
VIN DIESEL
THE LAST
WITCH HUNTER

The Last Witch Hunter

A Jump by SpazzWave. Version 1.2

Eight hundred years ago, humanity was pushed to the brink of extinction. The Witch Queen, an ancient being of immense dark magic, unleashed the Black Plague to wipe out the mortal world and reclaim the earth for nature. She would have succeeded if not for an ancient, grief-stricken warrior named Kaulder. He breached her lair and struck her down, but in her dying breath, she cursed him with her own immortality - dooming him to walk the earth forever, unable to join his family in the afterlife.

In the wake of her defeat, the Brotherhood of the Axe and Cross was founded. For centuries, this secretive organization has dedicated itself to protecting humanity by controlling the surviving witches. By maintaining a strict, fragile truce, they have successfully concealed the existence of magic from the mundane world, using the immortal Kaulder as their ultimate enforcer to imprison any rogue magic-users who step out of line.

Now, the year is 2015. Your journey begins in New York City. Hidden behind the mundane skyscrapers and bustling crowds lies a vibrant, dangerous underworld of magic and rogue covens secretly plotting the Witch Queen's apocalyptic resurrection.

Whether you choose to take up a blade as a Hunter, pull the strings from the shadows as a Dolan, or wield the elemental arts as a Hexen, the fate of the masquerade is about to fall into your hands. To ensure you have the power to survive the wicked horrors lurking in the dark, here's **1000 CP.**

Good luck.

Origins

Any Origin can be a Drop-in. You can freely choose your age and gender. Origins get their perks and items discounted by 50%, with the [100] perk and item being free.

The Hunter

You are a weapon aimed at the dark, the unyielding shield that stands between oblivious humanity and the terrifying forces of the occult. Whether you are a highly trained mortal enforcer or an ancient immortal carrying centuries of bloodshed on your shoulders, you have spent your life tracking down rogue witches and monsters who dare to break the truce. You do not rely on spells or hexes; you survive through flawless martial mastery, an arsenal of specialized anti-magic weaponry, and sheer, unbreakable grit. When dark creatures crawl out of the shadows to prey on the innocent, you are the one who kicks down the door, draws a flaming blade, and sends them screaming back into the dirt. Your life is one of endless violence, but through that violence, the world survives.

The Dolan

You are the keeper of the great lie and the architect of the truce. Operating as a priest, scholar, and handler within the ancient Brotherhood of the Axe and Cross, you are the meticulous brains behind the brawn. While the Hunters wage a physical war in the streets, you wage an informational one from the shadows. You are tasked with preserving forbidden history, managing secret subterranean witch prisons, and providing vital tactical support and research to the warriors on the front lines. Your authority is absolute, granting you access to global intelligence networks and hidden occult archives alike. Whether brokering peace with witches, covering up a supernatural disaster, or unearthing the weaknesses of rogue warlocks, you ensure the mundane world never realizes how close it is to the abyss.

The Hexen

You are a child of the old world, a witch or warlock born with a deep, genetic connection to the untamed forces of magic. Unlike humans who must build machines to conquer the earth, you are intimately tied to it, capable of commanding the elements, shaping grand illusions, and brewing magical potions with your sheer will. In the modern age, you likely live in plain sight, blending into the bustling streets of cities like New York. You might run a mundane business - a bakery, a nightclub, or an antique shop - while secretly practicing your mental and elemental arts behind locked doors. Though currently bound by the fragile truce enforced by the Axe and Cross, your power is undeniable. Whether you use your gifts to heal, to hide, or to resurrect the dark glories of the past, the magic of the earth answers to your call.

General Perks

Walk Among the Wicked [100]

Magic hides in plain sight, tucked away behind mundane facades and protective glamours. But to you, these hidden doors are impossible to miss. No matter what city or world you find yourself in, you can effortlessly navigate the magical underworld. You possess an innate intuition that leads you straight to secret witch bars, magical black markets, and underground neutral zones without ever needing a guide. Not only that, you will find out that you intuitively understand the local customs, unwritten rules, and dangerous taboos, allowing you to blend in flawlessly with the magical populace. No matter how strange or hostile the gathering, you will always navigate it like a seasoned insider.

