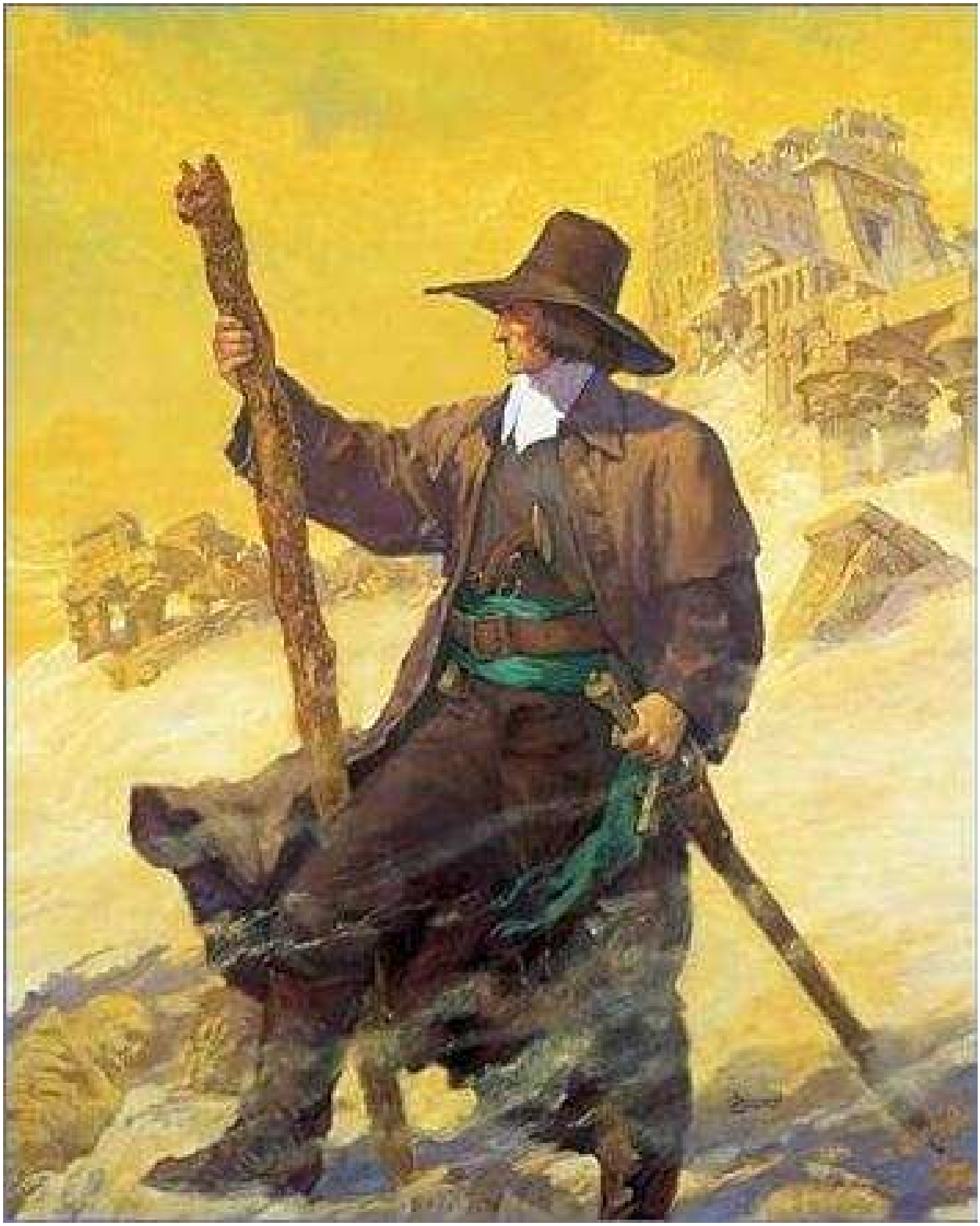
Solomon Kane Jumpchain

Version 1.0.0



Much has changed since the time that the waters swallowed Atlantis and the sons of Aryas are only some among the many great civilizations that have risen and fallen since its passing. And now western civilization is on the ascendance, not yet to its apex but rising. A whole new world has been found and discovered, and the light of civilization has banished much of the old magic, and horror, to the darkest reaches where white man has never gone, hiding it away in deepest Africa where old wisdom is still remembered.

There are still swords, though. And there is still sorcery, even in Europe. Not all who go to the noose as a witch are guilty, but not all are innocent of the charge. Ghosts haunt darkened moors, and the devil's castle sits in the black forest. And yes greater secrets and darker beings roam the jungle depths of Africa where no white man has, or dares, set forth and entered.

Across this world wanders Solomon Kane. A man of Devon, and a puritan whose people are oppressed by Queen Bess. He has a history as a soldier and a privateer, serving Queen and Country against Spain, and a history of captivity – still bearing the scars of Turkish slave galleys – which has left him with no love for slavers, pirates, or the Spanish Inquisition and its horrors. He is a vessel of wrath and sword of deliverance, a knight-errant in the mold of Galahad, questing not for the holy grail but for those who need his help. No matter how he longs for home the wind will always call him on, and with sword in hand and his quick wits he will drive the horrors of ghosts, ancient vampires, and antediluvian horrors once sealed by his Biblical namesake back into the grave.

These are the Savage Tales of Solomon Kane, or at least the world of them, written by Robert E. Howard. These are not the tales of Conan's Hyborian Age, but an age more familiar to modern men. Elizabeth the First reigns in England, and the names of Francis Drake, Richard Greville, and other great men of Britain's conflict with Spain fill men's lips as the colonization of the New World has begun in earnest. But even with the light of world spanning the globe dark things and magic still have a place here and this is a world of swords and sorcery. You will arrive here at some point during the tales of Solomon Kane and his period of activity which stretches well more than a decade, and you will stay here for a decade. To help you in this take these:

+1000 Choice Points

Good luck and good jumping.

Origins: 4
Location: 4
Age and Gender: 5
Perks: 6
Puritan Perks 10
Scoundrel Perks 14
Occult Being Perks 16
Items: 20
Puritan Items 22
Scoundrel Items 24
Occult Horror Items 26
Companions: 28
Toggles: 29
Drawbacks: 30
Outro: 34
Notes: 35
Changelog: 37

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except one of the 2 100 CP perks (the second such perk is only discounted) and first copy of the 100 CP item for your origin which are Free instead.

Puritan: You are a simple man. You don't actually have to be a puritan. You likely have a history in war, but soldiers aren't uncommon in this day and age, and you seem to be well-traveled. You actually seem to be a traveler, well accustomed to the road. Perhaps, though, you've traveled further than most. If you'd like you may have neither history or connections in this world, and be a Drop-In.

Scoundrel: You may still have a history in the act of battle, that really is not uncommon in this day and age, and some level of experience is perhaps to be expected of your sort. You seem to be a scoundrel or a knave. If you were a seaman, you were more pirate than servant of Queen and Country. Even if you're a land bound folk you've got red in your ledger.

Occult Being: You are a being of sorcery and magic. Whether you know the tricks and arts of some black mage and sorcerer, or are yourself a terrible being that has escaped death such as a vampire or ghost, you have touched magic and are no longer wholly of the world of men. Whether your ghost wanders or you simply know some tricks and can play the priest of ancient ways you've got a touch of mystery and the arcane about you.

