

Ink & Sigil Jumpchain

2.0

By Ze_Bri-0n

Around this Earth, there are a handful of Sigil agents, tasked by the Irish goddess Brighid to cover up as much of the world's magic as possible. Al MacBharrais, situated in Scotland, is one of them. Unfortunately, he is also under a pair of curses, one of which drives away anyone who hears his voice, one of which assassinates his dependents. He only knows about the first one, but the evidence is piling up, so he'll find out about the second shortly. Unfortunately, the unlikely death of his latest apprentice will bring him into contact with one of the CIA's many secret projects..

You arrive the day Gordie (the aforementioned apprentice) dies in a wholly deserved raisin scone incident. The jump ends after ten years. You may swap gender and select your age for free, or be 25 years old and add as many d8s as you desire. In any case, you get 1000 Sigil Points (SP).

Origins

You may take one of these, which determines who you are in this world. Each comes with discounts.

Drop In (Free) You appear at your starting location with no new memories or relations.

Sigil Agent (200) Sigil agents were created as a response to photography, to limit the coverage and evidence of the supernatural within modern media. They negotiate humanity's treaties with the various pantheons, and send the minions of those pantheons home when they overstay their welcome. You are one of them, with full knowledge of their mystical oral tradition.

Faery (100) You are a descendent or creation of the Tuatha Dé Danann, probably a hybrid of human and something else. What that means is hard to determine; most all of the Fae have the innate magic to create illusions, cast spells, and travel between Earth and the Fae planes through a number of gateways, but they're a varied, motley bunch, yourself included. You gain access to the Faerie species section.

Spooky Bastard (100) You work for the Central Intelligence Agency, or a similar covert security agency of your choice. Your whole job is international wetworks - intelligence gathering, sabotage, etc.

Location

Pick one or roll a d8 to determine your location.

1. Glasgow, Scotland
2. Edinburgh, Scotland
3. Chattanooga, USA
4. Tempe, USA
5. Melbourne, Australia
6. Taipei, Taiwan
7. Halifax, Canada
8. The Fae Court in Tír na nÓg

Faerie Species

Only those with the Faery origin have access to this section, and it becomes an altform post-jump. There are numerous varieties, so if you want to vary things a little bit, I'm not going to stop you. Those who take Obscure Tuatha with one become the ancestor and divine ruler of their species, rather than a member, but still get full benefits.

Sidhe (Free) Like Harrowbean or Coriander; unnaturally beautiful, and skilled with glamours, but basically a human magician with an iron allergy. Coriander is an extreme case, of course.

Pixie (+200) The most iconic race of Fae, at least in the modern world, these diminutive creatures have the advantage of wings, but it's hard to get around being Tinkerbell's height.

Bog Troll (100) Larger and more dangerous than Internet trolls, these are green or gray brutes that have very tough skin and very poor odors. Most have funny names they think are scary, but they're deadly things themselves.

Clurichaun (Free) Alcoholism; the Faery. They're about human height, but move unpredictably in combat. Usually due to being drunk, which probably doesn't impair them as much as it should.

Bean Sidhe (100) Creatures known for predicting deaths among loved ones and the Fae through uncontrollable wailing. Oh, and they can fly.

Selkie (+100) A beautiful human with a fiat-backed, respawning skin which allows you to take on seal form. You can handle iron and are known for good looks. You may have some other magic, but the folklore implies otherwise.

Hobgoblin (Free) Diminutive creatures with light blue or pink skin. They can teleport short distances, and are surprisingly powerful magicians.

Blue Man of the Minch (100) Aquatic fae with black eyes and cerulean skin. Generally about five feet tall, but known to sink ships and outwit modern ocean surveillance. Don't seem to be immortal, but have impressive lifespans.

Yeti (200) The sterile offspring of an Irish god and a Norse giantess, Yeti are twelve foot humanoid covered in white fur. You've inherited your mother's iron tolerance, frost magic, and eagle shape in addition to her superhuman strength. Also, you can create spirit-destroying blades of ice, and your mixed heritage allows you to travel through the World Tree in addition to the Fae planes.

Oilliphéist (400) A massive sea serpent who can create chimeric, battle-ready minions by spilling nine drops of their blood into mud or water. That last bit may have been a unique power, but you've got it too.

Perks

As usual, discounts are half off, or free if stated.

Luckless (Free for the jump, 200 SP to keep) You are not affected indirectly by fortune or probability manipulation. You can still be cursed or destined yourself, but you won't be "coincidentally" killed for getting close to someone.

Invocation and Intercession (100) Whether or not you have actual faith in it, you are under the aegis of a particular pantheon - your choice which. Your worship can feed and strengthen them, no matter how hollow it is. In exchange, they will protect your soul from oblivion and spiritual poaching. You can pray for other miracles too, but that's up to them. This also applies to their counterparts in other worlds, though you can still reach your original protectors.

Ancestral Blessing (200) The power of your forefathers does not and has not faded with time. If your lineage has already lost some powers - or if they skipped you - you can reclaim those gifts with effort, but this won't make you into a deity from a demigod. At best, it can make you semidivine because of distant godly ancestry.

God-Blessed (200) Gods and such find you naturally persuasive and likable. When that isn't enough, you have a sort of talent for a specific creed or custom, giving it greater weight and making it more intuitive. It even applies to derived magic, and unties the hands of various deities. The narrower the better.

Chance Meetings (200) Like AI, you have very good luck meeting people. Mentors, students, patrons, allies, and life partners will fall into your lap, apparently by luck. At least once a decade, you'll coincidentally run into and establish a friendly relationship with someone who will save or positively transform your life at a later date.

I Came Prepared (200) You have a rare talent for creating and tailoring the specialized countermeasures mages use to break curses and punch above their weight class. It requires a certain amount of time and knowledge to invent them, but it helps to stay on theme and be specific.

Comparative Religions (200) Your supernatural power pools are more or less interchangeable. Mana is chakra is ki is mana, but angels don't drink orphan blood and water doesn't feed flames. Also, you can apply - and design spells that apply - the magical principles of one world to the fruits of another with relatively little issue.