An Eternal Mind [200]

To endure eternity without losing your humanity or your sanity requires a mind forged of unbreakable steel. Just like the immortal Witch Hunter, you possess a mind built to effortlessly withstand the crushing weight of endless time. You are completely immune to the soul-crushing boredom, creeping ennui, and emotional stagnation that often plagues immortal beings. Centuries of loss, violence, and isolation cannot break you; your psychological resilience completely insulates you from combat trauma, PTSD, and grief, allowing you to walk through centuries of horrors with your sanity and purpose entirely intact. Beyond mental endurance, your willpower is a formidable force of nature. Should you ever find yourself trapped in a magical illusion, a dreamscape, or under the effects of active mind control, your mind naturally fights the intrusion. You are highly perceptive to mental tampering and inconsistencies, allowing you to quickly realize when your reality or thoughts are being manipulated. Once you are aware of the intrusion, you can marshal your willpower to actively fight the effect from the inside. While lesser illusions or weak compulsions can be broken with a focused effort of will, breaking free from the grip of a master magic-user will require a grueling, determined mental struggle. Even when temporarily suppressed or deceived, your core consciousness remains fiercely resilient, ensuring you are never an easy puppet for anyone to control.

Runeforged Craftsmanship [400]

Just like the ancient runecrafting of the legendary Hexenblade, you possess the esoteric skill to craft and forge weapons of any type with powerful magical fire runes. Whether you are working with medieval iron or modern ballistics, you know exactly how to etch these magical runes into your arsenal. Upon your command, these runes ignite, wreathing your weapons in a searing, magical flame. This is no ordinary fire: it is a specialized, supernatural blaze that literally burns away magic itself. A modern gun modified by your hands will shoot blazing fire bullets that incinerate active spellcasting and effortlessly burn away magical shields on impact. Meanwhile, a blade etched with these runes will easily cleave through dark hexes, cutting deep into ancient monsters and actively burning away their flesh, regenerative powers, and immortality, ensuring that whatever you strike down stays dead permanently. Any weapon you forge becomes the ultimate blazing countermeasure against the dark arts.

Cursed With Life [600]

"I curse you with life. To never know peace, to walk the earth alone for eternity. You will never die." Whether spoken as a dying hex or forged in a dark ritual, you have been afflicted with the ultimate burden and the greatest weapon: absolute immortality. Just like Kaulder, you are completely immune to the ravages of time, aging, and all mundane or supernatural diseases. You possess an incredible healing factor that constantly restores your body to the absolute prime of its life. No matter how grievous the injury - whether you are stabbed through the chest, shot, or crushed - your flesh will rapidly knit back together, and you will simply rise again.
However, this immortality has one major vulnerability: fire. Extreme heat and magical flames severely tax your restorative abilities, significantly slowing down your regeneration and leaving you vulnerable and grounded while the burned flesh slowly struggles to mend. During your time in this world, your immortality is directly bound to the still-beating heart of the Witch Queen. So long as her heart remains intact, hidden away in the dark, you will not die. Once you move on to future jumps, you will instead receive a personal phylactery of your own design, such as a mystical object or a preserved magical heart. As long as this phylactery remains intact and hidden, your immortality and rapid regeneration remain active, anchoring your soul to the living world and making it exceptionally difficult for you to be permanently slain. To mirror the long, solitary march of the Witch Hunter, in this and any future jump, you may choose to instantly gain 800 years of vivid, integrated memories of having lived within that specific world prior to the start date. This grants you the profound wisdom, deep historical perspective, and seasoned worldview of an ancient immortal who has watched the setting's history unfold firsthand.



The Hunter Perks

Renaissance Warrior [100]

To survive the wicked horrors lurking in the shadows, a true hunter cannot rely on a single tool. You possess an absolute, intuitive mastery over all classical and modern weaponry. Whether you are hefting a heavy steel longsword, swinging a flaming blade to cleave through dark magic, or racking the slide of a pump-action shotgun, you wield them as though you had trained your entire life for that exact moment. The moment your fingers wrap around any weapon, its weight, balance, and lethal application become second nature. You instantly understand how to maintain it, how to load it, and most importantly, how to use it to execute the unnatural. Whatever armament falls into your hands instantly becomes a perfectly calibrated instrument of death, allowing you to send witches and monsters screaming back to the dirt.

Witch Hunter [200]

Witches survive by hiding in plain sight, wrapping themselves in deceit and dark magic. You are the ultimate countermeasure. You possess heightened senses finely tuned to the occult, allowing you to passively detect the presence of magic and feel the taint of witchcraft in the air. No magical illusion, glamour, or hex can fool your eyes; you easily pierce their veils to see the ugly truth beneath. Furthermore, you are an apex tracker of the unnatural. You can visibly see the lingering arcane residue and supernatural footprints left behind by magic-users, even long after they have fled a scene. Whether they retreat into the concrete labyrinth of a modern metropolis or the deepest, darkest forests, you can track and hunt a witch anywhere you set foot. Once you have their trail, there is nowhere the wicked can hide.