Location:

While Kane's time in America learning woodcraft from the natives is mentioned, and so are lands of the Middle East, the stories take place from southern England to deep, dark, uncharted jungles of Africa to the south, and mostly along the points of Europe between them. As such you can begin in Europe from Germany and Italy Westward, or in Africa. You will arrive in a place suitable to your origin which you should be in, or as a drop-in in an isolated spot where your arrival will not be immediately noticed.

As noted previously you may arrive at any point in his career that has been recorded. Specific dates are only shown by intersection with historical events. He served under Francis Drake when Drake executed Thomas Doughty in 1578, he served under

Richard Grenville in the Azores likely in 1586, and Richard Grenville's death in 1591 happened before his final long sojourn into Africa. It is not guaranteed that the execution is the start of his stories and adventures several of the stories could have taken place before it, and it is unclear how soon after Grenville's death the final trip to Africa was only that old Queen Bess still sat on the throne when he had left many moons past and Queen Elizabeth reigned till 1603. So you have a decent latitude in the Elizabethan Era as to when you will arrive.

Age and Gender:

If you chose to drop-in your age and gender is unchanged from the previous jump. If not, your age and gender can be anything appropriate to your origin in this world, though you will not be older than a hundred years unless you have been sealed away for untold centuries.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Jungle Survival (Free while here/100 CP to keep): You know how to survive in the jungle unassisted. This means you know how to identify edible plants, hunt for game, and find a suitable campsite. It won't be easy, or assured, but you could, in theory, walk through the deepest heart of Africa and survive.

And because the real killer is malaria, which made it nearly impenetrable to Europeans at the time, you have an immunity to the most deadly and common diseases, such as malaria, of the jungle. If you paid to keep this perk this extends to a substantial resistance, nearly immunity, to all normal diseases.

Descriptive Language (50): Howard has a touch for descriptive prose and evocative language, and one he lends to Solomon Kane. Like Solomon Kane, or Robert E. Howard, you have a talent for language, whether colorful descriptions, evocative turns of phrase, or knowing when to throw in an oath or other statement to give true weight to your words. Of course this does mean sometimes what's not normally said is as important as what is said.

Dialect of the River Tribe (50 CP): You know a language which seems to be in common use throughout far wider swathes of Africa than it should be. And in fact far wider than even Africa. It's a language that might be used by a primitive tribesman, unfortunately lacking specialized scientific jargon, but you'll find that anyone you meet who has dealings (at least of the sort that involve 2-way communication) with humans beyond their own community seems to know it. The more cosmopolitan they are the better their grasp and understanding, but even scattered tribes or isolated villages would speak it if they occasionally dealt in commerce with others outside themselves. Only the truly isolated – such as a community of Assyrians driven into the heart of Africa by Cyrus's conquests who only have outside contact in the form of taking slaves or harpies who only prey upon humanity as stuff for their sadistic enjoyment – would not speak it, and even then someone whose job it was to train the slaves likely would.

Gallant Galahad (100 CP; free with Sword of Deliverance or Vessel of Wrath): You possess the awful fortune of a true knight-errant. In your journeys and just your life, you will find yourself often coming upon the evidence of misdoings. You will arrive to find good and innocent individuals on their dying breaths, or to hear stories of those who were

that were slain – or perhaps worse abducted – by the wicked and the sinful. Time and time again, you will find these crimes that need to be avenged. Your fortune does ensure is enough evidence and information to start you on the track to avenging these crimes, though being able to follow that trail is on you.

There are some clarifications and addendums that should be noted. First, this doesn't actually increase the misdeeds done against innocents in your path; it merely ensures you will arrive at the evidence to start to avenge them or in time to hear their dying words. Second, this doesn't make you less likely to arrive in time to save them; while it will not help you to arrive in such a fashion, it merely makes certain you find the evidence of wrong-doings that have already happened or which you'd have already been too late to stop. Though it should be noted in cases like abduction to sell into slavery or for prolonged torture it will generally be swiftly enough that they have a chance to still live. Finally, if you ever wish to doff the mantle of knight-errant you can toggle this perk's effects off.

Born Slayer (200): You are not the strongest, most powerful being in the world. Not even the strongest, most powerful human. But with a sword or pistol in hand you are one of the most dangerous. You are still strong, and have the dynamic speed of a famished wolf. You have endurance and the ability to continue fighting through wounds. You are strictly speaking not even at the peak of human performance in any of these aspects, but this is the peak by the standards of a world of pulp action and romantic heroism, easily exceeding real world limits, and your skill with sword and pistol, and instincts for battle are just as impressive. Your skill reaches a fine point of perfection whether steady and focused or dynamic and fiery, and whatever your style, instinctive or thoughtful, you have the talent and co-ordination only a natural-born fighter possesses.

Death's Black Rider* (200 CP; incompatible with Harpy): You're no human being. Instead you're some monstrous thing. You possess a body reminiscent of a centaur's, a black form that could be mistaken in the dark of the night for a black horse and a black-clad rider, but your body is wrong even for that. Like a centaur the 'rider' rises from the very front of your body, though unlike a centaur your lower half does not perfectly resemble a horse, being hairless, and overly prone to roundness, and possessing a great toothy maw on the front of this lower body. Your top lacks a fully developed neck, your head seems to just narrow from your shoulders, though your jaw does thrust forward enough to resemble a human's, you lack a clear nose either. This head has a second mouth capable of human-like speech. What most distinguishes you from a horse, man, or centaur is your limbs. You possess six limbs, two pairs of 'legs', and then a pair of 'arms.' Each of these limbs ends in long clawed, prehensile digits capable of being used

as hands. The ‘arms’ are placed significantly lower on its upper torso than a human’s shoulders, and by leaning forward they are able to lower them to use them as a sixth pair of legs.

Overall you possess speed like that of a horse, and your large size gives you strength, though your ‘arms’ are not individually substantially stronger than a strong man’s. These ‘arms’ do possess a special power however. They are capable of focusing heat and igniting materials, capable of setting a person on fire by grasping them, or burning buildings; this is not enough to light thoroughly wetted wood on fire though.

Harpy (200 CP; incompatible with Death’s Black Rider): You are a creature similar to a man, but inhumanly tall and inhumanly thin. Your species possess a head that is long, narrow, and hairless, with eyes that are small, close-set and queerly pointed and oblique and of yellowish color. Your face has a narrow and thin nose, hooked like the back of a bird of prey and forming in with your mouth full of wolfish fangs. Your shoulders are broad and powerful, and your arms have hands with opposable thumbs but also heavy, hooked talons on the ends of your fingers. Your chest possesses a keeled breastbone like that of a bird’s serving as an anchor for your powerful chest muscles. You possess, long, wiry, and hand-like huge prehensile feet with opposable ‘thumbs’ of their own. But the most inhuman feature you possess are a pair of great wings, shaped much like the wings of a moth but with a bony frame and of leathery substance. They begin at your shoulders and end halfway to your hips, and likely span 18 ft from tip to tip.

Your skin is thick, leathery, and tough, such that primitive bows need a particularly heavy shot to pierce it, and a particularly good location to kill. This armoring flesh will do little to stop bullets, however, and a powerful and heavy bow – such as the English longbows of Agincourt – would likely be a true threat to you. Your kind is stronger on average than a man, but an extraordinary man could be stronger than all but a nearly as extraordinary member of your species. Still the powerful chest muscles that power your wings would allow you to fly while carrying a man, even as you fought him, or lifted him high enough to drop him to his death.

Yours is a dying race. By the latest starting period there are only about a hundred of your kind alive, and unless you are a female they’re all male.