Wiederganger (300) In the event of your death, you may choose to return as some sort of revenant; an undead creature driven by an overwhelming need for revenge. This creature is considered alive for chain purposes, but dies when bodily destroyed, or if you manage to

avenge yourself. After that point, any 1UPs take effect. Even when you're alive, your cognition and spell casting are less reliant on your physical brain, so you can ignore concussions and long Covid. Even instant brain death takes several seconds to set it.

Not Just Canadian (300) You're more than you seem, so for this jump and this jump only, you may purchase a second origin, and gain all associated discounts. You still have to pay for the more expensive of the two.

Accountant (100, Free Drop In) You are a fully educated and accredited accountant, with a particular skill for the laundering and embezzlement of money.

Professional Wanker (200, Discount Drop In) You are a professional black-hat hacker, with all the skills necessary to steal personal information, hack bank accounts, and set up all sorts of useful programs, usually malware.

Wizardry or Witchcraft (400, Discount Drop In) You are an intermediate, mortal magic practitioner. There are many styles to choose from, as every religion has a few grimoires lying around and popular fiction can manifest in reality, but let's stick to one for now. Some come from a single volume; others from a diverse tradition. Do not restrain yourself to what's been seen explicitly, and feel free to exploit syncretism. This may be purchased multiple times, but only the first is discounted to Drop Ins.

Battle Seer (600, Discount Drop In) You have semi-divine combat clairvoyance, which comes with supernal awareness of weak points and the best way to exploit them. It also spoils unpleasant surprises in general, traps included.

Interdimensional Border Agent (100, Free Sigil Agent) You are a trained investigator with a focus on monsters and magic. Additionally, you have a general idea of what's out there and how to police it. This updates every jump.

Paralegal (200, Discount Sigil Agent) You are a skilled diplomat and fully qualified contract lawyer, with experience negotiating with Fae, gods, and other things besides. You also know how to bind treaties to torture or disintegrate violators with the Sigil of Dire Consequences. Your specific version requires only mundane ingredients, and can ignore issues like immunity to magic, a lack of pain receptors, and Druidic meditation techniques, so it's more reliable than the original.

Neutrality (400, Discount Sigil Agent) You are at least vaguely aware of almost every covert and paranormal group in the world. You also have means of contacting them if need be, and they accept you as an unaligned third party who can not only negotiate between them, but with them on humanity's behalf. Even beings that normally refuse to bargain with humans are often amenable to you. Furthermore, all understand that you are not to be harmed for completing your duties and enforcing any deals or treaties you and your successors oversee, though that might not stop the worst of them.

Master Jumper (600, Discount Sigil Agent) You have been a sigil agent for multiple decades, and have all the experience and skills one would expect. You can negotiate with and police extraplanar visitors with practiced ease, even if that means running circles around the CIA and HMRC after a long day of expertly fighting trolls and leprechauns. Better, you know all there is to know about sigils, from creation to usage. You also have some teaching experience, so you could easily train an apprentice.

Brevity is the Soul of Wit (100, Free Faery) Brigid demands a certain amount of poetry from her subjects, and you know more than most. You are a passable professional poet, and have memorized the complete works of William Shakespeare, Geoffrey Chaucer, William Blake, Lord

Byron, John Keats, Edmund Spenser, Nathaniel Hawthorne, Edgar Allen Poe, Samuel Taylor Coleridge, Robert Frost, Sylvia Plath, and Walt Whitman, which may serve as inspiration.

Unforgivably Beautiful (200, Discount Faery) You are a perfect 11/10, at least by the mortal scale. Anything you do or wear, you make look good, and even a single interaction is enough to make people pine after you for days. This makes people adverse to harming you, sometimes even in contrast to their own natures, and probably has benefits in bed as well. For double points, you're Coriander's equal, and appear as the perfect mate of the beholder. Naturally, that may be toggled at will.

Fatal Flaw (400, Discount Faery) Iron is anathema to magic, the Fae's more than most, but you've found a true workaround, possibly with the help of the CIA. No matter what you are or what magic you use, you can not only bear iron's touch, but use magic upon it like any other metal. Similarly universal weaknesses also lose sway, though racial and personal vulnerabilities may still apply. Gods and comparable forces may share these immunities with their servants and any system of magic they create or manage.

Obscure Tuatha (600, Discount Faery) You are not one of the lesser Fae, but an old god and ruler thereof, with all the right power and skills. Like all deities, you can hear prayers, send omens, and appear in dreams. You can develop additional powers by convincing people you already have them. You gain access to the Godlike Power section but must take Land of Eternal Politics for zero points.

Boot Camp (100, Free Spooky Bastard) You have the basic skills of a CIA agent, which mostly means espionage and spycraft. It's less glamorous and dramatic than the movies say it is, but it's a foot in the underworld's door.

Stitched Lips (200, Discount Spooky Bastard) Neither torture nor paranormal powers will ever force you to divulge a secret you do not want to. Furthermore, your instinctive reactions don't give you away as easily as another person's might.

Secrecy (400, Discount Spooky Bastard) You may find yourself wondering how the CIA knows about the Fae. The answer is that it's the goddamn CIA. If that makes you wonder how much the rest of the government knows, the answer is that it's the goddamn CIA. In any case, you automatically know about any major conspiracy upon entering a jump, as well as how to make contact with its members or beneficiaries who may be useful. If any new conspiracies form while you're there, you have a very high probability of the same, though it isn't totally guaranteed. In any case, your memories of such cannot be erased, you cannot be mind controlled to assist the hiding portion, and your knowledge of such is hidden from most hostile clairvoyance, telepathy, or precognition.

Glorious Science (600, Spooky Bastard) You have applied science to the supernatural, and now know how to perform inhumane surgeries that will grant the Fae immunity to cold iron. In fact, you've perfect them, allowing you to immunize the creatures without twisting their minds or poisoning them with drugs, though you can do both. Given time, you can find other scientific workarounds to supernatural issues, particularly since you are a professional research scientist with broad knowledge of several disciplines.

Items

You receive an additional 600 SP for use in this section alone. Anything damaged or expended is replaced after 24 hours unless otherwise stated.

The Book of Five Meats (Free!) The world's first philosophical text written by a dog. What do you mean he never recorded and published it? This text is divided into five sections; the Ways of Poultry, Beef, Seafood, Deli, and of course, Sausage. It's surprisingly insightful, and good for many laughs.

