A Song of Ice and Fire: The Epoch of Legends

An **A Song of Ice and Fire** Jump by SpiritualStill
Version 1.0



Hello, Jumper. It is my pleasure to introduce you to the World of Ice and Fire.. It's a land of kings, lords, knights, and mystery. In the times you are familiar with, Westeros is the Seven Kingdoms, under one King, rife with politicking, and only having the recent resurgence of magic.

This is not the time you will be going to. We will instead be going back in time, thousands of years before Aegon's Conquest. In this time, Westeros was highly divided, the earlier races were still commonplace, magic was everywhere, and godlike heroes walking the land.

It's time for you to make your mark on the annals of this world's history. Take this:

+1000 Dawn Points

Location

1. **Westeros**: The western continent, known to some as the sunset kingdoms. In the future, this will be Westeros, but in the current time, it is a litany of petty kingdoms, with heroes walking the Earth.
2. **Essos**: The eastern continent, across the Narrow Sea, once connected via a land bridge. You can start anywhere here, from the rolling hills of Andalos, to the Fisher Kingdoms, to Mother Rhoyne, to the Great Empire of the Dawn.

3. **Sothoryos**: The southern continent, below Essos. This is a jungled, hellish landscape with disease, cursed cities, comically lethal wildlife, and velociraptors.
4. **Summer Islands**: These lovely islands lie in the appropriately named Summer Islands. These islands are inhabited by a dark-skinned people that value love and peacefulness, only recently learning of the world beyond them.
5. **Ulthos**: This…is a place that I cannot say much of. It's separated from the Shadowlands by way of the Saffron Straits, but we don't know if this is another continent, or just another part of Essos. Whatever is here, I suppose, is up to you to discover.

Time Period

1. **The Dawn Age**: The most ancient of days, when the world was young. In this time, Westeros was naught but a howling wilderness, inhabited by the children of the forest and the giants. It was connected via a land bridge to Essos, where the fledgling races of man made their first kingdom. This period is marked by the war between the migrating humans and the children of the forest, and ends with the Pact. You may choose anywhere from 40,000-10,000 Years Before the Conquest
2. **The Age of Heroes**: The name of the era in which this Jump is named after. The Age of Heroes was an allegedly long period of peace held by the First Men of Westeros, a peace formed from the signing of the Pact. But all is not well in the East, for in the Great Empire of the Dawn, successive gemstone rulers grew more and more tumultuous, culminating in the Blood Betrayal. Whether it was the Blood Betrayal, or something else, the terrible Long Night came, where a long winter fell upon the Earth, and the terrible Others attacked Westeros. Legends claim that the Long Night came to an end thanks to the efforts of a hero named Azor Ahai, while Westeros holds the Last Hero as the savior. Due to the inconsistencies in the timeline, you may choose anywhere from 10,000-6,000 Years Before the Conquest, with the Long Night happening at the end..
3. **Age of the Hundred Kingdoms**: The era that came after the Long Night, whose naming is somewhat inconsistent. What is known is the Westeros was greatly fractured in a hundred petty kingdoms. In Essos, the Great Empire fell to ruin, something probably happened in the Shadowlands, and the Golden Empire of Yi-Ti was born. We've also got tons of new competitors, such as the Ghiscari, Valyrians, and the foundations of the Faith of the Seven. Due to the inconsistencies in the timeline, you may choose anywhere from 8,000-1,750 Years Before the Conquest. The only hard rules are that the Long Night will have already happened, and the Andal Invasion will not occur.

Historical Interpretation

To call this time period “muddled” and “inconsistent” is the understatement of the century. We are firmly in the fog of history territory, which has a tendency to exaggerate great works and times. The problem, of course, is that there really are giant ice walls, ice demons, magical peoples, and ruins older than time. 90% of what is known here could be total fabrications, or it could all be true. What you can get here ignores this dubious nature, but you are going to need to interact with one interpretation. Choose the one that you desire.