White God (300): To those who believe readily in magic and the spirit world and have never seen a European, a white man seems to be something that wandered out of the spirit world, especially when they wield the power to summon the cry of thunder and cast death upon others. While you won’t find people any less likely to be familiar with guns or

fair skin, you will find that people are more ready to believe in supernatural explanations for your out of context powers and appearances. And not merely supernatural, but they will have a tendency to take them as a sign of your divine nature. This does require you to showcase powers and/or an appearance far outside of their norm, and not obviously explicable through common artifice; that is to say wearing your hair in a different style or distinct and heavy make-up isn't enough. But should you showcase such abilities you will find many, perhaps even the majority, of individuals defaulting to a belief that you are some form of higher being.

Puritan Perks

Grim Traveler (100): Strangers are more welcoming of you. Even if you have a somber and terrifying demeanor, and a grim reputation of danger, as long as it's not a reputation of violent slaughter and random murder or doing bad things to your hosts for no reason, people tend to be welcoming, at least enough to put you up out of the elements for a night till you can travel in the morning. This won't stop bandits, or those who murder all who come their way, from attacking you, but even a miser will give you shelter for a night if you come upon their isolated home, and a peaceful tribe in the depths of Africa would take you in for a time should you wander into their numbers.

Light Sleeper (100): You are a light sleeper. You wake up easily at the least hint of danger, seemingly able to, even in your sleep, determine dangerous sounds from non-dangerous ones with the same clarity as if you were awake. You also wake up quickly, shooting from full asleep to fully alert and awake; no morning fog or need for coffee before your brain will function for you. This same lightness makes it easy for you to slip into sleep when you wish, whether on the road, in the jungle, or just with an uncomfortable bed.

Dangerouser Than a Wolf (200): You have a look about you, one which seems to exude that you are dangerous. Or at least that you are dangerous should your ire be raised to the point you choose to act on it, even if you do not come off as necessarily senselessly violent or dangerous to be around if you are not given a cause to be it. Moreover you will find that your reputation as someone to be feared will spread easily should you perform acts to justify it; fight as a mercenary and your sword skill might become feared across Europe, hunt monsters that go bump in the night and men might whisper of you as more dangerous than the Devil himself.

If He Must Die (200): "he would die in his tracks, his wounds in front." At least so it is with the puritan adventurer Solomon Kane. And so possibly with you. You are inured to the horrors of the world; the works of the Spanish Inquisition and witchfinders might spark distaste in you for their cruelty, but they will not disgust or frighten you such that you'd flinch away from looking upon them. Supernatural mutilations and powers might be able to overcome this desensitization to horror and disgusting sights, but even then your mind does not cave easily to fear, but even under great pressure remains sharp and clear. And when decisive action is needed you're quick to respond, your mind shooting to a course of action immediately without needing moments of confused consideration. These split-second decisions will be as if you'd had the time another man might fumble for to decide, though don't expect this to help you with every swing of your sword or

dodge of a blow, more ‘do I fight or fly?’ or ‘something is breaking into the room next to mine should I go help?’ Even so in times of emergency you cannot stumble about trying to make a decision. Quick action is necessary.

And He Knew (400): Occult and supernatural forces function on obscure and unknowable rules. Even so sometimes it seems that those who fight them gain strange insights into them. As you fight an occult or supernatural force, you seem to grow to obtain information into its nature. This includes the ways it functions, the reason it is, the what, and more. This is not information into supernatural forces as a whole, but the one you are struggling against. Fighting a ghost – whether you’re wrestling it to the ground, or being chased and seeking some means to fight back while struggling for your life – would see you perhaps coming to understand why that ghost was haunting and what it wanted, even if it could do no more than gibber madly. Sometimes this will be represented by pure insight, other times you’ll just find that clues, or exposition, begins to drop in your path during or soon after your confrontation with the thing, or in rare cases in the lead up to it.

Beyond this you’ll find that whether it’s a long association with the occult or something else, that you have an increased sensitivity to occult or magic forces. This is not an increased susceptibility, but just that you are more easily able to recognize when that feeling of goosebumps or your hair standing on end is the presence of something supernatural as opposed to just a chill in the air or paranoia.

Hound from Hell (400): You are a hunter of men, able to track a man across the length and breadth of Europe, and chase them even into the deepest, darkest, most untouched jungles of Africa where cannibal tribes still live having never been bound by the rule of white men. You know how to track down an individual not just by following at their heels, but by finding their spoor both in the wild and in their dealings with men. You can track such dealings, and could follow the trail of a girl once secretly sold into slavery years past, shipped from perspective owner to perspective owner in a chain of untimely deaths, accidents, and shipwrecks all the way into the deepest heart of an uncharted land not yet explored by your civilization. It is a truly rare individual who could avoid your pursuit if you devoted yourself to it, because you know how to track down people no matter how they run or hide or who they bribe; though acquiring information from those recalcitrant in speaking is left to your other skills.

In addition, you know how to set traps and ambushes for them, to figure out their behavior, and to create – physically or otherwise – traps with which to catch them.

Courage at the Gates of Hell (600): Fighting an insubstantial ghost, Solomon Kane was able to, by facing it with courage turn the tables upon it, its blows losing power even as his own found it tangible and able to be grasped and harmed. And this is now something you are also capable of. You will find that when facing the supernatural or occult, that the greater your courage the less their supernatural powers will affect you, and the more you will be able to penetrate and overcome their supernatural defenses and resistances. This is weaker as a defense than a weapon; your courage will make you noticeably more resistant to magic and might allow you to survive spells that would kill an ordinary man, or take blows from those possessing supernatural strength as if they were somewhat weaker, but it is a far cry from immunity no matter how brave you are. But as a weapon you will find that your blows are strengthened and supernatural resistance crumbles. You could grapple a ghost, or by breaking a vampire's neck render it immobile and helpless, and even something horribly unearthly might be wounded and harmed by you. This won't be enough, on its own, to allow a mortal man to bring the death that is not death to things that live the life that is not life, but with a proper bane you might be able to kill things that even the legendary King Solomon could only seal and which can eternal lie.

However this does reset between battles. You will need to fight for this. It also is fueled by your courage. The greater your courage the faster it builds, but yielding to fear or horror will weaken it, and can even set you back. It won't make it affect you more than it would a normal individual, but you can find what resistance you've already built in a battle fading should fear conquer your heart.

Sword of Deliverance (600 CP): The same Power that has chosen and wields the Puritan Solomon Kane as its vessel of wrath has chosen you as such a weapon. When you, like Kane, fight on the side of right, as an avenging weapon against those who serve wickedness, you will find that right is mightier than a thousand men at arms, as fate, serendipity, and fortune seem to fall upon you and guide your actions. With right behind you, you will find that it seems coincidence and random chance are as well, your timing nigh onto perfect, and events falling in line as they need for you to act as the sword of deliverance and strike down those who are wicked and end their ability to harm the innocent. This is not truly an invincible power, though it may sometimes feel like it, and it still would not do to neglect your wit and bravery, nor to ignore caution without need, but a great Power is behind you, one who can act through the world and bring you luck and fortune in serving its cause; this will not give you great wealth or even fame, but it will help ensure a blow is glancing instead of striking at a deadly angle, your fall hits an unexpected ledge in the dark instead of falling far further, or perhaps the body of your foe serves as your cushion. Simply put, when it comes to helping you strike down the evil,

and bring them low, and in the cause of protecting, saving, and avenging the innocent through means of violence it sometimes feels like you have miraculous forces arranging the world in your favor.