Cold Iron Weapon (200) A weapon of your choice, masterfully forged from thunderbolt iron and alloyed with iridium, making it quite strong. It is also marked with permanent Sigils of Cold Fire and the Iron Gall, making it deadly to most monsters and magic. Additionally, your Benefactor has placed a unique but reverse engineerable enchant on it, which ensures its ferrous properties spare those its welder doesn't want them to affect.

Hobgoblin Paragon (200) A man-portable object with some very particular magic worked into it, creating a link to your family. It acts as a sort of real-life karma meter. So long as your clan wins glory and acts honorably, prosperity and good fortune will follow you all the days of your lengthened life. Even your magic runs smoother, if not exactly stronger. Poor behavior, on the other hand, means bad luck and such, though no interference with your powers. Losing the paragon is especially bad, so it only returns every decade. You may adopt others into your clan, and this comes with the knowledge to create new paragons at weddings, even for non-hobgoblins and without adoption, though it's more effective for Fae than mortals and mages than mundanes. This has no effect when sealed in a warehouse, and is free with five or more purchases of Wick Dade.

Nanshe's Candle (200) A small beeswax candle that was probably made in Sumer before any living civilization arose. Archaeological value aside, it can magically compel truthful answers from anyone who beholds its flame, even the Iron Druid himself.

Divine Favor (300) The friendship - and a significant marker - from one of the old gods or their peers. The Morrigan considered this the finest of all currencies. Others disagree. You get a new favor every jump - from a local power if applicable, from your old ally if not. Don't ask why they can answer your call.

Wizard Van (100, Free Drop In) A van perfectly personalized to you, with whatever artwork and amenities you would desire, within reason.

Warded Home (200, Discount Drop In) You own a medium flat somewhere in the world, a modern dwelling with all utilities provided by fiat. You pay no rent or taxes on this location, and a friendly witch or Sigil Agent has provided your home with enough defenses to stop most spirits, monsters, and curses cold. It helps that it's built of mostly natural materials, which channel magic more efficiently than modern materials.

Company (400, Discount Drop In) A local business of your choosing, with a few hundred locally sourced employees. It basically runs itself, but you are the ultimate owner and will benefit appropriately. Also, it provides a number of weirdly airtight ways for you to launder money.

Unhallowed Altar (600, Discount Drop In) A portable altar infused with a reservoir of "blank" faith. If you place an icon and make any sort of sacrifice of any sort upon it, you may instantly create an incarnation of the appropriate deity or pantheon. Your interpretation of choice will always be dominant, and you can create other sorts of divine tulpa or egregore - and hybridize them - with metamagic perks or the right knowledge. Unfortunately, the energy only refills once a jump or decade, though perhaps you can speed this up.

Ink Supplies (100, Free Sigil Agent) A replenishing supply of everything you need to make magical inks, including tardigrades and trollskin. Two Sigils of Knitted Flesh, two Sigils of Healing, and two Sigils of Lethe are already prepared, and have the effects you might expect from the names. There's also three burner phones and a fragile monocle that allows you to see the magical spectrum.

Hats and ID (200, Discount Sigil Agent) Two black hats and an identification card. The latter is marked with a trio of sigils that grants you authority in the eye of the beholder. The former is

marked with the Sigil of Swallowed Light, which prevents you from being seen by cameras. All are marked with sigils that somehow don't run out of power.

Barghest on Demand (400, Discount Sigil Agent) You have a contact with the Barghest breeders, who are willing to provide you with up to three a month, plus any more you can pay for. Their ghost dogs are supernaturally outstanding trackers, who can shut down the magic of anything they catch. They can also fly and phase through mundane matter, though not bare flesh.

Ward Network (600, Discount Sigil Agent) A divinely crafted map of the world, with Wards of Imbalance, Sigils of Gentle Alarm, and symbols of Ethereal Scrying scattered throughout. By observing its markings - which update every hour - it is possible to track the passage of gods, demons, and faeries to and from Earth. This map conforms to any other world you like in future jumps.

Best Boosted Spirits (100, Free Fae) An honestly stolen barrel of Scotland's finest whisky, enchanted to help supernatural types get drunk on it.

Kinetic Wards (200, Discount Fae) A ring, fitted to your finger and enchanted to provide shelter from kinetic attacks. It's not invincible, but it's impressive work, and will protect you even from machine gun fire. Its energy is limited, but it can store quite a bit and you can channel some of your own magic into it if you can't wait for a recharge.

Old Way (400, Discount Fae) You have free travel privileges through Tír na nÓg and the eight other Fae planes. In light of this fact, a network of Old Ways and bound trees will follow you into future jumps, connecting to an empty plane or a realm you control. Both provide easy and extremely quick transport between the Fae planes, main setting, and other connected planes, but the former requires specific knowledge and the latter requires specific magic, so this comes

with instructions for the former, specifically in the form of a manual containing all locations and protocols.

Permanent Estate (600, Discount Faery) A small, medieval-ish fiefdom, with a handful of magical or modern amenities thrown in, situated on a Fae plane or a pocket dimension, equipped with beer, apples, or pigs of immorality. Whichever you choose, it comes with a hundred or so Faery followers and an Old Way you can place in each new jump. If you know how, you can easily create gateways to this location. Really, the only thing missing is a set of siege walls. Free if discounted with Obscure Tuatha.

Nice House (100, Free Spooky Bastard) A home well above the average CIA agent's pay grade, with a large lawn and state of the art security systems. All utilities are provided by fiat, and you do not need to pay rent or taxes on it.

Black Site (200, Discount Spooky Bastard) A hidden base in a nation of your choice, supplied by fiat and manned with a variety of follower personnel. They are willing and able to do all sorts of espionage and mad science in your name, though optionally they are technically sanctioned by a government of your choice, which also makes you technically sanctioned by the same. Naturally, you get to pick the location and allegiance every jump.

Sigils of Reckoning Truth (400, Discount Spooky Bastard) One of your paranormal contacts has sent you four cards containing prepared Sigils of Reckoning Truth. If the card is broken, the next person to see the symbol upon it will be disoriented and forced to honestly answer any questions for a limited time. Repeated use can be damaging, but truth is the greatest commodity in the Intelligence world.

