Ink & Sigil Jumpchain

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. Fae may add d100s if they want. 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

If you have the Faery origin, you may select one of these options, which becomes an altform post-jump. Those who take Obscure Tuatha with one become the ancestor and divine ruler of their species, rather than a member. They 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 good looking human being 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.

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 fated with time. You can reclaim the power they once held if it has, but this won't make you into a deity just because your father's one. At best, it will make you a demigod because your distance ancestor was one.

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.

Wiederganger (300) Your life, brain, and spirit are a little less entangled than they ought to be, but it doesn't do you any harm. In fact, it's quite helpful, under the right circumstances. Brain damage doesn't bother you as much as it should, so concussions and long Covid don't impact your cognition, but might hamper your motor skills. Even instantly fatal brain damage will still let you keep thinking - and perhaps spellcasting - for a handful of seconds, which might not be a blessing. Secondly, in the event of your death, you may choose to return as a 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. In the meantime, however, it is a potent weapon.

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 type for now. Do not feel the need to restrain yourself to what’s been seen explicitly. 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 fight 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 with the Sigil of Dire Consequences, which causes oathbreakers immense pain until they cease violating their word. 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.

Chance Meetings (400, Discount Sigil Agent) Like Al, 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.

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) Brighid 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, Edmund Spenser, 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 power and skills thereof. You can lay curses and grant blessings and appear in Dreams, but those are parlor tricks. With enough power, you could create magic systems, conjure monsters, and construct whole planes. You must take Land of Eternal Politics for zero points, but gain access to the Godlike Power section.

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 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 addicting them to 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 utterly deadly to the supernatural. Additionally, your Benefactor has placed a unique enchant on it, which ensures its ferrous properties spare those its welder doesn't want them to affect.

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 weirdly large number of weirdly airtight ways for you to launder money.

Unhallowed Altar (600, Discount Drop In) A place for you to worship gods of your own devising. Specifically, it’s a small and portable altar, somehow charged with psychic energy. Its unique properties allow it to expend that energy to create an old god or the wispiest of pantheons on the spot. They will need an additional source of psychic energy to grow and perform miracles, but they’ll *exist*, which is plenty. All you have to do - respectively - is place a relevant icon on it and perform some kind of sacrifice. You can determine what, and it doesn’t have to be theologically sound or relevant; offering your new god some cheese would work, so long as you clearly state who it is for. If a god has multiple incarnations, your interpretation of choice will always be dominant. This altar will recharge itself once a jump or decade, but perhaps you can speed that up…

Ink Supplies and Magic Monocle (100, Free Sigil Agent) A replenishing supply of everything you need to make magical inks, including tardigrades and trollskin. Also comes with a supply of burner phones and a fragile monocle that allows you to see the magical spectrum. Comes with two Sigils of Knitted Flesh, two Sigils of Healing, and two Sigils of Lethe, which have the effects you might expect from the names and are specifically prepared for later use.

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. They can also fly, travel through obstacles, and phase through non magical weapons, though not bare flesh. Oh, and they can shut down the magic of anything caught in their gaws.

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 Scriving 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 and main setting, 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. 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 Old Ways or bound trees 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 take 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.

Companions

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 and can speak telepathically across short distances. Free dog import.

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.

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.

Gods Below (300) A 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.

Import (50 - 300) You may import up to eight previous companions into this jump. 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.

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 caveat that Sigil Agents now exist within it, even if they didn't originally. 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 1000 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.

Mute (+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. It's your native land. 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 Flidais, 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.

Daughters of the Third House (+300) It seems that those Nazi witches the Iron Druid and that Polish coven took down had a few survivors. And they've got a bone to pick you with specifically. 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 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 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. 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 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 dickbaggery. 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.

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.

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. These perks may have any number of effects when combined.

Master Druid (Free) Centuries or millennia ago, you were bound to the Earth by a mystic, full body tattoo. Now, you can draw upon the Earth's magic while in contact with it. 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. Feel free to pick them. Unlike other Druids, your magic is not reliant on your tattoo or limited to this one planet.

Idolatry (Free) You can hear prayers to you and draw magical energy from human belief, which will not influence your mind or restrict your choices. Unlike other gods, you also get some power ex nihilo, but only a trickle. If you prefer to be stronger than Cliodhna, you may pay 100 SP to double that stipend. This upgrade can be taken multiple times and stacks linearly.

Divine Implement (Free) One or more of your powers from this section require a unique focus, akin to Thor's Mjolnir. 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. In exchange, whichever powers you choose are half off. This can be applied to an existing item, and 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. 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. 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 dreams. You can also invert it to ruin them.