But remember you must have right upon your side, and act as its vessel of wrath, to punish the cruel and wicked and protect the innocent and helpless. Should you turn from such a path this Power will abandon you till you serve it faithfully once more.

Scoundrel Perks

Piratical Barbarism (100): Or maybe Barbary piracy? Whether you're a Barbary pirate, or an English one preying on Spanish gold, you are a pirate or you have been in the past. You are a skilled naval man, with all the skills expected of a successful pirate, even perhaps a captain, though this will only make you a middling warrior even by the standards of real world pirates. But you know how to run a pirate ship, navigate the seas, find and prey upon merchantmen at sea, and even such things as smugglers' tricks and how to get a ship past patrols or escape pursuit.

The Price of a Magician's Life (100): You'll find that those in places of authority are quite willing to give you rewards for turning in criminals or helping deliver 'undesirables' to them. If the powers that be would get rid of them or make them disappear if they could find and catch them they'll pay you to help find and catch them. And if they were paying for that information already they'll pay extra to you.

Brotherhood of Buccaneers (200): Your fellow scoundrels, thieves, and cutthroats are oddly faithful to you, and significantly less likely to betray you. They still might for the right price, such as your life, but they won't be stabbing you in the back for your share of the loot like a certain ravenous wolf would. Instead you'll find them as faithful and true as an average man would be even when they're outlaws for whom blood is cheaper than water. This won't do anything to those who already live within the bounds of morality, and those who are extremely ambitious or greedy even for the black hearted might still be able to betray you if the opportunity is good, but it will help normalize their loyalty to you.

Gorilla Slayer (200): You're big. You don't necessarily have gigantism, but you are about as tall and powerfully built as a human could be without it. And you're strong. You're roughly 2 or 3 times as strong as a human should be. Strong enough to be stronger even than the sort of heroes you'd find here. And you'll find yourself still noticeably stronger than whatever you are if you're not human.

If you don't want to be noticeably big, you can choose for a smaller, or even no size increase from this perk, but the less the size increase the less strength it will give you. With none you'll be stronger than without the perk, but it will have a small influence. You can choose at the start of each jump which alt-forms will get what size increase from this perk.

Death Hovers Over Us (400): Vague danger sense. Won't tell you where someone is or the exact moment they'll strike but you're good at gauging the general danger of an area, and seem to have an almost preternatural sense for when it nears… and when you really should be getting out of dodge before the Lord's vessel of wrath comes down upon you like a sword of delivery.

Nocturnal Predator (400): You are strangely suited for the dark and the night. You seem to see better in darkness, able to function with surprising ease in the depths of a jungle night. Some of this might be that you are able to function better simply off of hearing and memory of the area, giving you excellent spatial awareness in even total darkness or when blinded. And it's not just that darkness fails to hinder you as much as others, you are skilled at taking advantage of it, hiding in the shadows and blending with them and moving quietly to deny foes knowledge of your location.

Lilith (600): You are beautiful. So beautiful, in fact, that even your enemies cannot help but feel it, and even a man as moral as Solomon Kane could feel it tear at him despite his moral repugnance for your behavior. But it is a beauty tinged with danger, a sense about you like that of a tigress, and perhaps it's this feeling of primal, animalistic danger about yourself which makes you so compelling. Something does, as you seem to have a magnetic personality with a force of charisma that if you were to speak with passion a mad plan of world conquest, taking a tribe of savages born possessed with a devil's lust for blood and arming them with European weapons to sweep forth across the world and lay claim to it for a moment it might seem sane and reasonable, and even a man who lives as a vessel of the wrath of a good and righteous Power, a living sword for avenging evils, could find himself tempted to rule the world with you as his queen. Though try not to give them a reason to remember just how repugnant you are in that situation.

You Trick Easily (600): People just seem to default to trusting you. It is as if natural caution and carefulness is reduced around you. Minor signs of ill-intentions go unnoticed, and even red flags can be ignored. This does go on a scale, but you could be actively salivating at the chance to kill in a traveler's inn which had no servants and only cold food, and it'd take a particularly cautious man to begin to take extra precautions, but if you were merely a man met on the road as a traveler, they might drop their guard completely around you as if you were a comrade in arms they had fought beside before. You could even go to someone who had never met you before and warn him that a local enemy of his had abducted his beloved and your offer to help in the rescue would be more liable to be believed than suspected of being the obvious trap it is. This also just helps you to get people to trust you when you aren't doing nefarious things.

Occult Being Perks

Art of Illusion (100): You are skilled in the arts of prestidigitation and legardemain. You know how to use sleight of hand, stage magic – though not necessarily the specific tricks of a modern magician – and similar misdirection. Make yourself seem to appear and disappear by timing the attention and distraction of others, or pull off illusions and tricks.

Inquisitor (100): You are an expert in the art of keeping a tortured victim alive. You could make even someone familiar with the worst tortures of the Spanish inquisition's stomach turn as they looked at the gruesomeness of the wounds your victim survived, and maybe one of those self-same inquisitors would call your tortures excessive. This isn't just knowledge in how not to kill, but when you are torturing prisoners you seem to be able to keep them alive through more than they should otherwise be able to survive.

Red Handed (200): You know certain necromantic arts. These are not the spells to raise the dead to do your bidding, or even true necromancy with which one communes with them to foretell the future. These are spells which allow you to animate your own body when it has been dismembered, and use pieces of your lost flesh as your agents. You can give them movement from afar, and even through meditation observe through them as if you were there. These body parts possess supernatural strength to them such that a single hand could easily snap a man's neck, and being already dead are hard to fully slay. Speaking of which, if you are slain you can invoke this curse on your very bones and corpse giving them the ability to rise up and perform some final, programmed action. It can't be too complicated – your governing intelligence will be gone – but your bones could kill the man who killed you. This seems to function best for a final grave vengeance as they seem to be able to recognize and find your killer(s) with supernatural precision, but could be used for some other end.

You Would Call Me a Liar if I Told You My Age (200): You aren't necessarily immortal, but you seem to resist aging, your body aging slower the older (effectively) it becomes. You could live for centuries, however. And your mind is adapted to such a span, with a memory to match. It's not perfect or absolute, but you possess a long memory, and a touch of patience as well, and even if you were to be truly immortal, such as is a common condition for a jumper, your mind would handle the strain and cope well with such an endless life; your memory might not be perfect but you'll not lose who and what you are simply due to forgetting it in the fog of long expanses of untold ages.

Master Words (400): You know the spells and words with which to command beasts and animals. You can compel their action and command them through these spells, even calling them to you. You know the vulture spells such as N'Longa used, but your spells are not limited to the vultures, as you can command many of the beasts of the earth and the fowls of the air, and those animalistic beasts who you do not yet know how to command, you have an inkling as to how to learn. It can take time to cast this magic, and fully bind animals to your commands, but your magic will start calling them to you before you finish such a spell; you could gather vultures from miles around and they'd arrive not minutes after your spell, but by the time you completed it.

Vampire (400): You are a vampire. The sunlight does not kill you, though you need to sleep in darkness during the hours ruled by the sun to maintain your powers much like a man needs to sleep to function at their best, and your vampiric powers do seem to ebb and fade when in the full light of the sun. However, from dusk till dawn, you can walk among men as an undying horror. A bullet wound will damage your flesh, but not imperil your life, and a blow that caves in your skull will not cease your function, even a broken neck will not kill you though it may leave you unable to move at least until you adapt somewhat. This won't let you simply walk off a broken leg; if your leg can't physically support your weight your leg can't support your weight, but even fatal wounds will not kill you.