1. **Unreliable Documents**: How ridiculous are you to think that any of that stuff is true? Sure, the Others and children exist, but there are a lot of inaccuracies. Those old histories are full of kings who reigned for hundreds of years, and knights riding around a thousand years before there were knights. The world you are going to is far more “grounded” in interpretation, with heroes and sorcerers being exaggerated.
2. **Completely Accurate**: As absurd as totally accurate tales from thousands of years ago might seem, Planetos is hardly the place to doubt it. The world is full of inexplicable mysteries that can’t even be replicated thousands of years later. Is it really so hard to believe that the tales are true? The world you are going to treat these tales as completely true, resulting in a highly fantastical world.
3. **Somewhere in Between**: The skeptical maesters get a lot wrong, but those tales also have certain inconsistencies in them. How history *actually* plays out is different from the stories. Maybe the Hammer of the Waters is just a natural disaster, and perhaps those suspiciously similar characters are actually the same person. The world’s history can follow your own personal theories, or follow wider community ideas. .

Origin

There are no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex Options

Pick whatever you want. Villains come in all shapes and sizes.

Species

Your chosen species, unless otherwise specified, is **Free**. Dawn Tokens will not work for Race options.

Human

If man isn't the dominant race at the start of your Jump, it will not take very long for them to be the dominant group. While not exceptionally powerful, man is very plentiful, able to have many children. They are also pretty resourceful, as they can learn sorcery, and use weapons. You may choose any specific race of man.

Child of the Forest

Calling themselves *those who sing the song of earth*, the children of the forest are an elf-like race that inhabits the deep forests. They either are, or were one of the dominant races of Westeros, and they have cousins that live in Essos, at the place known as the Forest of the Ifequevron. They are adept with magic involving the weirwoods, and with a great enough sacrifice, can bring down the hammer of the waters. You may choose to live in Westeros or Essos.

Giant [Free/50 DP]

The fearsome giants are one of the ancient races, dwelling in Westeros at the same time as the children of the forest. They're twice as large as any man, ranging from ten to fourteen feet, and can chuck boulders with ease. Stories claim that they are bloodthirsty killers of man, but they're actually pretty shy, have no kings, and at least one is a vegetarian.

For **50 CP**, you can choose to be one of the Jhogwin. They dwell in the Realm of the Giants at the Bone Mountains, and are twice the size of their Westerosi counterparts.

Centaur

One of the most questionably existent races, to be sure. These are exactly what you'd expect them to be: half-human, half-horse creatures said to dwell in Essos during the Dawn Age.

Harpy

A race of birdlike creatures that dwelled in Essos. They had the torso of a woman, the wings of a bat, the legs of an eagle, and the venomous tail of a scorpion. The Empire of Ghis would go to claim themselves as the sons of the harpy.

Sea People

Perhaps the most inscrutable of all races. This is actually a catch-all term form any alleged aquatic sapient. These include the selkies, merlings, walrus-men, squishers, and the fearsome deep ones. Little is known of this group, save for the fact that they wiped out the Mazemakers, are possibly connected to the Thousand Islands, and are maybe responsible for the structures made of an oily black stone. If you choose this option, you can live in both water and on land.

The Others [200 DP]
A mysterious race of beings that appeared at the onset of the Long Night. This race have pale white skin, are inhumanly beautiful, can revive the dead, and cannot be struck by weapons (save for those born in fire, such as Valyrian Steel and obsidian). Unlike the rest of your kin, you are an individual, and do not have to kill anything if you don't want to.

Perks

All perks, unless otherwise stated, cost 100 Dawn Points. You receive 5 Dawn Tokens, which can be redeemed to buy anything priced at 400 CP and below for free, and gives a 50% discount to anything priced higher. Everything here **can be purchased multiple times** unless otherwise stated, with each new purchase providing an additive bonus.

A Distant Rebirth [Free]
Although Azor Ahai is famous for having a prophecy of being reborn, there are numerous characters that "narratively" appear more than once. The story of Bael the Bard and Lord Stark's daughter is repeated by Rhaegar Targaryen and Lyanna Stark, for example. In Jumps with long spans of time, you may choose to exist in an earlier time period, and then be reincarnated in the future. If these different time periods have separate Jumps, you can use that Jumpdoc.

Huzhor the Amazing
Huzhor Amai is the legendary ancestor of the Tall Men, who would later found the Kingdom of Sarnor. His right to rule came from his status as the child of the last Fisher Queen, which you can have as well! Once per Jump, you are able to claim descendancy from any legendary figure or group, and it retroactively becomes true.