Centuries of Muscle Memory [400]

Even if you aren’t actually 800 years old, you fight exactly like you are. You possess the tactical genius, unflinching combat reflexes, and icy composure of a legendary warrior who has survived thousands of blood-soaked battles against the supernatural. Your body reacts to danger with perfect, ingrained instinct, slipping past lethal hexes and parrying monstrous strikes before conscious thought even registers the threat. In any fight you enter, your combat instincts are utterly flawless, guiding you to make the correct tactical decision every single time. Whether you are dismantling a modern coven's ambush or slaying an ancient horror, you dictate the flow of battle with the effortless perfection of a man who has seen (and slaughtered) it all before.

Hexen-Bane [600]

You are no longer just a hunter; you are the absolute doom of the supernatural, an inescapable end to the dark forces that plague the earth. Any weapon you wield (from an ancient longsword to a modern handgun) is automatically treated as the supreme, ultimate weakness of whatever creature you strike, inflicting maximum devastation regardless of its natural resistances. Furthermore, your sheer, unyielding willpower allows you to completely ignore the physical toll of combat. You can simply shrug off crippling pain, forcing your body to keep fighting at absolute peak capacity even when you are grievously wounded. No matter how deeply you are slashed, how many bones are broken, or how battered your body becomes, you will not falter, stumble, or slow down. Pain becomes nothing more than a distant afterthought, ensuring that even on the brink of death, you will not stop your relentless assault until your monstrous prey is completely and permanently destroyed.

The Dolan Perks

The Chronicler [100]

To fight the dark, you need more than weapons; you need the truth. You are the ultimate custodian of that truth, possessing an encyclopedic knowledge of the occult and the supernatural. From the forgotten bloodlines of ancient witch covens to the complex mechanics of obscure hexes and the specific weaknesses of terrifying monsters, you hold the entirety of magical history in your mind. Backing up this vast mental library is a flawless eidetic memory. Once you see, hear, or read a piece of information, it is permanently locked away with perfect, crystal-clear recall. You can instantly memorize the contents of massive grimoires, recall exact translations of dead languages, and effortlessly cross-reference centuries-old lore to break curses in seconds. You will never forget a single detail, ensuring that whenever a supernatural threat arises, you always have the exact answers required to defeat it.

Axe and Cross [200]

The Brotherhood of the Axe and Cross operates above the jurisdiction of any normal government, and you carry that absolute authority wherever you go. You possess unrestricted access to every official database on the planet. From the FBI and CIA to Interpol and highly classified black-site servers, you can seamlessly tap into their networks to track down anyone, anywhere. This supreme clearance extends far beyond the mundane world. If there is a hidden supernatural registry, an underground black market ledger, or a magical database, you can access it just as easily. No target can hide their paper trail from you. Furthermore, your credentials command unquestioned respect, granting you immediate, unhindered entry into any library, private collection, or restricted occult archive in the world. Whether you are hunting a fugitive or unearthing ancient lore, no door will ever be locked to you.

Architect of the Great Lie [400]

For centuries, the Axe and Cross successfully hid the existence of magic from humanity while keeping the living heart of the Witch Queen secret from the entire world. You possess that same masterclass capability for absolute, massive-scale concealment. You can effortlessly cover up secrets of monumental magnitude, making it virtually impossible for anyone to uncover the truth, regardless of how deep they dig. Whether you need to cover up the existence of the supernatural, hide a world-ending artifact, or bury something even darker, you can seamlessly coordinate your authority and resources to execute cover-ups on a massive, global scale. Once you bury a truth, you make it practically impossible for anyone to uncover it. You know exactly how to compartmentalize information, erase evidence, and orchestrate airtight false narratives, ensuring that the greatest mysteries of the world remain exactly where you left them: hidden in the dark.

Containment Protocols [600]

Why simply slay a dark entity when you can bind, contain, and study it? You possess an elite understanding of both specialized engineering and high-level esoteric warding, allowing you to design and construct completely unbreachable prisons. By combining physical architecture with intricate runes and binding magic, you can build containment cells capable of locking away even completely immortal, godlike, or high-tier supernatural beings in a state of eternal, absolute stasis. Furthermore, this mastery extends to defensive applications. You know how to apply these same runic patterns and warding schemes to fortify buildings, sanctums, or vast perimeters. These protective wards act as a powerful supernatural repellent, forging impenetrable barriers that aggressively drive off dark creatures and ensure monsters cannot cross into your protected grounds.

The Hexen Perks

Witch's Brews and Confections [100]

Potions are the foundation of a witch's art, and your mastery of the craft knows virtually no bounds. If your mind can conceive of an effect, you can distill it into a potent liquid. You can brew concoctions that induce overwhelming terror in your foes, bring long-forgotten memories instantly to light, inspire sudden devotion, or cause agonizing paralysis. This subtle art extends seamlessly from vials and cauldrons directly into the kitchen. You can weave your magic into baked goods, meals, and beverages, crafting food that subtly manipulates the minds and emotions of whoever consumes it. Whether baking pastries that make consumers intensely addicted to your culinary creations, preparing feasts that sow docility and trust, or lacing a target's meal with quiet mental suggestions, your hearth is as dangerous as any dark ritual circle.