This is not invulnerability or total immortality, however. You need to drain the life from humans to sustain your life, just as a man needs to eat, though you will not age able to live on for potentially eternity as long as you can feed. Fire burns and kills, even worse than with a living man. Embers are not a certain death, but your body burns easily and readily, and even embers will cause you substantial pain and injury. You are also animated by black magic and the blood of the living, and those things that disrupt the existence of the undead are a threat to you as well. And as noted, while you can act at sunrise and sunset, even before the sun has fully settled, acting under the sun when it is higher in the sky will strip you of this undead resilience, which could be deadly if your wounds are substantial enough.

Post-jump the benefits and detriments of this perk can be turned on and off as if changing alt-forms.

Misty Form (600): You are a creature like a ghost. Or you possess the ability to become one as an alt-form. This form is misty and vague, like a person's yet horribly unlike it at the same time, though your eyes retain a distinctly human look of intelligence. In this form you are as intangible as mist, able to pass through barriers that would not keep mist out, and to allow attacks to pass through you as if you were made of mist. You can channel rage, hate, or pure will power into your body to make parts of it selectively solid, tangible as if you were still flesh and blood with the same strength and power. This works in reverse as well, however, as courage and willpower can be used to force you to be tangible as well, though this works best with bare handed blows and is much harder to do with weapons, and will not carry over through projectile weapons.

Still this is the form of a ghost, and like a ghost you will show only in the night, appearing during dusk and disappearing again with the break of dawn. You can remain in this form, ceasing entirely to physically exist in the sunlight hours, or transform back into another alt-form. And you are a ghost; those things that affect and work upon ghosts will affect and work upon you.

There is another option, however. For an **additional (undiscounted) 500 CP** you are not something human at all. Gone is the uncanny resemblance to man, as you are now a red cloud of mist. You are a gigantic, red THING with neither shape nor earthly substance. You live the life that is not life, fearing neither time nor deprivation of food or water. You possess the strength to tear and twist apart strong men, and no fear of the light of the sun. Death is hard to come to you, as you live something that is not life as it is commonly known, and are a creature powerful enough that even Solomon the Wise with his staff could not kill you; though that does not mean it is impossible, for Solomon Kane with the staff of the other Solomon could bring you death. Still you could live from the times of the Old Testament, to the 16th century, sealed within a tomb without food or water and be physically well; though mentally you might be maddened. This upgrade removes the need to turn this power off for the day as well.

Wandering Ghost (600): You possess knowledge of great ju-ju of dread and dangerous power like that known to N'Longa. You are able to send forth your ghost, or spirit, to travel the world. It can visit dreams and converse with others through them, view the world for you, travel (safely) through deathly realms normally occupied only by the souls whose bodies have already been interred in the grave, can possess corpses and animate them with undead strength and the vitality of one whose flesh is already dead, or possess a body of the living forcing its rightful soul into a deep slumber. It can be hard to find a certain location from afar without some spiritual connection or magnet to draw in your spirit, but you can gain great knowledge and great power with this magic. This leaves

your body in a death-like trance. Even so N'longa was able to leave his body for long stretches, that reached the majority of a day at least, and we're not told an upper limit; he even notes he could steal the body he's borrowing if he was really an evil sorcerer using vile black magic.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Pirate Ship (200): This is a small pirating vessel. Something that could sail near England without immediately picking up military attention or suspicion, but is still armed well enough to be used in piratical raids. It is a fast and able sailing ship, and will repair and maintain itself over time when it is put to port, as well as resupply basic provisions over time when not being used to sail. It comes with a full crew, which count as followers.

Sir Jumper (300): You possess the lands and titles of a minor aristocrat. This does not give you great wealth, though your land could be rented or leased for money, but it does provide you with a minor position of rank in your native land, as well as putting you above the common man in the social hierarchy. It comes with a manorhouse, surrounding lands, and a number of family connections and friends, and could provide a comfortable life if that's all you seek.

In future jumps you will find yourself with a similar position and lands. If you are a drop-in you will instead find yourself soon 'inheriting' such as a 'relative' to the previous owner without an heir, though how much you'll be able to use their family connections may vary, and without hereditary aristocracy this may simply mean you get lands and a house.

Atlantean City (400): This is a city built on a scale such that the great, dark gods who walk unseen can walk beside men within it and with a sophistication and grandeur to surpass any European castle. Its palaces are huge, with cyclopean walkways, and great spaces, and the architecture and engineering are of a type unknown to modern historians. It has great palaces built into crags with grey phosphorescence bestowing light to those below, and secret passages woven throughout them. It is an ancient and grand city.

Though the people who live in it now are not true heirs to its secrets and mysteries. They are warlike and savage people, one who have turned viciousness into a way of life and are belligerent if skilled warriors. You are their queen, or king, apparently by the choice

of their dark and bloody gods. Perhaps with time you can change them into something better than the savage primitives they are now.

This city will insert into future jumps somewhere appropriately isolated, or can simply not exist for a jump if you'd prefer not to expose your city to a certain jump. This city and its people will retain changes and modifications, good and ill, but can be reset to its initial default state at the start of any jump.

If you'd prefer a less cyclopean city, you can choose that of a less ancient society from among the races of men from the Hyborian Age up until the rise of the Persian empire. The overall lands controlled and population will remain the same, and they will remain a warlike and savage race.

Puritan Items

Rapier and Pistol (100): This is a well-forged, Spanish rapier, by default on the longer end of such blades, along with a late 16th century pistol. The sword will always remain sturdy enough for you to use it for its intended purpose, functioning as a fine weapon for you no matter how strong you become, and its edge is keen and sharp and seems to resist going dull from use. The pistol is a flintlock, and seems to resist misfiring due to physical activity, or going off just because you've kept it loaded and prepared. It will also reload itself and resupply its shot and powder over time.

Puritan's Garb (200 CP): This is an outfit similar to Solomon Kane's own. It is dark and unornamented, suitable for travel with a traveler's cloak and a widebrimmed hat with no buckle or ornamentation of any sort, and definitely no feather. This outfit is good for traveling, surprisingly comfortable from northern Europe to the jungles of Africa where no white man has ever set foot, and it is resistant to harm and damage from these travels. Even if it should be cut, harmed, or damaged it will clean and repair itself over time when not worn, usually overnight when you sleep. More importantly this outfit seems to add an aura of dangerous mystery, but coupled with a certain respectability when worn.

Galleon (400): This is a large galleon. This is a large ship of war, carrying many powerful cannons and a capable crew numbering nearly a hundred at least. You can choose from one as small as Francis Drake's *Pelican* later rechristened the *Golden Hind* with a complement of 80 to 85, a length of just over 100 ft, and 22 guns, up to as large as Richard Grenville's *Revenge* with a complement over 250, a length nearly 150 ft, and 46 guns. It is a powerful ship of this age, and will repair and maintain itself over time when it is put to port, as well as resupply basic provisions over time when not being used to sail. It comes with a full crew, which count as followers.

Ancient Staff (600): This is a staff made of a strange wood unknown now on the surface of the Earth. It is as hard and strong as steel, with one end sharpened into a piercing point as if to be used as a thrusting weapon and the other topped with a carven cat's head. Strange hieroglyphics cover the surface of the staff, but like the feline shape of the head these are late additions at least as far from the origin of the staff as modern graffiti would be from the construction of stone henge. Yours may not have been the staff that Solomon the Wise received from his father King David and which traces itself back to Moses and through him to pharaohs and back further still all the way unto the Atlanteans and beyond, but yours is of a similar design and equal antiquity as a tool against black magic by races that ruled the world before humanity rose from the slime, and some might even claim it is older the world itself.

