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Wandering Witch: The Journey of Elaina

Introduction



Greetings, Jumper. I am Elaina, the Ashen Witch. You may have heard of me, my exploits are rather well-known in certain circles. But enough about me. You've arrived in a world stitched together by stories: some whimsical, some tragic, and many that defy easy explanation. For the next ten years, you'll be free to explore its many countries, each with its own customs, magic, and mysteries.

You'll find no grand prophecy here, no chosen narrative. Just people: strange, wonderful, and sometimes terrible, living out their lives in ways that may surprise you. You may intervene, or you may simply observe. I won't judge. After all, I often do the same.

But do take care. This world is beautiful, yes, but it is not always kind. Magic flows freely, but so do sorrow and cruelty. You'll need wit, wisdom, and perhaps a touch of cynicism to navigate it all.

Still, I envy you. Ten years to wander, to learn, to write your own tale. I wonder what kind of story you'll leave behind.

Now then, shall we begin? Here's 1000 Creation Points.

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Origins



You are now a witch. Officially. Legally. Magically. Whether you clawed your way through grueling exams, charmed your way past a distracted mentor, or simply wandered into the title by accident, the result is the same: you are recognized. And more importantly, you are free.

Free to travel, free to cast, free to be mistaken for someone far more famous (me), and free to discover that the world is not nearly as kind as your textbooks implied. You'll find countries where magic is revered, and others where it's feared. You'll meet people who beg for your help, and others who curse your name before you've even introduced yourself.



Now, a small adjustment. In this world, only women possess the innate magical resonance required to wield spells beyond the novice level. It's not personal, it's metaphysical. To ensure you can fully participate in the magical arts, you'll be granted a new female alt-form. Don't worry, it's quite flattering. In fact, you'll resemble me. Not exactly, of course. That would be confusing. But enough that people might assume you're my older sister. Or perhaps my rival. Or perhaps a mysterious witch with a tragic past and a penchant for dramatic entrances. You decide.

But don't worry. You'll get used to it.

Location



You'll begin your ten-year journey in Robetta. Ah, Robetta... my quiet little homeland. It's a remote country, small and peaceful. So peaceful, in fact, that most people forget it exists. There are no grand monuments, just bustling markets, and certainly no magical catastrophes worth writing about. Which, I suppose, is part of its charm.

Very few tourists visit, and even fewer stay. The witches born here, myself included, tend to be a bit... delicate. Not because we lack talent, mind you, but because the country itself is so tranquil that magic rarely needs to be anything more than ornamental. It's hard to grow sharp thorns in a garden that never sees storms.

Still, Robetta is home. It's where I learned to fly, to read, to dream. And it's where my parents live, blissfully unaware of how famous I've become. You'll find it a gentle place to begin your journey. Just don't expect fireworks. Unless you bring them yourself.

Perks



Ah, I should mention there's a little gift for you. Two, actually. At each tier of perks, you'll receive **two** delightful discounts. Consider it a traveler's courtesy. And as for the selected 100 CP perks? Well, those are yours free of charge. A small token to help you begin your journey with a touch of elegance.

After all, even witches appreciate a good bargain. Especially when it's wrapped in charm.

Ashen Prodigy (Free/100 CP)

With this, you will possess the very same formidable magical aptitude and keen intellect I held when I first began my grand exploration of the world. Imagine: passing your magic exams at a tender fourteen and becoming a full-fledged witch in just a year. That's the level of talent we're talking about! You'll effortlessly grasp spells, decipher ancient texts, and carry yourself with an air of undeniable competence.

Now, about that pesky magical resonance: in this world, only women naturally wield spells beyond the novice level. So, this gift will beautifully align with your female alt-forms, allowing you to cast with grace and power. After all, magic should be as lovely as its wielder, shouldn't it?

But perhaps you find certain... societal limitations rather tiresome? Or simply wish for universal convenience? For a small additional sum, of 100 CP course... You may extend this gift to all your forms regardless of gender **post-jump**. I suppose even non-witches deserve a little sparkle.

Witch? Please. (600 CP, no discounts)

Oh, so you insist on going against the very fabric of reality? How... **quaint**. Normally, dear Jumper, in this world of elegant magic, it's quite simple: only women possess the innate magical resonance required to truly wield spells beyond the novice level. It's a metaphysical reality, a charming little detail. But if you are truly **adamant** about defying such a fundamental truth and insist on retaining your male form while casting proper magic... well, I suppose some **arrangements** can be made. For a hefty fee, of course. And do note, **no discounts allowed when purchasing this perk**. Be warned, however, going against the very flow of the world's magic often comes with "unintended consequences". Nothing I'd personally involve myself in, mind you, but they will be your stories to tell.



Since you're so committed to your... masculine preference, this perk also provides an additional male alt-form: slim, handsome, and with a refined charm that could easily have you mistaken for my older brother. Quite the striking appearance, even if your magical path is... unconventional. Now, don't say I never offered options.

Special Note: You get the male alt-form in addition to the free female alt-form.

I'm Merely Passing Through (100 CP)

People often expect witches to fix things. Solve their problems. Heal their hearts. But you're not a heroine, you're a traveler. This perk helps you maintain a gentle distance. You can listen without absorbing, witness without intervening, and walk away without guilt. You're not cold. You're composed.