Monstrous Assets (600, Discount Spooky Bastard) You have a dozen iron-immune Fae under your command. They can quickly travel the world through bound trees, but can't take people

with them unless you purchase Old Way or Permanent Estate. They're abrasive and combative, but they are also competent and loyal, if only because the drugs they're addicted to keep manifesting as long as they serve you.

Pets, Companions, and Allies

A Very Good Dug (100) A loyal canine companion, from a breed of your choosing, who is capable of turning their savagery on and off at will. Not great with time, as a general rule, but they can scare off many types of evil spirit. This particular dug is so good that they do not age, have short-range telepathy, and may drive off evil spirits elsewhere. They're also protected from and an exception to magic meant to isolate you. Free dog import, and may be taken multiple times. Does not require importing into later jumps.

Wick Dade (100) An unusually thoughtful hobgoblin, who has agreed to do chores for you in perpetuity, as your Benefactor has agreed to give them room and board. You can only assign them so much work and they're mischievous as a rule, but they don't take up a companion slot. If you'd prefer not to put up with the pranks and stupid name, you may take an alternate version - let's call it a Scottish brownie - who is more temperamental, but less prone to misbehavior. This may be taken multiple times for additional hobgoblins. Purchases after the first are discounted, and they do not require importing.

Nancy (100) As in "nine ways to." This powerful seer is an ancient goddess turned urban legend, and she's not strictly a companion, despite the placement. Rather, she and knowledge of her modern aspect appear in later worlds, including the myth that she can be found by entering the same travel center nine distinct ways in quick succession. Once you find her, she will answer one and *only* one question to the best of her fairly extensive ability. Also, she has a goat and some magical items she may or may not be willing to lend out upon occasion. The trick is that it has to be the right travel center, and she moves around every year and a day. Once per jump you may automatically discover where she is, but otherwise you're in the same boat as everyone.

D-List Deity (100) A faded and mostly-forgotten god, like Momos or the pre-Epic Ishtar, whom you have a positive relationship with, and is interested in following you into later worlds. Perhaps they're just looking for a fresh start?

New Friend (200) Any one person from this jump can be made into a companion, with their previous powers becoming fiat-backed. They do not need to be selected ahead of time, but you do need to convince them to come along of their own free will. This may be purchased multiple times.

Covenstead (200) In theory, witchcraft is self-defense, and the privileged magicians called warlocks cause the real problems. I'm not sure if it tracks, but you may now import a widespread community of low to mid level mystics from diverse traditions into future jumps, specifically as a backdoor to power and check on your oppressions-cum-social ills of choice. They aren't a single group, they have no particular allegiance to you, they're definitely not purely benevolent, but they'll be *there* offering services and balancing things in a usually secret-ish way, which may be useful. Though upgrades and relationships don't carry over, you'll always know how to contact a few. You may substitute other magic systems with the same basic beats that you can carry and spread as well. If retcons aren't your thing, there's always divine inspiration.

Gods Below (300) A traditional pantheon of your choice follows you from world to world, with at least as much power as they have on this world. Their planes and lackeys follow as well, and none need to be imported in future jumps. Unfortunately, it is the *whole* pantheon, though you may pick a specific version.

Lhurnog the Unhallowed (400) A newborn and weirdly powerful but very reasonable god of fellowship, scholarship, and gustatory bliss. His favorite meal is warmongers, preferably alive, though he has been known (for a given definition of known) to eat domestic abusers and just about anyone else who does violence without sanction. Afterwards, he shits gold. He rules over a paradiscal afterlife called Celethon, and has some kind of invincibility or immunity to violence.

In either case, it's still just magic, not some kind of absolute conceptual ability, but he fought off multiple Olympians during his first manifestation, so he's no joke.

Import (50 - 300) You may import up to eight previous companions into this jump for 50 SP each. The last two are free if you buy six slots. Each one gets 600 SP, and may take drawbacks, except for Fanwork. That said, if you take Fanwork, they also get points for it.

Drawbacks

An Older Chronicle (+0) If you've already done the Iron Druid Chronicles Jump, the effects of your presence now carry over. If you single handedly stopped Ragnarok, everyone will remember you as a hero, though they might not recognize you now. If you killed the Iron Druid before he could invade Asgard, then the near apocalypse never happened at all, but Thor is still a dick and a lot of vampires who really ought to be dead aren't.

Supplement (+0) You may use this jump as a supplement for any other modern setting - or even just decide a mundane story of your choice is happening elsewhere in the same universe. In the former case, keep your point pools separate.

Fanworks (Variable) If one of the rare Iron Druid or Ink & Sigil fan fics has caught your eye, you may jump there instead, with the assumption that Sigil Agents now exist within it. If the change is negligible or positive, this is worth 0 SP. If it's moderately inconvenient, like an 1960s AU, it's worth 100 SP. If it adds a new threat to ordinary individuals, but not collective society like a new breed of monster or a second Coronavirus, it's worth 300 SP for the upheaval and danger. It's worth 600 SP if humanity must now live cheek by jowl with death, or there is a new and credible threat to the safety of the world as a whole, which the local powers would have serious issues handling - like the averted Ragnarok. If this adds a clear and present existential danger to not only the world but you and your companions, despite your otherworldly might, then you get 1200 SP. This has no effect on your purchases post-jump, though might shift things around for the duration.

A Long Time to Live (+50) Your stay here is extended by 10 years. This may be taken up to ten times.

Glasgow Accent (+100) You have a distinctive and hard to understand accent, though not necessarily a Scottish one.

Goddamn Vampires (+100) There is a reasonably old and wealthy vampire who wants you personally dead.

Mari Lwyd (+200) Unless they strike at you first, you cannot commit most direct acts of violence against a person without first saying or singing a few lines of verse to them. You must abort the attack if they respond in kind, but may continue the exercise until one side runs out of ideas. Note, they only need to fail once to be vulnerable, and there are many curses and indirect attacks which are acceptable. For example, you could blanket a region in a storm without contest, and you could sink the ship of a slow-tongued naval captain to get your real target.

Not Nice (+200) Slavic nightmare spirits called nocnice haunt you, seeking to ruin your sleep and perhaps even end your life. Fortunately, they are easily driven off by a barking dog.