Against mundane and natural foes this staff is no better than its metal-like hardness coupled with a relatively (compared to metal) light weight would make it. But its true purpose is against supernatural evil. It weakens black magic with its mere presence, and is a natural bane to all beings of supernatural evil, demons, the undead, and even those otherworldly beings that predate humanity and come from unearthly realms that is to say those creatures which might be known as Great Old Ones or Outer Gods or their servitors. A mere, mundane monster – such as a winged harpy – is not enough, but supernatural threats will find it potent against them, able to kill vampires simply by piercing them, and wound far worse beings as it is a true bane of all such beings. And that is in the hands of an unskilled wielder, as with proper skill in magic it could be used to create a barrier that beings such as vampires could not approach, and Solomon used it to drive demons and efreet out from the Levant and Syria and the middle east and lock them away banished into dark places in Africa to be sealed from the light of man. In the hands of a skilled mage this is a great totem for magic to be used against black magic and supernatural darkness.

Scoundrel Items

Cave (100): This is an isolated cave. It's large, and comfortable enough, to be used as a hideout or shelter by thieves, and isolated enough to potentially go unnoticed in such a role. More useful about it is the secret passage leading out as an emergency escape route. It's well hidden, and concealed, activated by a concealed mechanism, such as a false chest, which leads out of the cave by an alternative means. It can also connect with any other properties purchased in this jump through other secret passages if they're within a reasonable distance.

This cave will follow you between jumps, though it will not retain attempts to enlarge it. It will, however, be able to carry objects, though not living creatures, between jumps as if it was your warehouse.

Lonely Inn (200): This is, by default, an isolated and lonely inn built on some seldom traveled road. Despite its isolation it seems to attract travelers from time to time, and usually ones who will not be missed if you happen to kill and rob them. In fact they seem particularly vulnerable to disappearing without a trace, as even when they're not individuals without connections they seem to arrive here when no one else would know where they have gone or have other reasons they'd be expected to disappear. If you don't want to kill them, maybe you can just use them as a steady supply of guests. Either way this inn will repair and maintain itself over time, which is useful as it doesn't come with servants, and includes a small amount of automatically replenishing supplies of food and drink, enough for yourself and the travelers that might come to it in its isolated position.

This inn will insert into future jumps automatically updating to fit the setting as an inn or hotel. By default it will continue to insert in isolated regions, though if you want it can insert somewhere actually populated, though you might get fewer travelers who can easily be disappeared, and might need to actually hire staff and buy supplies to run the place.

Bandit's Treasure (400): This is several chests full of gold and wealth. The wealth that a bandit band might make over years of raiding and hunting misers. Enough wealth to starve villages with its removal from the local economy, or to drive them into murderous fracturing out of greed and desire. It is easily enough money to live on for a decade, or a lifetime, and even a small fraction of it could fund a multi-years chase across several European countries, and into Africa itself. Simply put this is a sizable fortune.

It will resupply at the start of each jump in valuables and currency accepted in the local setting. It won't always scale to the economic impact, but will be a sizable fortune that could be lived on, and not in a spartan fashion, for a lifetime.

Devil's Mail (600): This is a shirt of chainmail. It's made to be worn under clothing, so it doesn't have the full coif, and lacks full length sleeves and doesn't reach the feet, but it is extremely light weight and can be worn unnoticed under clothes; depending upon the exact length you might need to be wearing long sleeves, and a longer shirt to cover it as it can be as complete as the middle of your forearms and to cover your midthigh. Still it's light and thin enough to be worn almost like a second skin, able to walk around wearing it like nothing more than a somewhat heavy shirt. Despite being thin by the standards of chainmail, and lighter than it should be, this suit of mail is very sturdy. It could stop a 16th century bullet even point blank with no damage or penetration, and will still work on most modern handguns just the same, and is strong enough to not merely stop the blow of a sword, but to blunt and damage the blade so much as to potentially shatter a sword that strikes it with but a single clash.

And yours will grow with you, adopting your resistances and immunities to various forms of harm, and always being substantially harder to damage than your flesh. A blow that might run you through wouldn't so much as damage it. And it will retain its tendency to break blades that strike it, similarly scaling with the hardness of your flesh.

Occult Horror Items

Smoke of Assur (100): This is a collection of herbs or plants which, when burned, produce a thick, intoxicating smoke. A few breaths is enough to make someone begin to behave similarly to being quite drunk. You get a small, but replenishing supply.

Wolf's Skin (200)*: This is a cloak made from the pelt of a large wolf. When worn it allows the wearer to assume the form of a wolf man, growing taller and stronger as they grow wolf-like fangs. It can be pushed further, turning the wearer into a massive wolf – easily the size of a horse – with strength even greater than their size would indicate and a similar toughness. Unfortunately this transformation has a corrosive effect on the wearer's mind. In the humanoid form this effect is minor. They'll act a bit more wolf-like and animalistic, but it is in the full wolf form that it becomes readily apparent and the longer they push it, and the more power the wearer uses the more their mind becomes that of a wolf. Thankfully it is very hard to actually lose the awareness of how to undo the transformation, but it can be easy to forget details like exactly why you're fighting an individual beyond the general knowledge you're fighting them and therefore you should fight.

Mausoleum (400): This is a great, massive, stone mausoleum. It possesses equally great, massive metal doors with an equally massive lock that is capable of being fused and sealed into a solid block. It wouldn't be too hard for an outsider to break the lock, at least not with a sledge hammer and some effort, but it's not meant to keep things out. This is a tomb for that which cannot die. If it is sealed shut and locked the tomb is inescapable from within. Even terrible demons, efreet, or eldritch gods can be contained within. Not only will those inside be unable to leave, but they'll be unable to project their energies or will outside of it. Their malevolence, however, will seem to leak out giving the mausoleum a malevolent atmosphere leaving the tomb pregnant with evil such that the tomb seems to be alive with it beating like a heart or breathing out and in waves of evil. This has a tendency to blight the ground nearby and kill plants that would grow there. The range of this evil is based on the scale of the evil of the being inside and the scale of its supernatural power and potency. A normal mortal man, no matter how evil, wouldn't leak a drop. A sorcerer might prevent plants from growing over parts of the tomb. An elder being such as an efreeti that King Solomon may have sealed could create an unnatural clearing, and something stronger still might even see a wasteland form for miles around the tomb. Still it'd take a fool, or a materialist, to open it despite this warning.

This item does not inherently follow you between jumps, but will remain behind and you will gain another, empty mausoleum at the beginning of the next jump inserted into some place appropriate.

Black God (600): This is a statue idol of a gorilla-esque god. It feeds upon blood, and to a lesser extent death, offered up onto it. It represents an ancient and deep wisdom and spiritual power, one which is dangerous and mighty. Feed it well through its idol and it will give you its blessing, resulting in aid to you or feeding you some of its dark wisdom and secrets. It is a god, able to act upon the world unseen, and influence events and happenings, and should you serve it it may provide you aid, helping to ensure events coincide in your favor, that you seem to be lucky or even blessed, and your goals are obtained. This can even include more overt supernatural miracles, but it's more likely to be subtle or to include the acts of animals and natural violence. But the more aid you require from it the more you must feed it blood and worship.