You'll find that people still speak to you, still confide in you. But they won't expect you to stay. And that, I think, is a kindness.

Charming, Aren't I? (100 CP)

You have a way with people. Not manipulation, just... effortless likability. Strangers offer directions, merchants give discounts, and guards wave you through with a smile. You're not suspicious, you're delightful. And really, isn't that more effective?

🔪 A Knife Is Always Honest (100 CP)

Wands are lovely, yes. Elegant, refined, but when someone's trying to rob you, or worse. Well, a knife is faster.

With this perk, you gain the same close-quarters combat skill as the Midnight Witch Sheila. You're a master of blades: concealed, thrown, or wielded with flair. You can disarm a bandit, disable a spellcaster, and defend yourself even when your wand is missing and your broom's halfway across the continent.

💰 Witch for Hire (100 CP)

Sometimes people don't need a hero. They need someone who can levitate a cow, fix a chimney, or hex a cheating husband's laundry. That's where you come in.

With this perk, you're a natural at picking up odd jobs in every town you visit. You instinctively know what services people need, whether magical or mundane, and how to offer them with just the right flair. You're never out of work for long, and your reputation as a "helpful witch" spreads just far enough to keep the coin flowing without attracting too much drama.

🧊 The World Doesn't Need Me (300 CP)

There's a strange freedom in realizing that the world will spin with or without you. This perk grants you the ability to resist the pull of every tragedy, every injustice, every tearful plea. You see clearly. You choose when to act and when not to.

You'll never be haunted by the roads you didn't take. You'll never be burdened by the weight of every broken thing. You are not heartless. You are simply not obligated. And sometimes, that's the only way to keep flying.

✨Witch's Intuition (300 CP)

You just know things. Not in a creepy, 'I hear the voices' way, more like a traveler's instinct. You sense danger before it strikes, spot lies in polite conversation, and always seem to pick the right path at a fork in the road. It's not prophecy. It's just being very, very clever.

I Learned From the Stardust Witch (300 CP)

The Stardust Witch Fran is my teacher. She's brilliant, terrifying, and this perk grants you her combat magic prowess which is refined, reactive, and ruthlessly efficient.

You can cast with speed, precision, and devastating force. Shields shimmer into place before the first arrow flies. Counterspells snap like thunder. Your dueling instincts are sharp enough to make seasoned witches hesitate.

The Art of the Good Fortune Scam (300 CP)

Ah, fortune-telling. A noble tradition of vague predictions, dramatic pauses, and charging triple for "emergency readings".

This perk makes you a master of magical misdirection. You can read palms, interpret tea leaves, and invent star charts with such confidence that even skeptics start nodding. Your fortunes are just vague enough to sound profound, and just specific enough to feel personal. You'll earn coin, admiration, and occasionally a marriage proposal.

You're not lying, exactly. You're storytelling. And if people happen to pay you for it... well, that's just good business.

I Am in the Story, Not the Savior (600 CP)

You are the traveler. The observer. The one who moves through tales without becoming tangled in them. With this perk, the world bends to your narrative, not as its hero, but as its witness. Curses hesitate. Prophecies glance past you. You are not the chosen one. You are the one who watches the chosen fall.

Your presence is magnetic, your absence unforgettable. You leave behind stories, not scars. And when people speak of you, they do so with wonder, not expectation.

This detachment is not a prison, it's a choice. And like all choices, it can be changed. At the start of your journey, this perk is active. You are protected by distance, untouched by destiny. But should you ever wish to step into the tale: to become the savior, the storm, the one who stays. You may toggle it off. Quietly. Privately. Like turning a page.

You are not here to save the world. But if the moment ever calls for it ... you may choose to answer.

✨The World Is My Garden (600 CP)

Some witches struggle when they leave home. New languages, strange customs, unfamiliar magic, it overwhelms them. But you? You bloom wherever you're planted.

With this perk, you are attuned to the world itself. Magic flows through you like wind through leaves, no matter the land. You can cast desert-born spells in tundra winds, speak forgotten dialects after a single conversation, and walk barefoot through cursed ruins without a scratch. The world wants you to explore it. And it's very bad at hiding its secrets from you.

And here's the lovely part: this gift doesn't end with this journey. Wherever you go next, whatever world, whatever rules, whatever strange sky hangs above you, you will find it familiar. Welcoming. Yours. The world will always open for you, like a garden in bloom.

🗡️ The Princess Witch's War Dance (600 CP)

The Princess Witch Mirarose doesn't just fight. She orchestrates. Her magic is a symphony of strategy, timing, and terrifying precision. With this perk, you gain her formidable combat capability woven with tactical brilliance.

You can command the battlefield like a conductor. Your spells are layered, your defenses predictive, and your attacks devastatingly elegant. You anticipate enemy movements, exploit terrain, and turn chaos into choreography. Whether leading an army or standing alone, you are never overwhelmed. You are the storm.

💰 The Wandering Witch's Side Hustle Mastery (600 CP)

You've turned travel into an enterprise. Every town is a market, every spell a service, and every compliment a potential discount.

With this perk, you're a genius at monetizing your journey. You can juggle side gigs, magical commissions, impromptu performances, and even publish your travel diary for passive income. You instinctively know how to price your services, charm your clients, and avoid the kind of contracts that end in curses. You're not just surviving, you're thriving.

