education only the streets can give, you're a skilled burglar, pickpocket and cutpurse.

Nomatsi Trails (-100 cp, free Street Rat) Fearful of persecution, the Nomatsi build their villages within elaborate labyrinths of deadly traps, the safe paths marked by a hidden language of markers and herbs. You can read these, and are quite good at traps.

Methodical (-200 cp, discount Street Rat) You're a thinker, a planner, able to analyze a situation and come up with a solution to even complex and thorny problems. It's all a matter of figuring out how to leverage your assets.

Square Peg (-400 cp, discount Street Rat) From the moment we're born, people are trying to shape us into what they want us to be. A dutiful child, a hard worker, a good citizen, a thrall, an heir, whatever. You reject these influences, which means first you understand the threads and pressures upon you, when an idea is not your own. Once you identify the voices of your users, you find it easy to reject them, even when backed by magic.

Mhe Varujta (-600 cp, discount Street Rat) "Trust me, as if our souls were one." What the Moon Mother supposedly told the first Nomatsi before leading them to safety, what is said at Nomatsi weddings and what no outsider ever learns unless he is trusted implicitly and might need to signal such to other tribes. You know these words and similar. You know what to say to get someone to trust you, when it really matters and there isn't time. This does not function if used with duplicitous intent.

Noble Skills

Charmer (-100 cp, free Noble) You know how to talk your way out of trouble, making a fine con artist. Your intentions are easily obscured behind how harmless and approachable you can make yourself.

Manners (-100 cp, free Noble) From which fork to use to obscure dances, hollow flattery and actually pretty funny jokes, you know how to mingle in a high society party, whatever the society, and only give offense when you mean to.

Improvise (-200 cp, discount Noble) You think with your feet, your instincts and improvisational skills will carry you far without much need for an actual plan. Let others think through careful designs, you're already three steps ahead by virtue of being the one moving.

True Belief (-400 cp, discount Noble) One way to lie to a Truthwitch is to sincerely believe everything you're saying. You're so good at this, you can convince yourself of whatever you need to believe (not that, viewed one way, it's all that uncommon a skill) and do so with perfect sincerity.

What You Can Do (-600 cp, discount Noble) The truth is... there may be nothing that you can't do. Your potential is boundless and no matter how much you learn or train or study you never hit a limit.

Naval Officer Skills

Fine (-100 cp, free Naval Officer) You are a prime specimen, a real catch, 11/10 in the looks department, and even soaked, filthy and in ragged clothes, you only look more appealing.

Sailor (-100 cp, free Naval Officer) You know which side is port and which starboard, how to tie a bewildering array of knots, tack into the wind, reef a sail and in general all the skills needed to make ships move where you need them to go.

Subtle Touch (-200 cp, discount Naval Officer) When you aren't strong, you have to be clever. You can use your magic on a very small and precise scale and with great discretion. If anyone can wield witchery unnoticed, it's you.

Hidden Cove, Secret Tunnel (-400 cp, discount Naval Officer) Seems wherever you go, there's a hidden path, a backdoor, a secret escape route. You just have to find it. Fortunately, you get a vague sense of where they may be found.

Admiral (-600 cp, discount Naval Officer) You may or may not have the rank, but what you certainly have is the leadership. The ability to get men and women through any storm, or monster attack or conflict. To have them believe in you and your country or cause enough to throw themselves into certain death, not once but over and over again. Also some reasonable tactical and strategic skills.

Carawen Monk Skills

Conditioning (-100 cp, free Carawen Monk) Even without witchery, a Carawen monk can keep pace with a horse running for hours, and still be ready to fight at the end. You have the same level of physical capability.

Intimidating (-100 cp, free Carawen Monk) A warrior of the Carawen's prowess is respected and feared. You can convey with a stance, a look, that you are no one to be trifled with and terrify common people with ease.

Trickery (-200 cp, discount Carawen Monk) One reason for the undoubted effectiveness of the Carawen is they aren't afraid to fight dirty. You're a master at underhanded tricks, from sand in the eyes to a distraction. Which is also great for throwing off the hunters while fleeing.

Combat (-400 cp, discount Carawen Monk) A Carawen Monk unarmed is worth a dozen men with steel in their hands. And that's without considering their mastery of all weapons. These you have, but even beyond, your witchery or other powers are honed to a razor's edge, you have trained extensively to use them in combat, even if that's not how they're usually used. A healer can maim and kill, your use of your powers is quick and sharp.

Guardian (-600 cp, discount Carawen Monk) The Carawen were sworn bodyguards and agents of the Cahr Awen. When you fight to protect someone else, your skills and senses, your physical capabilities all are enhanced, making you every bit the one-man army a Carawen Monk is reputed to be, able to carve through hundreds of Cleaved to get your charge to safety.

Paladin Skills

Experience (-100 cp, free Paladin) When you've lived so many lifetimes and done so much, there's little you haven't done. Learning new skills for you is closer to getting a refresher course, things come back to you with great speed.

Legend (-100 cp, free Paladin) The Paladins are figures of legend. So much so, that many became the inspiration for gods as the legends became confused and figures and events mixed up. You can insert yourself and your adventures into the mythology of any setting you Jump into, though the details may be fudged.

Overwhelming Power (-200 cp, discount Paladin) Paladins have a strong connection to the Wells, giving them extraordinary raw power in their element. You share in this benefit, being among the strongest witches to exist.

Full Witchery (-400 cp, discount Paladin) The Paladins were, one and all, Full Witches, able to access every aspect of their element and its powers. Take a Full Witch power from the list for free, or rather, for this price.

Freedom From Death (-600 cp, discount Paladin) On death, you neither vanish, nor go to an afterlife, nor fail your chain. Instead you are reborn somewhere in the world. As your new body ages, starting around puberty, they will receive flashes of memory before fully integrating your personalities by maturity.