Glamours and Grand Delusions [200]

You are a master of sensory deceit, capable of weaving illusions so potent they effortlessly bend perception to your will. On a personal scale, you can craft flawless glamours to disguise objects and individuals. You can take on the exact physical appearance, voice, and mannerisms of another person, or manipulate the properties of mundane items, such as turning a pile of putrid garbage into a bowl of enticing gummy bears that fool the eyes, nose, and taste buds.
But this isn’t the end of your skill, as you can cast sweeping area illusions over entire environments. You can overlay a bleak, desolate wasteland or a rotting alleyway with vivid, breathtaking phantasms, turning a ruined room into a lavish palace or a barren field into a lush forest. These grand delusions are so intensely detailed and vibrant that they appear as real as a living painting, completely masking reality from anyone who enters your domain.

Mastery of the Five Elements [400]

Witchcraft flows from the fundamental forces of nature: Earth, Air, Fire, Water, and the corrupting Fifth Element: Dark Magic. You possess a profound, innate affinity for all five, allowing you to conjure and command these forces with a mere thought. You can spontaneously ignite burning hellfire, shape earth, bend winds, and command water at a whim. Through nature's dark aspect, you can manipulate plant life, causing thorny vines and thick roots to erupt from the ground to ensnare and crush your foes. Furthermore, you can tap into the corrupted fauna of dark magic to summon vast, writhing swarms of biting insects to devour enemies, blind their vision, and choke their lungs. Within your element, you are a living force of nature.

Dream Walker [600]

Among the Witch Queen’s forces, the Dream Walkers were feared as her absolute deadliest assassins - and now, you have mastered their terrifying ability. You possess the dark ability to project your consciousness directly into the minds of others at any time, forcefully plunging them into a mental dreamscape regardless of whether they are awake or asleep. Once inside their mind, their subconscious lies utterly exposed to you. You can violently pry into their deepest thoughts, extracting their most precious, cherished memories. And if you wish, you can effortlessly twist and corrupt these fond memories, warping their happiest moments into their absolute worst, inescapable nightmares to break their sanity from the inside out. Most dangerous of all is your lethal authority within this realm. The violence you inflict upon their mind translates to the physical world: if you slaughter a target within this waking dream, their physical body immediately perishes in real life. Once you drag someone into your dream, there is no waking up until you decide to let them go.

Items

You have a 300 CP stipend to spend here. You can freely import items. Locations may be imported or recreated in future jumps as Warehouse attachments, if you wish. Items destroyed or lost restore themselves in three days. You also gain the blueprint of anything you buy here.

Liquid Light [100]

Hunting in the dark is a dangerous game, so it always pays to bring your own illumination. You receive a magically replenishing padded case containing several alchemical vials of Liquid Light. When thrown and shattered against a surface, these vials violently erupt in a blinding, hyper-intense flash of pure luminescence. While it serves as a highly effective flashbang against mundane foes, its true purpose is to combat the unnatural. The flash specifically sears the vision of dark creatures, instantly blinding monsters, dispelling magical darkness, and stunning any supernatural entity that thrives in the shadows. Whether you need to make a quick escape, disrupt an ambush, or create an opening to strike a lethal blow, a single shattered vial is all it takes to banish the dark.

Financial Cushion [100]

A tidy sum of one hundred thousand dollars ($100,000) in cold, hard cash, deposited directly into a clean, untraceable bank account of your choosing, or provided as crisp, physical stacks of bills inside a leather briefcase. Whether you need to purchase high-end modern gear, secure a temporary safehouse, bribe local authorities, pay off underworld fixers, or simply live comfortably while investigating supernatural leads, this money is completely legitimate and free of any tax burdens or paper trails. In future jumps, this sum converts into the equivalent value of the local prominent currency and refreshes at the start of every new decade or Jump.

The Hunter Items

Hunter's Field Kit [100]

Not every hunt requires a flaming broadsword; sometimes you just need the right tools for the job. You receive a rugged tactical duffel bag containing all the basic, essential equipment a hunter might need out in the field. Most notably, it contains several pairs of heavy cold-iron restraints engraved with disruptive runes. When locked onto a witch, these manacles completely bind their powers, suppressing their spellcasting and elemental manipulation. Additionally, the kit includes a magically replenishing supply of specialized alchemical items, such as vials of enchanted silver dust. When tossed into the air or the ground, it dispels concealment spells and reveals magical wards, invisible barriers, and other supernatural traces that would otherwise be impossible to detect. Quite useful.