Slightly Muted (+200) You have a medical condition that prevents casual speech. You can still speak if there's a pressing need, but prolonged or thoughtless speech will be too painful or too infeasible to contemplate.

By Debt Denounced (+200) You failed to honor some major debt, and are now considered an untrustworthy pariah by the Fae. If taken with Land of Eternal Politics, you are filled with an

overwhelming shame at this fact, and will have immense trouble refusing to fulfill other favors in the future.

Meaningless and Priceless (+200) Some member of your in-jump family has cut ties with you; they will never speak with you again, and that will hurt you every day. The only mercy is that, while there's no hope of reconciliation until the jump is over, there's also no false hope of reconciliation until the jump is over. And of course, you care deeply for them; it wouldn't hurt otherwise.

The Calm After a Storm (+200) You now live in a Slavic nation or plane connected to such. You also have a new roommate; Perun, the thunder god. You have agreed to let him stay in your dwelling, and whatever dwelling you move into. He's usually an affable and reasonable guy, but he recently ended a long term relationship with an Irish goddess who abused his trust, so he may be a little depressed about that. Also, he's trying to gather his people again and resume caring for the lands he's responsible for. The former will make your home a supernatural hotspot, with frequent visits, pilgrimages, and attacks from a whole gamut of forces. The latter is probably important in some way as well.

Modern Folklore (+200) Lhurnog implies the bar for manifestation is lower than originally implied. Now it's *much* lower. Fiction is generally trapped in its own context, but urban legends may appear and chain letters will occasionally prove true. The world is now stranger, the sigil agents are busier, and magic's secrecy is far thinner than before.

Daughters of the Third House (+300) It seems that Nazi coven the Iron Druid and some Polish witches took down had a few survivors. Those survivors have a bone to pick you with specifically, presumably due to you killing several of their sisters (good job on that, btw). They're not terribly competent magicians, but they know how to use machine guns and have access to hellfire through Faustian bargains. Also, there's three of them and they've pilfered a fair amount

of kabbalahistic spells over the years. You may take this multiple times, but keep in mind that they'll all work together.

Tyranny of Iron (+300) You have the Fae's vulnerability to iron. It absorbs your powers and burns your flesh, potentially fatally. It's a racial weakness rather than an absolute vulnerability, but it's not one you'll be able to get completely rid of.

Parisoner (+300) You suffer from the rigors of old age, even if you're quite young. It won't shorten your lifespan, and you don't have to look like it, but living like you're 65 will get old fast.

Dire Consequences (+300) You signed a Sigil Agent's treaty, and must now stay off the Earth or be wracked with terrible pain. The treaty has provisions for official business, emergencies, and permitted visits, but it's certainly less convenient. Of course, you may have ways of managing the pain. For half off, you're bound to Earth rather than from it, and have some reason to visit the other planes.

Wide Awake Now (+400) You will be badly betrayed by someone you trust, and it will be wholly unexpected, both because you'll forget you took this drawback, and because you really did trust them. This won't cripple or kill you, but it *will* hurt.

Accursed (+400) You are cursed; anyone who hears your voice will gradually come to despise you. Additionally, your dependents suffer from fatal accidents, and cannot be resurrected during the jump. For double points, you only know about the first part, but can discover the second by examining your aura, albeit with some difficulty. For triple, you don't know about either, and the second curse is too subtle to be discovered by ordinary means. By default, this curse cannot be broken but for half off, there is a god or immortal magician you may slay to end it. Unfortunately, you have no idea who the culprit is, and the luck curse bypasses magic resistance.

Romancing Roxxanne (+600) You are in a serious, exclusive, and committed romantic relationship with the Morrigan. There are two issues; firstly, she is currently rather dead, but give her a few months and she'll solve that one. Secondly, she's the Morrigan. A few words to keep in mind, but maybe not say to her face? Temperamental, high maintenance, Chooser of the Slain, and liable to eat your heart if you break hers. Yeah. She's trying to be different, but old habits die hard. Oh, and this is to be a relationship between equals (a first for her), her power and cunning are now scales to yours - assuming that's upwards. Good luck! If you don't swing that way, there's a god of similar description waiting for you instead. If you can maintain your new courtship, you may take your scaled paramour as a companion who will be imported into all future jumps for free. If you can't, you get an additional 600 points to spend in this jump for surviving the break up.

Blue Arrow (+600) Well, this is a little out of place, but it seems you carried on with Buck Foi's plan and tattooed your forehead with a blue arrow. It cannot be covered, and anyone who sees it without magic resistance or companion status will strongly want to give you either gifts or death, apparently at random, though often one at a time. It'll be an exciting life.

Land of Eternal Politics (+600) The Tuatha De Danann are probably the best magic users in this world, full stop, and have literal millennia of practice with manipulation and backstabs. As a rule, they are fickle and fierce; quick to anger and slow to forgive. When possible, they forget favors and remember insults. They place little or no value on human life, and prize a sort of honor that never manages to prevent opportunistic dickbagery. You are caught up in their cutthroat politics. Not just in the sense that you live in their planes or are employed by Brighid. You know and are known in equal measure; you owe and are owed many favors. When that isn't troubling enough, bonds of blood and covenant bind you to old gods and their progeny. You'll see at least one of the Tuatha six months, and they tend to bring trouble with them - or make it. Oh, and if you ever get declared wholly dishonorable, even mundane people will shun you alongside the Fae.

Personal Ragnarok (+600) Instead of a safe place at your starting location, you awaken standing between a hostile deity - or a being of similar stature - and something they strongly desire. You have history with them - and not the good kind. Obviously you can't start with your Arrow of Godkilling already racing towards them, but you may freely determine other details such as when and where you are - and what stance you have taken.

The Old Ones Are (+800) The nameless leviathan told Väinämöinen many secrets, but it seems the ancient gods of cold evil slumbering off the coast of South America were far more terrible and widespread than she knew. Some of them may be the demon-gods of prehuman civilizations; others seem wholly foreign. None were born of mankind, and many shift in their sleep, seeking to bring about the end of all that human hands hath wrought, and perhaps Gaia itself. The world is now littered with their terrible gateways, ancient prisons, and shadow-haunted tombs. Most have been contained or fettered or "slain" over the ages, but they remain - will always remain - an existential threat, and their irredeemably twisted worshipers lurk in innumerable shadows. If certain forces do not remain vigilant, if certain inquiries are not curtailed, if certain blood rites are not performed, the world will not endure. If lightly Lovecraftian isn't your thing, you may take notes from actual Lovecraft and similarly hopeless universes for double points. It'll be the sort of setting where memetic hazards and horrifying eldritch radiation are the rules rather than the exception; where line extinguishing and troop purging are standard procedure, and grim necessities. Mankind shall not long survive in such a cold and cruel world, but perhaps you shall?