You'll never be poor. You'll never be bored. And you'll always have enough coin to buy the good pastries.

Items



Oh? It seems fortune favors you today. An extra 200 CP, graciously bestowed for your shopping indulgences.

✨ Pretty Magic Wand (Free)

Here it is, your very own wand! While it may appear simple at first glance, much like myself before my brilliance became universally acknowledged, it is, I assure you, perfectly suited for a fledgling witch of your promising caliber. Crafted from fine, enchanted wood and polished to a gleam that quite nearly rivals my own ash-grey hair, this wand is tuned precisely to your unique magical signature.

📚 Magic Text Book (Free)

Oh, this? Yes, this is it. A copy of the very textbook I pored over to pass my magic exams with flying colors. A true classic, if I do say so myself.

This Magic Text Book contains absolutely everything you need to know about the magic of this world for the written examinations. From the intricate theories that underpin every spell to the fascinating history of our craft, it's all meticulously documented here. And naturally, it includes all the basic spells a novice needs to know to even begin their humble path. You'll learn the principles of mana absorption, the fundamentals of broom flight, and other such rudimentary necessities.

Consider it your foundational guide. After all, even a genius like me found it... adequate. You're welcome.

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Travel Gear (Free)

You're going to need a few essentials. Trust me wandering sounds romantic until you're halfway up a mountain with wet socks and no snacks. This starter kit includes everything a newly recognized witch needs to begin their journey with dignity, comfort, and a touch of flair:

Basic Broom : Enchanted for flight, tuned to your magical signature. It's not fast, but it's reliable.

Witch Clothes: A classic ensemble: cloak, boots, hat, and travel dress. Resistant to wind, rain, and fashion emergencies. You'll look the part, even when you're lost.

Bag of Holding: Small on the outside, spacious on the inside. Perfect for books, potions, souvenirs, and the occasional stolen pastry. Organized enough to find things. Chaotic enough to feel magical.

Water Canteen: Self-replenishing once a day. Not suitable for tea, unfortunately. I tried.

Cookies: A modest tin of enchanted shortbread. They stay fresh, taste like home, and occasionally hum when you're lonely. Do not feed to familiars. They get clingy.

Pretty Coin Purse: A stylish, enchanted purse that holds an unlimited amount of coins without ever bulging, jingling, or betraying your net worth. Cannot be stolen, misplaced, or pickpocketed. It simply refuses. Also matches every outfit. Because magic should be beautiful.

It's not much. But it's enough. And sometimes, enough is all you need to begin a very good story.

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📖 The Adventures of Jumper (Free)

Every traveler leaves behind footprints. But the clever ones leave behind stories. At the end of your ten-year journey, you'll receive a beautifully bound book titled *The Adventures of Jumper*. It's modeled after The Adventures of Niké, the very book that inspired me to take flight. Yours will be printed in Robetta, my peaceful little homeland, where the presses run slow, the ink smells like lavender, and the editors are far too polite to correct your embellishments.

This book contains a complete chronicle of your travels: every country visited, every spell cast, every questionable decision made in pursuit of pastries or glory. The tone is elegant, the prose flattering, and the illustrations suspiciously flattering. It reads like a legend, even if you mostly wandered and occasionally tripped. You won't remember everything. But the book will. And someday, someone might read it and decide to fly.

📚 Wandering Witch: The Journey of Jumper (100 CP)

A manga adaptation of a life well wandered. Illustrated in full color, annotated by a witch with opinions.

At the end of your ten-year journey, you'll receive a complete manga series titled Wandering Witch: The Journey of Jumper, written by Shiraishi Jougi and illustrated in full color by Nanao Itsuki. Yes, the same duo responsible for my story. Apparently, they were so intrigued by your escapades that they decided to immortalize them in glossy panels and dramatic splash pages. I suppose I should be flattered. Or jealous. Or both.

The series spans 10 volumes, each covering a year of your journey. It's beautifully drawn, emotionally resonant, and occasionally absurd. Expect sweeping landscapes, quiet tea shops, the occasional magical duel, and fourth-wall commentary by Elaina herself.

Wandering Witch: The Journey of Elaina

📺 Wandering Witch: The Journey of Jumper Anime Series (200 CP)

Ten seasons. Ten years. One very lucky traveler.

At the end of your journey, the animation studio C2C Co., under the direction of Toshiyuki Kubooka, will release a full anime adaptation of your ten-year adventure: Wandering Witch: The Journey of Jumper. Yes, ten seasons. That's one season per year. I know. I'm trying not to be bitter.



The series is breathtaking. The landscapes shimmer. The magic sparkles. The emotional beats land with the kind of grace that makes viewers cry into their tea. Your broom glides like poetry, your spells explode like stardust, and your dramatic pauses are timed to orchestral swells. It's almost unfair.

I got twelve episodes. Twelve. And you, you, get ten seasons. That's over a hundred episodes. I'm not jealous. I'm just... narratively underrepresented.

💍Witch's Brooch (Free/100 CP)

As a newly minted witch, you'll receive a delicate brooch to mark your graduation from Apprentice to Witch. It's not just a pretty accessory, it's a symbol of your journey, your growth, and your readiness to face the world with spells, stories, and a slightly dramatic cloak flourish. Worn proudly on your chest, it lets others know you've earned your title, survived your training, and probably have a few magical mishaps under your belt.