Dodge Charger SRT8 [200]

Sometimes hunting witches requires raw horsepower. You receive a sleek, pitch-black Dodge Charger SRT8 that has been heavily modified and enchanted for the modern crusade. Beneath its stylish exterior, the chassis and glass possess the durability of a heavy armored car, capable of effortlessly shrugging off high-caliber gunfire, multi-car collisions, and supernatural physical impacts without taking a dent. Furthermore, the entire vehicle is intricately warded against the occult. Hostile magic simply washes over the frame, unable to penetrate the cabin. Whether you are outrunning a dark curse or running down a rogue warlock in the streets of New York, this muscle car will never let you down.

Manhattan Penthouse [400]

High above the city streets sits a luxurious, multi-million-dollar penthouse apartment, identical to Kaulder's home. This sprawling residence is the ultimate blend of modern comfort and ancient security. It is heavily warded against mundane intruders and supernatural threats alike, completely blocking magical scrying and unauthorized entry. All taxes, maintenance, and utilities are paid for eternity, ensuring you live in absolute luxury without ever lifting a finger. The centerpiece of the residence is a massive, concealed vault that can only be opened by you. Inside lies an extensive armory stocked for any threat, filled with an abundance of modern firearms, specialized ammunition, and pristine runic steel swords enchanted to remain supernaturally sharp and never dull. Whatever equipment or firepower you require to hunt, you will find it neatly racked within.

The Hexenblade [600]

This is the legendary longsword Kaulder originally used to strike down the Witch Queen eight hundred years ago, now perfected and enhanced with runic magic. With a mere thought, the runic steel erupts in roaring, supernatural flames. While the fire easily burns through dark magic and physical obstacles, its true terror lies in its anti-immortal properties. Any wound inflicted by the Hexenblade permanently damages the body of immortal or regenerating beings, completely halting their healing factors. The burned flesh simply refuses to knit back together. If used against a being like the Witch Queen, this blade will effortlessly and permanently destroy her physical body. Once slain by this weapon, no amount of natural regeneration will save a monster.

The Dolan Items

Dolan's iPad [100]

Who says ancient orders can't evolve into modernity? The 37th Dolan certainly embraced the 21st century, and now you have the technology to match. You receive a highly advanced tablet that serves as the ultimate portable command center for your research. This device wirelessly taps into any digital database you have clearance for, allowing you to track magical threats and cross-reference police reports in real time. Even better, it seamlessly connects to any physical library or archive you have access to. It instantly scans and converts ancient grimoires, delicate scrolls, and centuries-old tomes into easily readable digital information. You can keyword-search an 800-year-old Latin manuscript for a specific hex, translate dead languages on the fly, and manipulate the data however you wish, carrying the sum of human occult knowledge in the palm of your hand.

The Archives of the Order [200]

A vast, sprawling library filled with rows of floor-to-ceiling bookshelves housing a millennium of documented history. Within these thick, leather-bound tomes, illuminated manuscripts, and meticulous journals lies a complete, uninterrupted record of occult knowledge and documented supernatural incidents spanning from 800 years ago directly to the modern day. Every known spell, elemental weakness, dark ritual, and monster physiology encountered over the centuries has been painstakingly categorized and indexed. Whether you are researching the specific lineage of an ancient witch coven, searching for the counter-hex to a forgotten plague, or studying historical battle tactics used against dark horrors, this library provides an unmatched wealth of information. In future jumps, the collection continuously updates itself to include hundreds of years of occult history of your new world.

Axe and Cross Cathedral [400]

A magnificent, heavily fortified gothic church that serves as your personal base of operations. The cathedral is a towering sanctuary built with thick stone walls, stained glass reinforced with invisible runic wards, and a sanctified perimeter that actively repels dark magic, curses, and unnatural beasts. The grounds are staffed by a dedicated contingent of loyal Axe and Cross priests, medics, and scholars who answer directly to you. The scholars work tirelessly in the library to translate obscure texts and cross-reference occult leads for your hunts, while the medics stand ready in a fully equipped infirmary to treat dark curses, magical poisons, and severe combat injuries. Should the sanctuary ever come under attack, these loyal caretakers will take up sanctified arms and fiercely defend the cathedral to their dying breath. In future jumps, this can be placed within any major city.