Ending

After ten years, you may choose to Stay Here, Go Home, or Move On to another jump. Each should be relatively self explanatory, though I'll note home doesn't have to be where you started. All drawbacks are revoked, though world-shaping changes remain.

Godlike Power

Only those with the Obscure Tuatha perk have access to this section. The perks herein represent additional powers that some gods possess, though not all are found among the

Tuatha Dé Danann. You can develop these gifts in other ways, but buying them here allows you to maintain them independent of your legend.

Idolatry (Free) You can draw power from worship, belief, and awareness, but aren't influenced by it. With active worship, you can even return from death. Unlike other gods, you also get a trickle of energy ex nihilo, but only a trickle. If you prefer to be stronger than Clíodhna, you may pay 100 SP to double that stipend. This upgrade can be taken multiple times and stacks linearly.

Old Druid (Free) You can draw upon the Earth's magic while in contact with it, and have mastered the magic that grants you. You have the most piercing insight of any magician, making it trivial to bind the elements together, tear them apart, or divine the future. The elementals speak to you, and you have a limited ability to shapeshift, specifically into a set of four predetermined forms; one hoofed, one clawed, one avian, and one aquatic. Unlike other Druids, your magic is not reliant on a tattoo or limited to this one planet, though you can toggle the tattoo into being when you like.

Divine Implement (Free) One or more of your powers from this section require a unique focus, akin to Zeus's quiver or Odin's chair. This object is fiat backed and within your possession, but losing it will restrict that power to a third of its full strength and precision. Alternatively, the power belongs entirely to the object, and may be wielded by whosoever holds it. In either case, any powers imbued with items are half off. This can be applied to an existing item, and you may have as many or as few such items as you desire.

Birds or Bees (50) There is a specific species - or group of similar species - you have a divine connection with. You can see through the eyes and hear through the ears of those within your territory or service - and perhaps in your vicinity, with enough power. You can command them by divine fiat, may talk to them without bindings, and are one of the foremost experts on their biology and behavior. Their supernatural counterparts are not exceptions. This may be purchased multiple times.

Sláinte (100) You excel at influencing minds and fate to grant deniable little blessings of good fortune, joy, fortitude, health, togetherness, and prosperity.

Celtic Muse (100) The Morrigan could fake it, but you're the real deal, and can easily grant artists and scientists inspiration, dedication, and skill beyond their wildest imaginings. You can also invert it to ruin them. With the right powers, you can guide or inspire people in other ways too.

Become Ethereal (100) Like a rakshasa, you can transform into an invisible thing of the ether, a netherworld between planes. Water will impede you in this state, but you retain your other magics, are otherwise spiritual, and may enter the bodies of others, potentially asserting control in the process.

Fairy Magic (100) You have access to the potent and flexible magic displayed by the lesser Fae. It's often inferior to Druidry, nevermind divinity, but it has capacities unknown to either, especially when attached to a godly energy source. Have fun casting glamours and animating minifigs.

Magical Patronage (100) Not only can you grant people some of your powers or imbue them into items, you know how to create and empower a system of magic, restricting access and effects as desired. Also, your reach on your Divine Implements - or similar - exceeds your grasp, and they can be lent out more easily.

Luck of the Irish (100) You're no aspect of Fate, but you have access to some reasonably potent luck magic, which works sympathetically. You're talented with other entropy magics, but it's especially effective within your divine province and spheres of influence, whether you have specific powers there or just a reputation for ruling it.

More Than Camouflage (100) You're one of the few Druids who can genuinely turn invisible. This is technically a specialized binding rather than an innate power, but that just makes it more flexible.

I Tell Yee Three Times (100) Like the goddess of poetry, you have a special, unfalsifiable three-toned voice, which you can toggle at will. When speaking in this manner, you cannot directly lie, nor can your words be distorted by illusions or perception filters. Other supernatural folk - and some ordinary people - will intuitively recognize that you cannot outright lie in that voice, unless you'd prefer they didn't. Do note the limitations.

Geasa (100) Agreements have power in Tir na nOg, and even demons must keep their promises. You can magically bind oaths you are party to, preventing or punishing violators. It's a bit vague, but it's a hard spell to break or defend against, even with iron.

Oracle (100) You are highly talented with divination, whatever the system and whether precognitive or forensic. You're especially effective within your divine province and spheres of influence, whether you have true power there or just a reputation for ruling it.

Spectral Soldiers (100) You can perceive and interact with the shades of the dead, whom you can summon from any afterlife on any day of the year. With consent, you can make them - and other dead or dying - into riders in your Wild Hunt. These warriors are tireless, invisible, and selectively intangible, but powerful or specific magic can still affect them. You cannot conjure them again if they are slain in your service, though you may rest assured they'll reach their natural afterlives, all else being equal.

Telepath (100) You can send mental messages to humans, and receive them as well. You can also create actual networks and maintain them over a distance. Free with True Vigor.

Cailleach (100) You are resistant to frigid temperatures and hold the frigid magic of winter. Ice and snow and blizzards are yours to conjure and command.

Perchance to Dream (100) While all gods can appear in dreams, you are especially adept at manipulating them. You intuitively comprehend their magic, even if you can't wield it, and hold power over oneiric beings, such as the Slavic nocnice and Roman somnia, being capable of sensing their presence, warding them away, and binding them into service. Also, you can magically render people unconscious, and act upon people through their dreams.

Herblore of Airmed (100) You know the sum total of the world's herblore, and may brew teas of immortality. Free with Knowledge of Miach.

Psychopomp (100) You may guide and ferry departed souls to their final destination. Sometimes, you can even redirect them. Being on site helps, but isn't strictly necessary. Free with Chooser of the Slain or Return Trips.