Now, if you're willing to spend an additional 100 CP, your brooch will be upgraded to an Enhanced Witch's Brooch. This version cannot be stolen, even by the most persistent magical pickpockets or raccoons. And if you somehow lose it, perhaps during a broom crash, it will reappear on your person the next morning, usually clipped somewhere tasteful.

🗺️ Whimsical Map of Everywhere (100 CP)

Because getting lost is only charming the first three times.

This enchanted map updates itself as you travel, sketching out roads, cities, and curious little places you might want to visit. Like tea shops, magical ruins, or suspiciously cozy inns. It's perfect for navigation, exploration, or simply pretending you had a plan all along.

🧭 Compass of Quiet Return (100 CP)

For when wandering is wonderful, but going home still matters.

This elegant little compass doesn't point north, it points home. Wherever that may be for you, it always knows the way. Whether you're lost in a forest of illusions or drifting through a city of floating lanterns, one glance at the needle reminds you that you're never truly lost.

🗡️ Witch's Last Resort Knife (100 CP)

Because sometimes, people try to take your wand. How rude.

This sleek little blade fits neatly in your boot or satchel, doubling as a utility knife for mundane tasks and a combat knife for decidedly less mundane situations. It's enchanted to stay sharp, discreet, and ready. Just in case diplomacy fails or someone thinks disarming a witch is a clever idea.

🔮 Suspiciously Convincing Crystal Ball (100 CP)

This polished crystal ball is perfect for fortune-telling performances, dramatic pauses, and scamming gullible nobles out of their dessert money. It doesn't show the future, but it does reflect candlelight beautifully and makes you look far more legitimate than you probably are.

It doesn't actually do anything. But it looks very mysterious.

Warehouse Attachments

Oh, and those delightful little warehouse attachments? Yes, they'll become available after your jump. Patience, dear traveler, even magical storage has its timing.



🏠 Robetta Replica (200 CP)

Because even witches need somewhere quiet to sip tea and pretend they're normal.

This charming warehouse attachment is a lovingly recreated copy of Robetta, the peaceful country where I began my journey. Rolling hills, cobbled streets, cozy homes, and yes, NPC inhabitants who go about their lives with gentle smiles and absolutely no idea how powerful you are. It's perfect for resting, reminiscing, or dramatically returning after a long adventure.



🏰 Land of Mages Replica (400 CP)

This warehouse attachment grants you a full replica of the Land of Mages. An isolated, mountainous city perched high above the clouds, surrounded by towering walls and gates that only open to those who can fly a broom with grace. The city comes fully populated with NPC mages, each busy with their own arcane studies, magical gossip, and occasional broom-related accidents. It's a place of wonder, prestige, and just a touch of elitism.

Companions



You're being gifted 200 CP but only for Companions, I'm afraid. Still, that's quite a lot of friendship you can afford. Lucky you.

The Ashen Witch Elaina (100 CP)



For the next ten years of your journey, you'll have the pleasure of traveling with me, Elaina, the Ashen Witch. I bring beauty, magical talent, impeccable broom etiquette, and of course, sparkling conversation. Whether we're exploring strange lands, escaping awkward situations, or judging pastries together, I'll be right by your side.

You're welcome, by the way.

The Starlight Witch Fran (100 CP)



Fran, the Starlight Witch, arrived from a faraway land to train me at my parents' request. Why they chose her, I'll never understand. She's whimsical, unpredictable, and has the uncanny ability to turn even the most serious lesson into a game of "guess what I'm actually teaching." I spent most of my apprenticeship oscillating between awe and mild irritation.

And yet... she's brilliant. Powerful. Kind, in her own peculiar way.

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The Charcoal Witch Saya (100 CP)



Saya is a novice witch from a distant land, full of enthusiasm, nerves, and an alarming amount of affection... for me, naturally. We met in the Land of Mages, where I graciously helped her pass her exams (you're welcome, again). She's earnest, loyal, and surprisingly competent when she's not panicking. If you choose her, expect heartfelt devotion, magical mishaps, and the occasional teary-eyed hug.

She's very sweet. And very clingy. Mostly clingy.

The Midnight Witch Sheila (100 CP)



Sheila is Fran's old peer, Saya's current mentor, and the United Magic Association's unofficial enforcer of magical discipline and dramatic entrances. With her sharp eyes, sharper tongue, and a talent for getting uncomfortably close, Sheila tends to play the bad cop. If you bring her along, expect intense training, sudden interrogations, and a surprising amount of competence wrapped in leather and sass.

She's terrifying. In a very professional way.

The Princess Witch Mirarose (100 CP)



Mirarose is a princess from a kingdom that no longer exists, though she doesn't seem to remember that part. Amnesiac, graceful, and unfailingly polite, she welcomed me with tea, smiles, and just a touch of eerie charm during my visit to her very empty country. If you choose her, expect regal manners, mysterious magic, and a companion who's as sweet as she is... enigmatic.

She's lovely. And mildly unsettling. But mostly lovely.