The Amber Prison [600]

Deep beneath the earth lies the ultimate vault for the things that cannot be killed. You own a massive, heavily warded subterranean cavern identical to the secret jail managed by the Axe and Cross. This facility is specifically designed to safely store supernatural beings, rogue witches, and ancient monsters that have been trapped in magical stasis. The prison is an absolute black hole for the occult; its ancient runes and containment architecture make it completely inescapable from the inside, ensuring your defeated foes never see the light of day again. To assist with containment, the facility comes with a towering, magically animated sentinel golem. Whenever you subdue a target, you can summon this golem to securely retrieve them from the battlefield and transport them down into the cavern's depths, keeping your hands clean and your enemies permanently entombed.

The Hexen Items

Witch's Botanical Cabinet [100]

A rustic, enchanted wooden cabinet packed with an endless supply of rare, exotic reagents essential for high-level witchcraft. Inside, you will find neatly labeled jars and drawers stocked with specialized flora, organic specimens, and occult components. The cabinet includes rare Snowdonia Hawkweed (a vital ingredient for distilling memory potions) alongside mind-altering insects, dried nightshade, serpent fangs, and jarred burial dirt taken from graves for channeling dark magic and necromancy. No matter how rare, seasonal, or obscure a potion ingredient, brewing component, or ritual reagent may be, you will always find a fresh, potent supply waiting inside this cabinet. Any ingredient taken from the shelves automatically regenerates within 24 hours, ensuring your cauldron and alchemy bench never run dry.

Weather Runes [200]

The power of the ~~sun~~ storm, in the palm of your hand. You receive a small, unassuming leather pouch filled with ancient, intricately carved rune stones (much like the ones used by the teenage witch to nearly crash a transatlantic flight). By simply holding these stones and focusing your will, you can dramatically manipulate the local weather patterns around you. You can summon violent thunderstorms, cyclones, call down thick fog, or instantly clear the weather into a perfectly sunny day. Even better, this works even indoors, allowing you to conjure a localized blizzard inside a penthouse, strike an enemy with a bolt of lightning down a narrow hallway, or flood a sealed subterranean bunker with torrential rain. No matter where you are or what roof is over your head, the fury of the elements is entirely yours to command.

Underground Bar [400]

You are the owner of a hidden, magical sanctuary identical to the one hidden in the streets of New York. To mundane mortals, this location appears as a rotting, condemned building, easily ignored and passed by. However, to magical beings, stepping through the warded door reveals a lavish, thriving underground club. The bar comes perpetually stocked with both top-tier mundane liquors and exotic magical brews. It acts as an absolute safe haven and strict neutral ground for the supernatural community - a place where witches and other creatures of the night can drink, socialize, and trade secrets without fear of violence or hunter raids. In addition to providing you with the ultimate hub for gathering underworld rumors and making occult contacts, the bar manages itself seamlessly, generating a tidy profit in both mundane cash and esoteric currencies.

The Witch Tree [600]

Deep beneath the earth, you have planted the seed of your own dark empire. You possess a living, magical root network heavily inspired by the subterranean lair of the Witch Queen. While initially modest in size, this grove serves as your ultimate magical fortress. It is heavily protected by a myriad of lethal curses, ancient hexes, and violent, animate roots that will crush, rot, or ensnare any hunter foolish enough to try and track you down. The tree is completely bound to your will. With a mere thought, you can command the roots to grow and expand, eventually swelling to the massive size of entire skyscrapers - hollowing out massive underground caverns or completely overtaking mundane structures to expand your domain. Its most terrifying feature, however, is its ability to act as a dark magical nexus. You can use the tree to mentally connect with any other mage, witch, or warlock who steps within its roots. This tether binds them to you, allowing you to seamlessly share, siphon, and pool their magical power into yourself, effectively turning your followers into living batteries to fuel your most devastating spells.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 CP for 1, 200 CP for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 CP to spend. They do not get Item Stipends or Drawbacks. They don't need to pay for Origins. You can also import any companion you bought here for a CP stipend. Alternatively, if you want, you can import all your companions for free, but they will only get their freebie perks from their origin.

Kaulder [50]

The Last Witch Hunter himself. An eight-hundred-year-old warrior cursed with immortality, Kaulder is a towering figure of absolute combat mastery, tactical genius, and unyielding grit. Armed with his runic longsword and centuries of battle experience against witches and monsters, he is the ultimate frontline partner in any fight against the dark. Though carrying the heavy weight of centuries of isolation and loss, Kaulder is a steadfast, fiercely loyal ally who will gladly take the vanguard in battle to protect humanity. He respects strength, resolve, and pragmatism above all else. By taking him as a companion, Kaulder brings his vast knowledge of ancient covens, supreme swordplay, and his relentless drive to hunt the supernatural. Where the shadows grow long, and dark horrors rise, Kaulder stands by your side as an unyielding wall of fire and steel.