Unlike the chieftain and gorilla slayer who managed to earn its bloody disfavor, you'll find it loath to betray you directly, and its displeasure would be shown simply in abandoning you until you have returned to your good and loyal service. Perhaps it is just that you're the one carrying to new worlds and thus too important to work directly against.

If the statue is destroyed you may find the god displeased, and harder to offer sacrifice to, but even a piece could technically be used or a replica; you merely need some appropriate idol. The statue will, however, be repaired at the start of each jump.

If you'd rather this can be the naturally mummified corpse of a four armed, four winged angel* with terrible mouths down the sides of its head and throat, and an extra hole in its forehead as if stabbed… or a third eye socket. Besides the aesthetic it will function the same.

Companions:

Companion Import (100+ CP): For 100 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 200 CP you can import or create 3 companions with 600 CP. For 250 CP you can import or create up to 5 companions with 600 CP. For 300 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin).

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (100+ CP): For every 100 CP you pay you may recruit 1 canon character, other than Solomon Kane, N'Longa, or the creature sealed in the mausoleum by King Solomon.

Toggles:

These toggles allow you to change certain of the rules of the jump or the world you are entering into. They neither cost nor give CP.

Extended Stay (Toggle): It is unclear just how long Solomon Kane was active in this world. At minimum the stories span 14 years – from 1578 to 1592 – but it's likely longer than that even assuming "The Black Stain" is chronologically the first. As such if you wish to stay more than a decade you may extend your stay here up to as long as a full century.

Keeping Continuity (Toggle): Solomon Kane seemingly shares the same world as Howard's other creations Kull, Conan, Bran Mak Morn, and even John Conrad and John Kirowan, and it's quite possible that you have visited another time in this world; especially given the final two are part of the Cthulhu Mythos. If you wish to keep your previous visit(s) to this world in continuity with this one this toggle is all it takes.

Mythic (Toggle): Robert E. Howard wrote many stories, and many of them have shared elements. The link between Solomon Kane and the stories of Conan and Kull is tenuous, Solomon Kane's Atlantis descended priests have the same gods as Kull once worshiped, but it is there. And there are links between those stories and the stories Howard wrote in the Cthulhu Mythos. You can decide just how thoroughly these worlds are woven, however. It is possible that elements from the Cthulhu Mythos exist, or it's just in the same verse as Howard's stories there, or even merely some world that is similar but distinct. Of course no matter how distinct it is from the Mythos works, similar beings do exist already in this world; Kane met one.

Retellings and Continuations (Toggle): Four of Howard's Solomon Kane stories were mere fragments with various other authors attempting to give them suitable ends. Solomon Kane has also been adapted in various games, comics (both Marvel where he crossed over with Conan and is implied to thus exist in the main continuity and Dark Horse, and even Titan comics has one), and a film. You can choose to enter into any of these adaptations or to include any of these continuations of Howard's tales that you wish instead of the original Howard stories as long as, unlike the film, they lack a jump of their own.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Landless Man (+100 CP): You have no property or land. Any properties, lands, kingdoms, cities, buildings, domiciles, vehicles built to live in, or the like from other jumps are denied to you, and even your Warehouse cannot be accessed except at the beginning and the end of the jump. Beyond this you will find yourself a wanderer, either your own whims or those of fate ensuring you never settle in one place over long unless forcibly bound there against your will.

Materialist (+100 CP): You are a materialist, believing and accepting only in the material world and physical reality. You have lost access to all magic, mystic, or spiritual powers you possess, and anything not firmly rooted in the physical world. Even magic items and artifacts you bring with you from other worlds will lose their magical potency. And worse, perhaps, this includes a stripping you of all powers of luck, blessings of fate, and anything rooted purely in narrative or plot.

Persecuted (+100 CP): Queen Elizabeth's persecution of the Puritans is mentioned several times throughout the stories, and the Spanish Inquisition's excesses and evil is brought up whenever Kane comes upon a particularly gruesome act. And men selling their friends for witchcraft is not an unheard of tale. This is a time of religious persecution, and where strange and unusual powers are likely to get you hunted, hounded, and killed. And now you will find yourself being persecuted for any behavior outside of the norm, and labeled a witch should you showcase any powers or abilities that seem to be supernatural in character. You must confirm, or suffer the consequences.

Puritanical (+100 CP): You need not share the faith of the Puritans, but you will find yourself living a life that, at least in part, they might approve of. You will forgo physical pleasures and delights, living a life of aestheticism and self-restraint. You will be unornamented, and without vanity. You will in all ways strive to avoid indulgence in physical delights, worldly vanities, or anything of the like. You will be… puritanical.

Slavers, Pirates, and Cannibals (+100 CP): Three recurring, if mortal, foes of the puritan. Of these cannibals are the least hated and hateful. Savages and primitives who are ferocious and unsavory, but N'longa's tribe committed human sacrifice to their god and fed on the sacrifice's flesh, and he is Kane's friend. Pirates Kane has a particular hatred and disgust for, seemingly born from his time as a seaman and privateer. It is the age of piracy, as that trade grows into a terrible bloom. But it is slavers who were most

hated and most evil. The Atlantic Slave Trade is only in its infancy, and its evil flower only now taking root in the American colonies, but the Arab Slave Trade, far older and larger, is well established and its slavers march across Africa and the Barbary pirates sell Europeans into it all the time. And you will find yourself being accosted and facing all three regularly in your time here. No matter how powerful you are, cannibals will try to eat you, pirates to rob you, and slavers to enslave you. No matter how well protected and nestled in civilized lands where they should not be able to reach you will find yourself facing all three. And at least once here you will be captured for a time by slavers.

Vain Courage (+100 CP): A puritan's creed demands they forgo vanity for it is sinful. Still some sins are harder to give up than others. You will find yourself overly vain and prideful of your courage, and that you are unfortunately weak to insults upon it, and that you cannot stand to have a man go to his grave, even perhaps especially an enemy, believing in their heart that you're a coward. This makes it hard to flee from battle if you need to.

Betrayed a Sorcerer (+200 CP): You seem to have made an enemy of a sorcerer. Expect sorcerous attempts to kill you or end your life on a regular basis. Even if you've killed them, and no matter how thoroughly you think you have erased them, a sorcerer's vengeance can reach from far beyond the grave, and you can expect them to have means of attempting vengeance you have overlooked such that while you might be able to limit the assaults by a thorough destruction of them it will not stop them. Arcane attempts upon your life will be your fate for your time in this world.

Maddened (+200 CP): You can remember the torture and barbarism of continental prison and the inquisition, all the worst that European culture had to offer has been inflicted onto you. You will remember it all: the pain, the anger, and the way it has broken you. This experience has left you misanthropic, murderous, and quite insane.

Never Wavers (+200 CP): You possess a stout and unwavering nature, full of conviction and without a shred of self-doubt. You will find you make your mind up almost entirely on instinct without putting in proper thought, and that once you have decided something your mind is made and convincing you otherwise will be nearly impossible.

Savage Tales (+200 CP): This is a world of savage brutality, occult horror, and heroic adventure. And you will find that only those powers, abilities, items, and even allies derived from such worlds will avail you here. This will lock you out of all your perks, powers, items, followers, pets, and even non-imported companions not from a setting of classic pulp adventure, lower end heroic fantasy/sword and sorcery (epic fantasy such as

Tolkien is right out, however), and occult horror. Anything ‘science fiction’, or ‘space opera’ is right out, even ‘planetary romance’ is too far removed. This will, however, include anything set directly in Howard’s works and worlds, and one could use them as a direct map for what is and is not allowed (i.e. Conan-esque fantasy is ok, Tolkien-esque is not, Cthulhu Mythos is ok, etc). This sealing of powers, perks, items, and the like applies equally to your companions as yourself, and those companions you do not pay to import cannot even be interacted with at all unless from an acceptable setting.