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The Lavender Witch Estelle (100 CP)



Estelle, the Lavender Witch, comes from the Clock Village of Rostolf. A place where time ticks a little differently, and prodigies bloom like clockwork. She became a witch at thirteen, just like me. Her magic is elegant, precise, and, dare I say, nearly on par with mine. But behind her talent lies a shadow: the day she couldn't save Selena. Since then, her smile has been a little more practiced, her spells a little more desperate. Perhaps traveling together will help her heal.

The Quicksand Witch Eihemia (100 CP)



Eihemia serves the king of the Land of Truth Tellers. Or rather, she adores him. Blindly. Painfully. The kind of love that makes you forget your own worth and tumble headfirst into a pit of political quicksand. Her loyalty led her to ruin, and lucky her, I happened to be passing through when she needed saving.

She's powerful, no doubt. Talented, even. Perhaps traveling will help her find a better use for her magic... and her affections.

The "The Adventures of Niké" Witch (100 CP)



Yes, that Niké. The one from the book. Try not to faint.

Niké, the legendary witch whose adventures filled the pages of my favorite book, The Adventures of Niké, is real. and she's coming with you. Her tales inspired countless witches, myself included, and her legacy echoes through Fran, Sheila, and anyone else who's ever pulled a prank mid-lesson and called it 'training.'

She's clever, whimsical, and maddeningly mysterious.

Drawbacks



Meta Drawbacks

Memorywipe (+100 CP)

For the next ten years, all knowledge of The Wandering Witch: The Journey of Elaina: the light novel, the anime, even the charming protagonist (me), will vanish from your memory. No clever predictions, no insider knowledge, no smug commentary about what's supposed to happen next. You'll wander this world as a true outsider, wide-eyed and uninformed.

Warehouse Lockout (+200 CP)

For the entirety of your ten-year journey, your warehouse, yes that marvelous pocket-space of endless conveniences, is sealed tighter than a miser's coin purse. No enchanted trinkets, no bottomless pantry, no cozy companions or followers waiting in the wings. Just you, your wits, and whatever you can carry in your satchel.

Perks Lockout (+300 CP)

For ten years, all perks acquired from other worlds, those dazzling little cheat codes you've grown so fond of, are entirely inaccessible. No reality-bending shortcuts, no cross-jump cleverness. Just the native magic, skills, and opportunities of this world. Your bodymod remains, of course. We wouldn't want you to feel completely ordinary.

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Think of it as a vacation from being overpowered. A humbling, character-building, slightly inconvenient vacation.



The following drawbacks come in tiers. Like a cake, but far less delicious. You may choose only one level of difficulty, assuming you're bold enough to face the consequences. Some are delightfully manageable. Others? Well... let's just say they build character.

Fran's Tough Training



Before you embark on your own grand adventure, you'll need a proper foundation, won't you? And who better to provide that than my own esteemed mentor, the Stardust Witch, Fran? After all, I spent a whole year under her tutelage before I became the magnificent "Ashen Witch" I am today. What sort of 'character-building' experience do you fancy?

Fran's Tough Training (+100 CP)

For a whole year before you truly set off, you'll find yourself under the rather... unconventional tutelage of Fran, the Stardust Witch. You see, my parents, bless their hearts, were a tad worried my exceptional talent might go to my head. So, for an entire month, Fran treated me like a glorified servant, making me do utterly meaningless tasks. Then, just when I thought I was ready to snap, she 'tested' me in a magic duel. And by 'tested,' I mean she utterly humiliated me, showing me just how outclassed I was, even while *holding back*. You'll get the exact same 'character-building' experience. It's certainly... enlightening.

Fran's Harder Training (+300 CP)

Oh, you want *more* challenge from Fran? How... ambitious. Or perhaps foolish, I haven't decided which. For your year of training, the Stardust Witch will make things even *harder* than they were for me. Remember those 'meaningless tasks'? Imagine them amplified, prolonged, and perhaps even more creatively designed to test your patience and push you to your absolute limits. Fran has a unique way of teaching you to *'stand up for yourself'*, and it seems she'll be taking that lesson to even greater extremes for you. Good luck. You'll need it.

Fran's Combat Bootcamp (+600 CP)

A *magic combat bootcamp*? My, my. While I prefer to wander and observe the world's various peculiar happenings, intervening only when it suits me or when the task is delightfully simple, it seems you're intent on facing danger head-on. For your mandatory year of training, Fran, having seen the world's beauty *and* its dangers, will put you through a truly *brutal combat magic training*. This won't be a gentle sparring session to teach humility like mine was; this will be *rigorous, exhausting, and quite possibly terrifying training* designed to prepare you for actual life-or-death magical confrontations. You *must pass* her assessments, which will undoubtedly involve pushing your magical and physical limits far beyond what I ever bothered with. Just try not to get too traumatized.

The Champagne & Party Witch



Unlike my own perfectly balanced approach to wandering, you might find yourself burdened by a peculiar set of inclinations ...

Easy Distraction (+100 CP)

Even for someone as exceptionally talented and beautiful as yourself, a journey can occasionally be... well, a bit dull. A quiet night in a humble inn, day after day, simply won't do for an aspiring traveler. You'll discover that you now have a slight, yet noticeable, penchant for indulgence. Should a charming local festival appear on your path, or a particularly enticing tavern beckon with the promise of delightful brews, you'll find yourself easily swayed. This means you'll occasionally take a detour for a party or a fine drink, perhaps spending a little more money than strictly necessary. It won't derail your grand adventure, certainly not for someone of your potential, but it might mean a slight delay here and there, a lighter coin purse, and perhaps a mild headache the next morning. Think of it as merely adding a touch of... flavor to your travels.