Chloe [50]

A street-smart modern witch running an underground magical bar in New York, Chloe never asked to be dragged into an apocalyptic war against the Witch Queen, but she stepped up when it counted. Now, she's willing to follow you across the multiverse. Chloe is a remarkably powerful Dream Walker. She can effortlessly project her consciousness into the minds of others to uncover their deepest secrets, forcefully restore lost memories, or twist a target's dreams into lethal nightmares. Beyond her terrifying mental magic, she is highly resourceful, sarcastic, and an expert at navigating hidden supernatural underworlds. Whether you need a savvy guide to the occult black market, a peerless interrogator to break into an enemy's mind, or a loyal friend to watch your back against ancient horrors, Chloe is the perfect magical partner.

The Loyal Coven [100]

In the hidden magical underworld, rival factions are constantly scheming, but you have managed to secure the unwavering loyalty of three skilled witches. Operating as your personal mystical support team, this trio is well-versed in the esoteric arts of the Hexen. They are highly adept at brewing potent potions, casting environmental glamours to hide your safehouses, and manipulating the elements. When fighting or researching alongside you, their teamwork is flawless. They can seamlessly coordinate their spellcasting to lay magical traps, break complex enemy curses that would overwhelm a single mage, and scry across the city to track down elusive targets. Whether you need them to manage a mundane front business, gather valuable gossip from underground witch bars, or back you up with fire and hexes in a chaotic street fight, these three will follow your commands without question.

Drawbacks

Rain Cloud [+100]

The weather simply hates you. No matter where you travel or what the local forecast predicts, a localized system of misery seems to follow you everywhere. It is constantly overcast, freezing cold, and pouring rain wherever you step outside. You are left perpetually damp, shivering, and miserable. Beyond ruining your mood and wardrobe, the slick, wet conditions often make tracking footprints, driving fast, or fighting outdoors a frustrating, slippery mess.

Relic of the Past [+100]

You might as well have just stepped out of the 13th century. You are completely and utterly out of touch with the modern world. You have no idea how smartphones or the internet work; modern pop culture is a baffling alien language to you, and contemporary slang just leaves you confused. Worse, your archaic mannerisms, outdated vocabulary, and utter confusion over basic technology make you stick out like a painfully obvious sore thumb to anyone, including mortal authorities.

Vow of Celibacy [+100]

The Brotherhood of the Axe and Cross demands absolute, unwavering devotion to the crusade, and you have taken their oaths to heart. For the entire duration of this Jump, you are strictly bound by a holy vow of celibacy. You cannot engage in any form of romantic relationships, physical intimacy, or sexual encounters. Should you attempt to break this vow, you will be struck by overwhelming, agonizing guilt and a temporary loss of your abilities until you repent and refocus your mind.

Scent of the Occult [+200]

You carry the heavy, unmistakable stench of dark magic wherever you go. You constantly reek of old sulfur, damp earth, and rotting wood. No amount of scrubbing, expensive cologne, or magical cleansing can wash it away. Normal people find the smell incredibly off-putting, making them instinctively want to avoid you and making social interactions difficult. Worse, to the heightened senses of the supernatural, you are practically a walking beacon. Witches and warlocks can easily smell you coming from up to a kilometer away, guaranteeing you will never be able to ambush them or catch them off guard.

Plague Pests [+200]

It seems the Witch Queen’s dark magic has taken a special liking to you. You are constantly tailed by a small, highly annoying swarm of black plague flies. No matter how many you swat, burn, or magically banish, more will always manifest from the shadows to take their place. They buzz incessantly around your ears when you are trying to get some peace, land on your food the moment you sit down to eat, and make everyday life incredibly frustrating. Worst of all, their constant noise and ominous, swirling presence draw unwanted attention, making hiding, blending in, or utilizing any form of stealth practically impossible.

The Curse of Loneliness [+200]

Fate has deemed that you are meant to walk your path entirely alone. Anyone you form a genuine, close personal bond with, be it a romantic partner, a loyal friend, or a trusted battle comrade, is struck by a relentless string of misfortune. They will suffer from sudden bad luck, unnatural illnesses, freak accidents, and a terrifying knack for being targeted, kidnapped, or collateralized by your enemies. The closer someone gets to you emotionally, the more dangerous their life becomes. Maintaining meaningful relationships becomes an agonizing moral dilemma, as loving or trusting anyone actively puts a target on their back.

Haunted by Lost Memories [+200]

You are tormented by the agonizing ghosts of your past. Every time you rest, close your eyes, or find a quiet moment of peace, overwhelming, crystal-clear memories of your long-lost loved ones - family, friends, or past lovers who perished centuries ago or before your jump - flood your consciousness. You vividly re-experience the joy of their presence, followed immediately by the soul-crushing trauma of their deaths. These tragic flashbacks bleed into your waking hours, leaving you emotionally drained, prone to sudden bouts of grief and distraction in the middle of combat, and perpetually haunted by the people you could not save.