The Magic Touch (100) While it isn't usually combat-applicable and wouldn't work on a ghost or such, you have the magic to make things more tangible, allowing you to forge the cloud, braid the sound, or string the rainbow, among other things. It takes superb skill to weave a shadow or sharpen a sunbeam, but it always leads to powerful and supernatural objects. Also, you can find and interact with things that are *supposed* to be metaphorical, sometimes including your own perks or items.

Griain-éigis (200) You are competent with every skill native to Ireland circa 200 AD, plus many others. Your skills never atrophy, and you learn with frightening speed.

Herculean Strength (200) Even without Druidic strength, you can lift the average car. Naturally, this comes with proportionate stamina, reflexes, and durability, plus an affinity for monster slaying.

Huntress (200) You are an exceptionally competent hunter, tracker, and trapper. You are amazingly skilled in horseback archery and can quickly clean a kill. Your senses are superhuman and you may control animals, particularly hunting beasts.

Mac Lir (200) You hold authority over the sea and creatures thereof. You can thrive beneath the waves and draw upon their magical energies on contact. The waters even seem to teem with strange elementals. For an extra 100 SP you're outright hydrokinetic.

Through the Fire and the Flames (200) You can conjure, control, and extinguish flames. You may also *become* fire to fly. As a side benefit, this enhances smithing and comes with access to demon-slaying "Cold Fire," which also affects the intangible. For an extra 50 SP, you are a sun god, and may produce solar illumination or blazes when necessary.

Polymorph (200) Unlike your cousins, who have only druidic shapeshifting, you can shapeshift in almost whatever way you like, even if that means turning into a giant sea cucumber or hiding weapons inside your own body. With greater difficulty, you can also transform other people, most easily into animals.

Messenger (200) Your voice is hard to forget and impossible to ignore. It also carries further, more clearly than nature should allow. You can fly in your human form, and all paths - mundane or otherwise - are open to you, especially since you have ways of knowing most of them and eluding their hazards or costs. You can bypass timestream issues, and build gateways between any sort of plane or dimension at thematic locations. You also are a master courier, messenger, and road planner, by ancient Roman standards.

The Good God (200) Even among modern Druids and immortal gods, you are an expert in all things agriculture. Furthermore, you can pump your divine magic directly into the soil to ensure a bountiful harvest and healthy livestock. Even blights can be slowed or stopped, but don't forget to fallow the fields periodically.

Demiurge (200) Forging planes is an immense undertaking, but you have the talent and insight to do it - and similar workings, even outside this world and its magic - in half the usual time with half the usual cost. Additionally, you can use your divine magic to conjure small, simple objects ex nihilo.

Tasmanian Devil's Work (200) You possess power over blight and disease. You may remove or bar it from those you care for, but it's much easier to create and spread even supernaturally virulent plagues.

Divine Magician (200) Even by immortal standards, you're an exceptional mage and magic teacher. You are also skilled with one style or collection of magic besides Druidry. This may be purchased multiple times for additional styles, and further purchases are discounted.

Lawgiver (200) You have influence over magical and spiritual notions of morality and honor, law and contract. It's appropriately difficult to throw out the book and start over, but you can create conventions and rule on edge cases.

Judgmental (200) Whether you judge the dead or avenge wrongs, you only need a glance to determine what a person deserves; moral and spiritual states are an open book to you. You can easily sense virtues and vices, sins and sainthood, unearned blessings and underserved hardships. If need be, you can forcefully clear yourself of biases and act impartially. If you have other influence, you may gain the power to sense other things as well.

Trickster (200) You are skilled with glamours and illusions. You can also hide yourself and others from divination and similar, especially if they're clear or nonmagical. You don't even leave absences. The gods, witches, and Ouiji boards won't know what hit them.

Return Trips (300) You reign over the transmigration and rebirth of souls, whether you want to slip into a new body, reproduce the Wooing of Étaíne, or reincarnate someone in whatever way you like.

Chooser of the Slain (300) You are a peer to the Morrigan herself, and hold authority over battle. Unless they are claimed by another pantheon - and sometimes even then - you can not only predict but determine who will die in any given combat. You can even do it from a distance, with some effort.

Mother of Monsters (300) You can bless or blight various couplings; even the strangest parental myths are within your power. Like the Dagda, you can produce magical or monstrous children at will. Like the Morrigan, you can deliberately manufacture life - including clones and novel Fae. In any case, your creations are generally more powerful and useful than your cousins' children.

Knowledge of Miach (300) You're exceptionally skilled with medical magic, and know how to apply it on a mass scale. You have some faster, additional healing powers as well, allowing you

to instantly heal people, especially yourself. You may need water to heal others, and limb replacement takes time, but it's not to be underestimated.

Skyfather (300) You have the power to manipulate electricity, air, and the weather, particularly all manner of storms. You can also imbue your beasts with the power of flight. If that doesn't appeal, you can choose to travel as a thunderbolt. Also, your magic has an inclination towards rulership and heroics.

Trí Dée Dána (300) You are a legendary and omnidisciplinary craftsman, at least by pre-modern standards. That wouldn't be worth much, if not for the fact that you're a godlike enchanter, with your own work being particularly receptive. You may not be pumping out Fragarachs, but you have an artist's heart and can brew beers of immortality.

True Vigor (300) Any Druid can see the bonds of affection between people, but you can actually manipulate them, control ardor, and influence the destiny of various romantic couplings. Naturally, this comes with all sorts of mind-twisting magics.

Lámhfhada (300) Oh? Are you perhaps Lugh, returned from the dead? You are a superhumanly skilled warrior and a masterful general, by the standards of the Bronze and Iron Ages. You know how to wield every ancient weapon in every style, and hold significant sway over the battlefield's destiny. You'd be a very good king, and can instantly invent fighting styles which combine any number of different skills, weapons, and powers into cohesive wholes. These styles, always rooted in traditional natures, are far more effective than abandoning the old ways.

Wyrð (300) You are an impressively powerful precognitive, who can manipulate luck and fate to your heart's content. Please note that your death will invalidate the destinies you set down, and you hold less sway over those beneath the aegis of another pantheon.