Susceptible Wanderer (+300 CP)

The world is full of wonders but also temptations, and now you will find yourself increasingly susceptible to the allure of revelry and fine spirits. Those quaint inns offering delightful local concoctions, or towns bursting with vibrant night-life, will call to you with a louder, more insistent voice. You'll spend significantly more time, and certainly more money, on these diversions, often to the detriment of your travel schedule or your dwindling funds. While you can still, with considerable effort, pull yourself away from these pleasures, your journey will frequently be punctuated by periods of lavish spending and prolonged hangovers. You might even find yourself agreeing to a few extra, less-than-glamorous odd jobs just to replenish your coffers.

Hedonist of the Road (+600 CP)

Ah, so you truly wish to understand the depths of human witchly desires? Your journey will now be defined by an unyielding drive for pleasure and lavish distraction. You are, unmistakably, a true Hedonist. The very thought of a quiet night in a humble inn will fill you with existential dread; instead, you will actively seek out the most opulent feasts, the most intoxicating beverages, and the most vibrant parties, even if they are wildly off your intended path. Your funds will evaporate at an alarming rate, forcing you into constant, often humiliating, part-time work or even questionable 'scams' just to support your insatiable appetite for indulgence.

The Lazy Witch



Here are a few... considerations for your journey, should you choose to experience the less enthusiastic side of a traveling witch:

Hard to Get Up (+100 CP)

The morning sun, though often lauded for its beauty, can be quite insistent, can't it? You now find yourself struggling with a common affliction: Hard to Get Up. It's not a matter of weakness, mind you, simply a profound and utterly logical preference for the warmth and comfort of a bed over the sometimes-harsh realities of the waking world. You might find your departure from towns delayed by an hour or two, or perhaps miss the fleeting charm of the very earliest morning markets.

Lazybones (+300 CP)

Now, if you truly wish to embrace the philosophical art of detachment, then you could become a veritable "Lazybones". This extends beyond a mere reluctance to rise; it's a pervasive disinclination to exert oneself unless there's a compelling personal interest, or perhaps, an easily fixable problem. You might find yourself observing the unfolding tragedies of the world from a comfortable distance, perhaps even turning your back entirely on festering problems, simply because the sheer **effort** involved in intervention outweighs any potential benefit to **yourself**. One might call it self-preservation, or perhaps, the quintessential trait of a self-serving witch, unburdened by the expectations of others.

The Bitch Witch



Oh dear, they called you a bitch witch? How charming. Finally, someone's recognizing your brand.

The "Look" (+100 CP)

You've been cursed, or perhaps blessed, with a resting bitch face that radiates disdain, superiority, and mild inconvenience. Strangers avoid you. Shopkeepers hesitate. Children cry. You could be thinking about kittens and moonlight, but everyone assumes you're judging their life choices.

Apparently, smiling politely isn't enough.

The "Sharp Tongue" (+300 CP)

In addition to your intimidating expression, you've developed a knack for saying exactly the wrong thing at exactly the wrong time. You're tactless, blunt, and somehow always manage to insult someone. Even when you're trying to compliment them. Social situations become minefields. You are the explosion.

Now you look rude and sound rude. Congratulations.

The "Aura" (+600 CP)

Your face is frosty, your words are sharp, and your very presence grates like sandpaper on a sunburn. People instinctively dislike you. Animals hiss. You are a walking charisma void wrapped in designer robes. Even your compliments sound like threats.

You don't just offend people. You linger in their nightmares.

A Mirror for the Vain Witch



Oh, you've become vain and self-centered? How wonderful. We'll finally get along.

But I'm the Pretty One (+100 CP)

You possess an unshakable belief in your own beauty, brilliance, and narrative importance. Compliments are expected. Criticism is... quaint. You're not malicious, just perpetually surprised that others don't orbit you. You instinctively seek admiration and validation, even in inappropriate moments, and may dismiss others' achievements unless they directly relate to you. Your self-esteem is bulletproof, but your humility is missing in action.

"I'm not saying I'm better than everyone. I'm just saying it's statistically improbable that I'm not."

Main Character Syndrome (+300 CP)

You genuinely believe the world is your stage, and everyone else is a supporting character. You're not cruel, but you are chronically self-centered. Other people's problems are plot devices, and their emotions are background music. You struggle to empathize with others unless their story flatters or challenges your own, and you may unintentionally derail group dynamics, quests, or emotional arcs by redirecting focus to yourself. Your charisma makes it easy to get away with it... until it doesn't.

"I'm sure your heartbreak is very compelling. But have you seen my new hat?"

The Witch of One (+600 CP)

You are the center of your universe, and you like it that way. Companionship is tolerated, not cherished. You view relationships as temporary distractions from your glorious solo narrative. You may love but only in ways that preserve your autonomy and aesthetic. You cannot form deep, lasting bonds without significant effort and personal growth, and you instinctively sabotage intimacy, collaboration, or emotional vulnerability. Your journey is rich, poetic, and beautifully lonely.