EQUIPMENT

Hooded Cloak (free) Going especially by the cover art, these are plentiful in the setting. Yours is reversible, one side serves to deflect attention and help you blend in. The other side is colorful, dramatic and attention-getting, presenting you in the best light.

- **Salamander Cloak** (-50 cp) Your cloak is made of salamander fibers, plenty tough but the real benefit is it shields you from magical detection and scent.

Alert Stone (-50 cp) A stone that shines forth with a powerful blue light when activated, something that can be seen from miles away. Used mostly as a signal flare, but can light your way if you don't mind going overboard.

Sword (-50 cp) A very well made steel blade. Can be another melee weapon if you prefer, even a sword's mass in daggers or throwing knives.

Talers (-50/100 cp) A chest of money. For 50 cp, enough to keep you in a small apartment for a decade, living frugally. For 100 cp, a thousand talers, practically a king's ransom.

Painstone (-100 cp) A variant threadstone, this dulls the pain of whomever is wearing it, enough to keep a stabbing victim up and moving, even if they really shouldn't be.

Wind-Drum (-100 cp) An enchanted drum, the winds carry the beating far and wide, and can be targeted in a specific direction, making signals easier heard.

Patron (-200 cp) You have a close friend or family member who is someone of grave importance, with resources and allies to draw upon. They might be a foreign dom or domna, or a village Threadwitch, but they are nonetheless someone you can turn to when you need help. This person, adapted to local surroundings, will appear in all future Jumps. Like most items, this may be taken multiple times.

Threadstones (-200 cp) Threadwitches create these linked gemstones, physical manifestations of the connections between two people. When your threadsister or threadbrother is in peril or distress, the stone will glow. Brighter, the nearer you come and when facing the right direction, allowing you to find each other.

Loom (-400 cp) A most curious relic that enables Threadwitchery and Weaverwitchery to be used over vast distances and on a grand scale. A skilled witch could affect an entire community with this, from the far side of the world.

Magic Creature (-400 cp, discounted for type) A magical creature has formed a bond with you, one with a special bond to an Origin Well, able to use a form of witchery. This is discounted if they share their magic element with you. Shadow Wyrms for Void, Spirit Swifts for Aether, Mountain Bats for Earth, Sea Foxes (a type of sea serpent) for Water, Stormhounds for Air, and Fire Hawks for Fire.

Ship (-400 cp) A ship equivalent to the *Jana*, a bluff and swift frigate with an NPC crew and twenty-five cannon to a broadside.

Origin Wells (-600 cp) Six springs there are, peaceful pools surrounded by six trees that differ based on which well. They are the source of magic in the Witchlands, each allowing an element to be harnessed. When damaged, full witches of the element cannot be born, and witches can become Cleaved. The waters have healing properties that can restore anything short of death, but quickly lose this quality when removed. You can take the six Origin Wells as a Warehouse attachment, and if you wish, insert them into a world and with them, cause witches to be born as if they always had been (retroactively inserts witches into history)

- **Jumperwell** (-400 cp) An extra well, into which you can imbue any magic or power you yourself possess, allowing people to be born in the coming world with that power. As above, this applies retroactively, so if chakra is added it will have always been a part of the world's history.



CURSES

Witchmark (+100 cp, incompatible with Heretic) You bear the witchmark, a tattoo on the back of your left hand in the shape of your elemental sigil, plus a single letter to abbreviate what specific subset of magic you use. Healers just have a circle inside the mark. Not only can anyone tell with a look that you're a witch and what kind, it appears to glow faintly (but also *not* in a weird way) when you use your powers, making discretion much harder.

Bloodwitches Can't Cross Water (+100 cp) Not really, but like Aeduan, you get terribly seasick.

Fury (+100 cp) Your face is a mess of burn-scars. Besides not being the prettiest person, you stick out in people's memories.

Asthma (+200 cp) You have some breathing troubles, especially when you exert your body or your magic.

Nihar Temper (+200 cp) You've got a legendary temper, a real short fuse, and don't suffer fools gladly.

Broken (+300 cp) Normally, a functioning Origin Well prevents a witch from becoming Cleaved, turned into a berserk monster by their own despair or a hostile weaverwitch. This is why there has never been, for instance, a Firewitch Cleaved in the series. Irrespective of the condition of your element's Well, you are vulnerable to Cleaving.

Esme's Interest (+300 cp) The weaverwitch who is one of the series most distinctive villains is fascinated by you, and will often torment you in dreams to learn more, before she tries to control you however she can.

Heretic (+300 cp, incompatible with Witchmark) You are a rogue witch, self-taught and unmarked. This makes you a fugitive, at least in Cartorr and associated vassal states.

Puppeteer (+400 cp) Your face and name are widely known, but not for any good reason. You are universally believed to be the Puppeteer, the mysterious intelligence behind all these Cleavings and Cleaved attacks. Expect torches and pitchforks in rural villages, and the great powers of the world to avoid giving offense to your face while scheming desperately towards your death.

Visitor (+400 cp) You aren't native to these magical lands, and neither are your powers. You cannot wield any perks or powers from outside of this Jump.

- **Impoverished** (+200 cp) Your Warehouse or similar storage is sealed off, you cannot bring in properties or items either.



END

Continue: Another world, another adventure complete, and more awaits.

Return: Sooner or later, we all go home.

Remain: After ten years, this place is seeming homely. It's time to finally settle down.

Notes:

Paladins, Full Witchery and Additional Magic: Paladins must still pay full price for additional magic, but get a discount on Full Witchery no matter how many times they take it. Full Everything would thus cost 2200 cp for a Paladin