Immortality (400) Ichor flows through your veins, ensuring that you can continue living and functioning in the face of mechanical injury, though other gods can still kill you with enough magic. Such death is still not your end, as you can regenerate or even replace your physical form if necessary. Your stamina is magically enhanced, and you don't need beer, bacon, or apples of immortality to maintain your eternal youth; you're just young forever. As a side benefit, you no longer need active worship to resurrect yourself: only sufficient energy.

Omniscient Type (400) All gods are a little clairvoyant, but you're a *lot* clairvoyant. You're not overly precognitive, and don't *actually* have unlimited access to all information like some, but like Odin, you've got something similar enough. This would be more helpful if divination-blocking cloaks were less common, or if it at least allowed you to locate such absences. Fortunately, you can also apply divine power from greater a distance now.

Omnipotence (1200) Sorcery would be cheaper, but you can work miracles of any description without it. You don't really live up to the name (yet), but you have a leg-up on the old gods, who only have the particular powers people specifically attribute to them.

Note

Behold the feat thread;

<https://forums.spacebattles.com/threads/iron-druid-feats-thread.1114979/?post=95223770#post-95223770>

I like the idea of building magical facsimiles of sci-fi devices, so that can be a valid form of enchantment in certain systems. I also like the idea of selkies as the souls of drowned people, so if you want to use Return Trips and Mother of Monsters, Mac Lir, or the selkie species to make that happen, go right ahead.

Ancestral Blessings can restore declined or diluted bloodlines, but has trouble with most things that have their own label (modifications *usually* not included). For example, it can make a Dúnedain into a Númenórean, but it won't easily make you an elf or Maia, even if you have the blood of Elros. Also, while it *will* give you some divine magic as a god or similar's direct child, remember that most mythical demigods didn't have such gifts, so distant, godly ancestry isn't usually enough. On the other hand, you could go from a Shannara elf to a Faerie elf pretty easily.

Examples of Comparative Religions; while Sango and October Daye wouldn't know what to do with Makima or Hagrid's corpses, you would, if you had their skills/powers. Even if you can't technically make them, you could strengthen your Stand with binding vows or nen contracts, given experience with those. Also, Stephan Strange's Arcanum Exo and Orsola Aquinas's Idol Theory may need to adapt to Dialga or Marika or Tzeetch - but yours won't, even if you want to fuel some other magic system with them. The same could be said for Axel Mortmain and Elric of Melniboné. Mystic Eyes are dojutsu and chakra coils are magic circuits to you. Charlie Weasley would have a hard time escaping Storybrooke, but the Dark Curse is still just a curse to you. If you weren't sure what the Dewitchery Diamond would do to Demona or Captain Marvel, now you can be.

If you take Obscure Tuatha but don't want to be an existing Irish deity, you may invent or assume the persona of another old god, faerie monarch, or singular phantom from faith, folklore, or fiction, and draw power from their reputation in your current jump, whether specific or archetypal. I suppose you also can be a Puck or Gloin if you really like, though they're a little off theme. The identity of Alatar or Teclis would also be worth little. Trying to be an A-Lister makes you a minor incarnation. In any case, you get any of their additional powers during the jump, but only retain what you purchase. If you take Not Just Canadian, you may take an additional persona for each purchase of Idolatry's upgrade.

Just as the Christian Death claimed Aenghus Óg's soul when it was refused by the Morrigan, death gods and afterlife rulers (etc) may integrate with local underworlds in later jumps - or

create one, in absence of a native afterlife. And if they want to clean up the backlog and bring Stacy Brown to their Heaven or reincarnate Jarvis, they should feel free. This includes Saint Peter and jumpers with the right Godlike Powers.

The Sigil of the Iron Gall enhanced the magic-destroying properties of ferric metals. Outside this jump, it can enhance similar traits in other metals, or grant them to existing iron. I would still remember that it doesn't affect everything in the same way, and vampires don't mind it.

If Iron Druid is America Gods meets Dresden Files, the Old Ones Drawback is the Outsiders plot line. If it's Buffy, this is Glorificus and Illyria. I recommend taking inspiration from Hellraiser, WoD, and SCP (pessimistic variant), among other sources. Don't ask why the unhuman gods are still strong/alive. In any case, they're particularly deadly to mundane mortals, and raising the tech level won't help. On a related note, I recommend requiring key forces to protect and strengthen themselves with some kind of Seal of Solomon / Luke 12:48 arrangement involving sigil agents.

Jumpers who can combine magic systems will find the Fae and divine powers bought here are close enough to be included. Most will make Obscure Tuatha and Unhallowed Alter's godhood a little less... narrow. On that note, different Godlike Powers can synergize in any number of interesting and useful ways. With Polymorph and Mother of Monsters or Patronage, you can turn humans into magical creatures, like the Bacchantes. With Demiurge, Messenger, and Divine Magician, you can laboriously mimic the Unhallowed Alter to manifest local mythologies, legends, and seminal fiction, by constructing a plane at the point where its faith accumulates / should accumulate, thereby "unlocking" it. It's easier when it's part of your own mythos. Also, Divine Magician implies a certain level of independent power. It doesn't always work out that way, but you should keep it in mind.

Changelog 2.0: Added Blue Man of the Minch, I Came Prepared, Comparative Religions, Hobgoblin Paragon, Nanshe's Candle, Brownie, Nancy, Covenstead, Supplement Mode, Mari

Lwyd, Not Nice, Modern Folklore, The Old Ones Are, Telepath, Spectral Soldiers, Cailleach, The Magic Touch, Through the Fire and the Flames upgrade, Divine Magician, Lawgiver, Judgemental, Trickster, Perchance to Dream, and Omnipotence. Upgraded Unhallowed Altar with new options and Permanent Estate with immortality. Exchanged Chance Meeting for Neutrality (Chance Meetings is now in general). Slightly buffed Fanworks and Birds or Bees, Mother of Monsters, Magical Patronage, Mac Lir, and Omniscient Type. Extra poets for the Fae. Clarified Cold Iron Weapon for those unfamiliar. New Divine Implement option. Broke Oracle off from Luck of the Irish and removed speak with dead from A Return Trip or Ten for Spectral Soldiers, and shortened it to Return Trips. Slight boosted Messenger. Raised the price of Omniscient Type. Psychopomp and Herblore of Airmed can now be taken on their own. Your doggo is now a constant companion.