"I travel alone. Not because I must but because no one else deserves the spotlight."

Special Note: Purchased companions become available post-jump if you take The Witch of One.

Yuri Magnet



Oh, you've become a yuri magnet? Careful. Next thing you know, compliments come with marriage proposals.

Warning: This becomes Bara magnet if you took the "Witch? Please" perk.

The Sapphic Sparkle (+100 CP)

You emit a subtle, inexplicable aura that draws the romantic attention of women across the continent. From bashful apprentices to bold warrior queens, they all seem to find you fascinating. You're not trying to flirt, really you're not, but your mere presence inspires longing glances, poetic confessions, and the occasional magical love letter. It's flattering. It's awkward. It's your life now.

"I smiled politely. She proposed marriage. I was just buying bread."

Yuri Entanglement Syndrome (+300)

Your magnetism intensifies. Women don't just admire you, they pursue you. You attract dramatic declarations, possessive rivals, and emotionally charged misunderstandings wherever you go. You may find yourself embroiled in love triangles you didn't sign up for, or swept into romantic subplots that derail your actual goals. You're not trying to lead anyone on... but you do look stunning in moonlight.

"I tripped. She caught me. Now we're apparently soulmates."

The Witch of Unwanted Romance (+600 CP)

You are now a full-blown yuri magnet of mythic proportions. Your existence inspires obsession, devotion, and interpretive poetry. Women fall for you instantly, often catastrophically. You cannot escape romantic entanglements, whether you're in a library, a battlefield, or a cursed swamp. Even your enemies hesitate to harm you, lest they ruin their chances at tragic love. You are the protagonist of a hundred unintentional love stories. And you are so very tired.

"I cast a wind spell. She called it a kiss. I cast a fire spell. She called it passion. I cast silence. She called it mysterious."

The Princess Without Subjects



Oh, dear, so you wish to entangle yourself with the Princess Without Subjects, Mirarose? While her hospitality was, initially, quite charming, her story is one that left even me, the composed Ashen Witch, quite eager to hasten my departure.

The Enduring Guest (+100 CP)

You've found yourself charmed by the Princess Mirarose's hospitality and her peculiar, empty kingdom. While she seems sweet and offers delightful tea and bread, you'll soon realize her invitation to stay is less a suggestion and more an unyielding expectation. She sees you not as a passing traveler, but as a new fixture, perhaps another piece to complete her shattered world. She'll consistently find reasons for you to remain, subtly yet persistently, making it difficult to simply "fly off."

You can, with considerable effort, convince her to join you on your journey, allowing her to find "new subjects" in the wider world, a peculiar new role she might just embrace, especially if it offers distractions from her "imaginary family".

The Kingdom's New Ornament (+300 CP)

It seems you've underestimated the depth of her... affection. Mirarose's desire for you to stay has intensified, shifting from mere persistence to a subtle, yet pervasive, magical entrapment. She doesn't just ask you to remain; she employs a soft, almost imperceptible magic that binds you to her castle, or perhaps, to her very narrative. The beautiful, elaborate clothing she might offer you will feel less like a gift and more like a uniform, a new skin that quietly asserts your belonging to her.

You'll begin to notice the terrifying lucidity in her madness, how she talks to her "imaginary lover and child" as if they are truly present, and perhaps, you'll feel a chilling pull to participate in her delusions. Escape will require more than just words; you'll need to actively resist her subtle magical influence and the growing psychological weight of her decaying sanity.

The Unwanted Protagonist (+600 CP)

You are no longer merely a guest; you are now the unwanted protagonist in Mirarose's ongoing tragedy, and she has no intention of letting her story end without you. Her mask of sanity will crumble completely, revealing the full, terrifying extent of her unstable, destructive power and the bottomless abyss of her despair and rage. She will perceive any attempt to leave as a direct assault on her warped reality, a betrayal of her "kingdom" and "family".

You'll witness her full capability as a Person of Mass Destruction firsthand, just as she decimated her own kingdom and brutally tortured her father into a monster. At this point, no amount of persuasion will suffice; Mirarose will actively and aggressively prevent your departure using her formidable magic. You will be forced into a direct, life-or-death confrontation with her, a battle not just for your freedom, but for your very sanity.

A Deep Sorrow from the Past



Oh, dear. I see you're interested in helping a certain Lavender Witch fix the past. My, my, how very noble of you. Before you leap headfirst into such a delicate situation, however, perhaps we should discuss the nuances. Not every story has a neat, happy ending, you see, especially when one tries to play the hero.

The Witness's Burden (+100 CP)

You've agreed to accompany the Lavender Witch, Estelle, on her journey to right a past wrong. A commendable, if slightly naive, decision, I confess. You won't directly participate in the truly messy bits, as a prudent traveler should wisely avoid. But you will bear witness to the events, observing the grim realities of a world that doesn't always bend to good intentions, and seeing firsthand the despair that unfolds. Even from a distance, the sheer weight of what transpires will linger. Think of it as a subtle reminder that not every traveler needs to be a hero, and sometimes, a little distance is, indeed, a kindness to oneself.