You’ll Have Found Something to Your Liking Herein (+200 CP): No, no you have not. Just as Solomon Kane has found both the sea and the land to be filled with disgusting filth, and wickedness, you too will find this world filled with that which revolts and repulses you. Wherever you go your nose and face will be pushed into it, and you will be forced to see the world in all those parts you like the least. It will not even be the sort of thing you can take pleasure in killing, and there will be no improving it. You can end a certain example of it, but the world as a whole cannot be improved by your or your actions in any systematic or widespread manner.

Banished No More (+300 CP): The light of western civilization has banished most of the old occult horrors from the face of the world. But they remain in the dark and untouched places, those areas outside of civilized domain, and they wait. But they wait no more. All the old horrors of this world are returning in force. It is the end of days, and all the demons and efreet banished by King Solomon rise again, and all the old horrors served by priests of Atlantis rise once more. This is the world which would provide the Unaussprechlichen Kulten, and horrors lost since a Hyborian age walk once again. And Howard’s protagonists are lucky with what they face, Kane faced but one such horror sealed since the time of King Solomon and still far from the might that some of these beings possess, and even Conan of an elder era faced only weakened and reduced ones. Now you will find these beings restored to the heights of their power, and dark gods walking the earth once more. Expect the European powers to crumble and break and the world to be consumed by darkness.

Mazed Spirit (+300 CP): You were murdered. Now your ghost, driven mad by the experience and left with only shadowy memories and a fragmented mind, filled with anger, hatred, and absolute madness, is trapped haunting the place you died. You must be avenged. Your killer must die, and he must die for the crime he committed and not some other reason. You will remember your killer should you meet him, but you are unable to go far from your site of death, nor send your mind, awareness, or spirit walking for you, and your madness will make you erratic and violent and dangerous to be near. As a ghost you do benefit from the effects of (the unupgraded) **Misty Form**, but you cannot turn it

off and disappear by day. Should the jump end without having avenged yourself you will fail the jump. Should you be banished or cleansed and have your ghost destroyed or forcibly sent on to the afterlife, it will count as death. Should you avenge yourself you will be revived, restored to living flesh and blood (and losing Misty Form if you didn't buy it) and you will have to survive the rest of the jump.

Vessel of Wrath (+300 CP): You are a fanatic, your entire being and purpose dedicated to the drive inside of you which fills you with an unwavering obsession with aiding the weak and fighting the oppression of them. Expect to take years out of your life to hunt down bandits across 2 continents because they violated and killed a teenage girl who was a stranger to you, or find yourself fighting a ghost to save – or avenge – a man, and then avenging the ghost's murder because it was wronged by its murderer who caused the entire mess in his misdeed. And you will never truly have a rest, constantly thrusting yourself into the task of avenging hero, and pressing in till you are face to face with many occult and supernatural horrors.

Taken with **Mazed Spirit** and you will find these quests for vengeance distracting you and taking priority over avenging your own death.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

*Denotes something drawn from the Dark Horse comics instead of Howard's own stories.

Timeline of stories is somewhat unclear. Red Shadows comes before Hills of the Dead and several stories set in Africa follow Hills of the Dead. Hills of the Dead comes after 1591, likely by years, as Richard Grenville is described as having 'long fallen' by Solomon Kane in the poem "The Return of Richard Grenville" which apparently takes place during this period. Hills of the Dead is also no later than the end of Elizabeth's reign in 1603 as she was still on the throne when Solomon left for Africa. One of the poems takes place during the execution of Thomas Doughty by Francis Drake in 1578 but it's harder to place it. The omnibus I read which made an effort to place things in chronological order put several stories before it, including one where Solomon Kane talked, regretfully about having experience at sea and not wanting to return to it which to me would imply even it was 1586 as Kane also references serving under Sir Richard Grenville harrying the Spanish in the Azores (which he did in 1586). However multiple stories take place with Kane finally narrowing in on an individual he's been hunting for years so all we know for sure is that 1 story takes place in 1578, his final Africa trip stories start no earlier than 1591 and no later than 1603, and previous stories had already taken years. So the most that can be said about his timeline is that the movie got it off by at least a decade and probably 3 or more.

Since comparison is inevitable, Born Slayer grants comparable skill to Red Brotherhood from the Conan jump; probably somewhat worse (Valeria seems to hold her own against groups with a sword as well as Kane does and Kane is stronger and has a reach advantage on her) but I don't think Conan would want to try and fight Solomon Kane unarmed even if Kane was a less physically capable individual than he is. There's a bigger difference between it and Tiger in Man's Flesh. Gorilla Slayer might still make you stronger than Tiger in Man's Flesh but Conan is closer there than Kane.

Courage at the Gates of Hell's reference to a true bane means something like the Ancient Staff/Staff of Solomon. But Solomon Kane killed a demon/efreet/great old one that Solomon the Wise could only banish with it, some immortal energy being straight out of the Mythos nature. Killing Cthulhu with it should be possible, it might not be easy, but it should be possible.

Sword of Deliverance functions on the same moral rules as Solomon Kane. And in straight speech it gives you phenomenal luck and makes things like escaping a

labyrinthine city by picking a path at random, and moving out across the only bridge mere heartbeats before an earthquake brings it toppling down not only possible but something that might happen. But you've got to be actually dedicating yourself to helping people and killing villains.

Brotherhood of Buccaneers is like shifting the curve. It'd keep most villains at least loyal enough to not stab you in the back, even someone like Le Loup probably wouldn't, but you'd still want to keep an eye on Starscream. Even Starscream, though, would be less prone to it than his normal self. Of course if the price is high enough even an average man who sees value in honor and has an aversion to such moral wrongs will betray people.

You Trick Easily again goes on a scale. You could get Solomon Kane to drop his guard and trust you. You show up as a costumed vigilante in New York City and most Marvel heroes would trust you immediately as a fellow hero, and it'd be easier for you to get Spider-Man to trust you enough to unmask.

Galleon is on the Puritan item tree for 2 reasons. 1) I was desperate for something appropriate to put there. 2) Solomon Kane served under Francis Drake in 1578 and Richard Greville in his 1586 privateering raids in the Azores.

Black God vs Sword of Deliverance: Both give you narrative assistance. Sword of Deliverance is stronger in pure plot armor, but requires you to be following a certain goal and cares about morality. Black God is capable of overt supernatural effects and giving you knowledge/information, but requires you to feed it blood and worship.

The angel option is based on the Dark Horse comics and it didn't show the supernatural manipulation of events that the Black God was implied to possess, merely teaching someone magic through dark whispers but it still felt appropriate to give as an option if you wanted that aesthetic.

Companions cost 100 CP each instead of 50 CP because of the lone hero nature of Solomon Kane and general loner nature of characters.

Banished No More claims the setting is part of the Cthulhu Mythos already because its atlanteans worship the same gods as Kull. Kull showed up in a Bran Mak Morn story. Bran Mak Morn has a story firmly set in the Cthulhu Mythos with shared direct elements. Oh and Robert E. Howard was one of the big three writers of the original Lovecraft Circle that made the Mythos. I could also bring up how Thoth-Amun's ring shows up in a

mythos story and Kull is explicitly in continuity with Conan, but that's based on the design and it's a pretty common occult design.

Changelog:

Version 1.0.0: Released.