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'll never see a Druid animating minifigs or teleporting, but hobgoblins do that all the time. Now you can too. 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.

Patronage (100) While most gods can grant magical abilities, only Brighid has been known to do so among the Tuatha Dé Danann. Brighid, and now you. You know *precisely* how to create and empower a system of magic, barring particular effects and granting access to whoever you like.

Luck of the Irish (100) You're no aspect of Fate, but you excel at all sorts of divination and luck magic; forensic and precognitive, general or specific. Probability manipulation is normally

outside the Druid playbook, but you've got access anyway. This talent extends to other magic systems and pairs well with other divine powers or perceived domains.

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.

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.

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, though you do need to be in contact with them for that. For an extra 100 SP, you're hydrokinetic, and the waters seem to teem with strange elementals.

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.

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 supernaturally memorable and clear. It carries much further than it ought to, and can be heard over noise. You can fly without shapeshifting, and freely move between planes. No path is barred to you - and you have ways of knowing most of them. You can bypass timestream issues, and at thematic locations, you can build gateways between any sort of plane or dimension - even if they belong to different pantheons.

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 knowledge and skills to do it in half the usual time with half the usual cost. Additionally, you can use your divine magic to conjure small, simple objects ex nihilo. The former talent applies to other magic systems and sufficiently similar workings as well.

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.

A Return Trip or Ten (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. Also, you can summon the dead on Samhain. Any of the dead.

Chooser of the Slain (300) You are a peer to the Morrigan herself, and hold authority over combat. Unless they are claimed by another pantheon (and sometimes even then) you can not only predict but choose who will die in any given battle. This is still magic, and is therefore not absolute, but it's a potent tool nonetheless. In both cases, it helps to be on site, but that isn't strictly necessary. You may also guide and ferry departed souls to their final destination. Sometimes, this will even let you redirect them.

Mother of Monsters (300) Like the Dadga, you can produce monstrous or magical children with almost anything you care to name. Like the Morrigan, you know how to deliberately manufacture Fae, novel or otherwise. In any case, your creations are more powerful and useful than your cousins' children.

Knowledge of Miach (300) You can heal people with a wave of your hand; even limbs can be regenerated, though it takes nine days. You can also battle disease on a mass scale, and you know the sum total of the world's herblore, including teas of immortality.

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 magic and true human to human telepathy, which is rare even among the gods.

Omniscient Type (300) 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 to professionally judge the dead, dole out karma, or watch over the world. This would be more helpful if divination-blocking cloaks were less common, or if it at least allowed you to locate such absences.

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.

Wyrd (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) Unlike most gods, you are not vulnerable to a well-timed sword thrust. Ichor flows through your veins, ensuring that you can continue living and usually functioning in the face of mechanical injury, though other gods can still kill you with enough magic. Despite that, you can gradually regenerate or even replace your physical form if necessary. Also, 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. If discounted with Divine Implement, it is unavailable without the item in question.

Note

I like the idea of a wizard who builds magical facsimiles of sci-fi devices, so if you decide to use Wizardry or Witchcraft on Star Wars or real life Jediism, that's your version of enchantment, or at least one of them. Just remember that power is in the practitioner, not the practice, so getting an actual starship or lightsaber may be difficult in practice. Other fictional traditions may be similarly expanded, possibly through syncretism. Looking at you, elemental bending.

If you take Obscure Tuatha but don't want to be an Irish deity, you may invent or assume the character of another old god, faerie monarch, or singular phantom. Even a recent one, if you like, but choosing someone as famed as the Archangel Michael or Durga will relegate you to a minor incarnation. In any case, you get any of their additional powers during the jump, but only retain what you purchase, with some exceptions for the stuff you can't quite buy here. If you take Not Just Canadian, you may take an additional persona for each purchase of Idolatry's upgrade, and Fanworks will let you grab foreign identities.

Canonically, each pantheon gets the souls of its worshipers, with no word on what happens to atheists. If you use an Unhallowed Alter (or Apotheosis from my Iron Druid Chronicles jump, while I'm at it) to create a pantheon in a godless world, they will be able to gain any unclaimed soul - and perhaps also those who have eternally ceased.

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.

Behold the feat thread;
https://forums.spacebattles.com/threads/iron-druid-feats-thread.1114979/?post=95223770#post-95223770

There are Irish, Scottish, English, German, and Polish varieties of Fae, at the very least. If you want to vary your Faery species a little bit, I'm not going to stop you. Even if you don't go with the interpretation that selkies are the souls of people who drowned, A Return Trip or Ten and Mac Lir should let you make it so. With the former and Mother of Monsters or Polymorph, you should be able to do similar with other breeds of Fae.

When in doubt, fanwank it. Or blame the dark elves.