Entangled in Tragedy (+300 CP)

Oh, you want more challenge? How... ambitious. Or perhaps foolish, I haven't decided which. You've decided to lend more than just your presence; you've actively assisted Estelle in her desperate quest. You will be directly involved in the efforts to change the past, pushing your magical limits, getting uncomfortably close to the violence, and enduring the very real danger that comes with meddling in such... personal tragedies.

You might find yourself in harm's way, perhaps even relying on your wits and strength to survive the unfolding horror. The events will leave a profound mark on you, mirroring the anguish that broke a certain version of me. Your composed demeanor might crack, just a little, leaving you feeling vulnerable and perhaps even disgusted at your own perceived weakness, much as I was after a particularly horrifying encounter.

The Ashen Bloom of Despair (+600 CP)

My, my. So you truly wish to immerse yourself in the depths of sorrow and despair? Very well. You won't merely assist Estelle; you will become intrinsically entwined with her, to the point where her desperate conviction to save Selena becomes your own. You will bear the full brunt of the traumatic revelation, directly experiencing the horrifying truth of the past she seeks to change. You may be forced to make the same brutal, irreversible choices Estelle made, with all the accompanying psychological scars. This experience will shake you to your very core, perhaps even altering your perception of yourself and the world around you, much as it did for my alternate self. For the duration of your journey, you will carry a tangible piece of that grief, manifesting as a deep-seated melancholy that colors your perceptions.

Conclusion



Well, Jumper, you've done it. Ten years of wandering this beautiful, bewildering world of mine. You've seen the whimsical, the tragic, the kind, and the cruel. It's rather like a rose, isn't it? Stunningly beautiful, but with plenty of thorns if you're not careful. I, for one, found it quite enlightening, and I imagine you did too. You were, after all, quite the captivating protagonist in your own right.

Now, with your journey here complete, the world awaits your next decision. Will you finally RETURN HOME (+500 CP) to your quiet little homeland, perhaps to write your own magnificent tale, just as I did? Or perhaps you've grown rather fond of this world and its peculiar happenings, and wish to STAY (+1000 CP)? Or are you already itching for the next adventure, ready to MOVE ON to other multiversal tales.

Whatever you choose, know this: your story here was truly... quite something. Farewell, and may your next journey be just as, if not more, interesting.

Wandering Witch: The Journey of Elaina

Addendum



If you'd prefer to hear my voice in a language you actually understand, how convenient, you can watch Wandering Witch: The Journey of Elaina dubbed right over there. I sound quite charming, if I do say so myself.

Alternatively, if you'd like to hear me speak in my original, elegant voice, complete with all the proper inflections and dramatic pauses, you can watch the subbed version on YouTube right here. Just be prepared to read. I do expect a certain level of literacy from my audience.

If you'd rather see my adventures in beautifully drawn panels complete with expressive eyes, dramatic angles, and the occasional cookie, you can read the manga right here. Go ahead, I promise I look stunning in ink.



Elaina shares her thoughts on the other jump chain works by /u/randalReps

The Book of Mormon Broadway Musical	*Well, it seems that improvisation is a perfectly valid school of magic. Who knew?*
Space: Above and Beyond	*Oh dear, everyone looks terribly serious, and the explosions aren't even magical; it seems like a very scary place to misplace one's broom.*
Downton Abbey	*Downton Abbey is simply charming. I'd fit right in as a beautiful aristocrat with impeccable manners and a broom parked discreetly behind the rose garden.*
Hinca-P's The Perfect Cell	*If you genuinely enjoy that degenerate garbage, then shame on you. And if you dare take that jump, I'll personally hex your underwear to itch at the worst possible moments.*
Dilbert (in progress)	*After reading Dilbert, I've decided I'd rather endure another round of Fran's explosive training than spend a single day under the pointy-haired boss or that dreadful feline Catbert.*

Wandering Witch: The Journey of Elaina

Full Metal Jacket	*I watched Full Metal Jacket for exactly seven minutes before deciding, quite wisely, I think, that being yelled at in a war zone is a hard pass for any self-respecting witch.*
Inferno of Elegance: A Flameco Odyssey	*This jump sounds absolutely delightful. I'd take the Dancer origin in a heartbeat and twirl my way through Andalucía, collecting stories, admirers, and perhaps a few enchanted castanets.*
Dos Equis: The most interesting man in the world	*This is suspiciously tempting. Reality-warping magic and free beer? I could rewrite history and toast myself for doing it, all while looking effortlessly interesting.*
Married . . . with Children	*If I ever found myself in that peculiar jump, I'd simply take the Neighbor origin, sip tea from my porch, and observe the Bundys like one might study a rare, loud, and slightly tragic magical creature.*
The Jerry Springer Show	*While the chaos is certainly magical in its own way, this is absolutely not my cup of tea, more like a spilled potion with shouting.*
Keeping Up with the Kardashians!	*While I'd certainly choose the Neighbor origin just to avoid the drama, I must admit, I absolutely want Kim Kardashian's wardrobe and her credit card; imagine the pastries, the tea sets, the enchanted accessories... I'd be unstoppable.*
Cryptobros Jumpchain: A Blockchain Adventure!	*This is completely bizarre. Everyone's obsessed with magic internet money, and while I can't begin to understand the strange sorcery of blockchains, smart contracts, and artificial intelligence, I suppose the Crypto Wand is at least vaguely witch-like... in a glittery, confusing sort of way.*