Pyrophobia [+400]

Fire is the ultimate cleanser of the supernatural, and unfortunately, your mind and body agree a little too strongly. You are absolutely terrified of fire. You instinctively flinch and back away from open flames, lit matches, and burning fireplaces. In combat, this fear becomes a severe liability. Not only do you hesitate and panic when confronted with fire magic or flaming weapons, but any fire-based attacks deal twice as much damage to you. If you possess a regeneration factor, being burned will completely cripple your healing abilities until the flames are put out.

The Traitor [+400]

The Brotherhood of the Axe and Cross was nearly destroyed from within, and now you face that same bitter reality. Someone incredibly close to you is secretly a zealot working for the enemy. They will spend months or even years standing by your side, earning your absolute trust and learning all of your hidden weaknesses. They will wait patiently until you are cornered, injured, or facing down a massive threat, only to violently betray you at the most inopportune and devastating moment possible.

A Warlock’s Grudge [+400]

You have managed to draw the lethal ire of a remarkably powerful and utterly ruthless warlock. This dark mage holds a deep, blood-soaked personal vendetta against you. He is a master of elemental magic, capable of devastating environmental attacks and terrifying shadow-ambushes. He won't just come for you; he will actively hunt down your friends, destroy your safehouses, and target everyone you care about. He will stop at absolutely nothing to eliminate you, and he has the raw power to make your life a waking nightmare.

The Witch Queen Rises [+600]

You don't get the luxury of time or preparation. On day one of your jump, the terrifying Witch Queen is resurrected at the absolute peak of her ancient, world-ending power. She immediately reclaims her full, terrifying swarm of cursed flies, re-establishes her dark hive, and unifies the scattered witch covens across the globe under her absolute, tyrannical rule. Worse still, she views you as the single greatest threat to her reign. Instead of lingering in the shadows or building her strength slowly, the Queen makes your total destruction her top priority. From the very beginning of your decade here, you will be hunted by endless clouds of plague-flies, high-tier dark magic users, and lethal assassins, all while trying to stop a global outbreak of the Black Plague. With the full might of primordial witchcraft bearing down on your position from day one, survival will require everything you have.

The Dark Ages [+600]

Forget the modern comforts of 21st-century New York - your jump begins eight hundred years in the past, right in the bleak era of 1215. You drop directly into the height of the Black Plague, a apocalyptic era where the Witch Queen's necrotic magic is rotting crops, poisoning rivers, and consuming entire populations with black death. Instead of starting at the movie's normal start date, you are stranded in these dark ages for ten full years. You must survive a world devoid of modern medicine, advanced technology, or institutional law, facing rampant disease, and aggressive rogue covens at their peak strength. Your decade will culminate alongside the historic siege on the Witch Queen’s hive, where you must fight shoulder-to-shoulder with Kaulder and the original knights to eliminate the Queen before your time here comes to an end.



Ending



Ten years have passed since you first stepped onto the streets of New York. Whether you spent the decade hunting down rogue covens, managing the ancient archives of the Axe and Cross, or ruling the magical underground from the shadows, your time in this world has come to an end. Now, you must make a final choice:

The Long Rest (Return Home)

You have seen enough of immortal queens, dark plagues, and ancient curses to last a lifetime. Hanging up your sword and putting away your grimoires, you choose to end your Jumpchain here. You return to your original Earth, keeping everything you have gained, ready to live out a quiet, mundane life far away from the monsters lurking in the dark.

The Endless Watch (Stay Here)

The Witch Queen may have been dealt with, but the war against the dark is never truly over. You choose to remain in this universe permanently. Whether you take up Kaulder's mantle to enforce the Truce, rise as the new leader of the Axe and Cross, or forge a new destiny for the hidden magical community, this Earth is now your true home.

The Next Hunt (Move On)

A true hunter knows that there are always more monsters out there, just as a true witch knows there are always new mysteries to unravel. Your time in this world is done, but the multiverse is vast and full of its own terrors. Taking your weapons, your magic, and your hard-earned knowledge, you step forward into the portal, ready to face whatever awaits you in your next Jump.

Changelog and Notes

V 1.0 - First Edition.
V 1.1 - Small fixes, changed the Cursed With Life perk and the Eternal Mind perk, added the Dark Ages drawback.
v 1.2 - Changed the writing of the Cursed With Life to be less overpowered.

Your body doesn’t become helpless when using the Dream Walker perk; you can easily project your consciousness while remaining fully aware and capable of acting normally in the physical world.