The Perfect Knight
There are few knights in Westeros that truly represent the ideals of a knight, and Galladon of Morne is among them. He was so valorous that he earned the love of the Maiden, a goddess. When you act nobly, you easily earn the favor of those around you, and your superiors grow to view you kindly as well.

The Most Fair
Maris the Maid, a daughter of Garth Greenhand, was renowned for her great beauty, to the point where fifty lords vied for her hand. Much like her, you are the most beautiful person in the whole world, destined to have countless admirers, all of whom are fiat-backed to be at least mildly appealing. Even if you were undead, your body would never lose its beauty.

The Stone-Hearted Falcon
Alyssa Arryn, despite seeing her husband, her brothers, and her children killed in front of her, did not shed any tears. Although she was punished by the gods for this, you will not be. You have extreme control over your emotional state, and unless you do it, nothing can make you cry, be angry, or feel painful emotions.

Clever Fox
Florys the Fox was the cleverest child of Garth Greenhand, having two husbands totally ignorant of the other. Some stories even claim that her bastard child was Lann the Clever, who swindled the Casterlys out of their house. That level of trickery is yours, as you now possess a ruthless cunning. You can outwit, gaslight, or otherwise trick people into doing whatever you want them to do.

Explorer's Heart
In the very ancient days, the people of the Summer Isles believed themselves to be alone, encompassed by a world-spanning ocean. A chance discovery led to them learning of the Ghiscari Empire, and so they created great ships to learn more of the world. This desire to explore is inside you as well, and so long as you yearn to see more, you will always find more secrets and new lands. This works even in totally mundane settings, and you may decide just how these new discoveries manifest.

The Defiance of Durran
Durran Godsgrief, as a man who'd sooner declare war on the gods than relinquish his bride, can certainly be called "stubborn." Like him, you are also stubborn to the nth degree, and so long as your stance isn't inherently flawed, you will not be swayed another way. Beyond having an uncompromisable moral code, this keeps you protected from any and all attempts to influence your mind, be it mind control, extremely high charisma, illusions, or retroactive reality shifts.

The Strength of a Hero
The obvious mark of a legendary hero is phenomenal strength, which is certainly present in many tales. Crackbones, for example, had such a cartoonish level of power that he could tie a dragon's neck in a knot. You have this superhuman power within you, allowing you to beat fearsome beasts and legendary monsters to death with your fists alone.

Excelling Archer [Free for Centaur/100 DP]
Archery is an ancient practice, and there are several legendary heroes with such talent, such as the famed Alan o' the Oak and Foss the Archer. Similar to them, you are a master marksman. Beyond having enough strength to use a recurve bow, you are deadly accurate with all ranged weapons. You could be blind, yet still hit a target miles away from you.

The Rightful Winner
Argoth Stone-Skin, known as the Grey Giant, defeated the forty-nine suitors of Maris the Maid, in the tourney for her hand. Unfortunately, Maris would not become his, and Argoth spent the rest of his days screaming for his bride. Argoth may have gotten done dirty, but you will not. When you win any contest or challenge, no matter the context, stakes, or even in jest, you rightfully earn whatever was on the line.

Grey Beards [300 DP]
The Iron Islands are very thematically opposed to the mainlands of Westeros. Early First Men even called them demons risen from a watery hell. The mainland hero of Garth Greenhand is a fertility god, while the Ironborn have the Grey King, whose many feats usually involve death, and even setting a tree on fire. You are a fantastic dealer of death, able to kill literally anything, even if it's a demon, undead, ghost, or island-drowning beast.

Father of Heroes
Garth Greenhand's fame is matched only by that of the fame of his many children, who were all strong sons and fair daughters, who went on to found noble houses. Your children are also blessed, ensuring that they are as perfect as possible, and that they will accomplish great deeds in their lives.

Wisdom of the Fisher Queens
The Realm of the Fisher Queens is one of the oldest known civilizations on record, although it is as legendary as its eponymous rulers. The Fisher Queens were known to be wise and benevolent, favored by the gods, with kings and lords and wisemen seeking their council. You are just as amazing as they are, with a brilliant and kind mind that helps you come up with solutions to just about any problem you come across.

Setting a Tree Ablaze
The Ironborn credit the Grey King with giving mankind fire, as he taunted the storm god into setting a tree on fire with a thunderbolt. To steal a power from the gods to give mankind is, in its own way, a very noble goal. You too can replicate his feat, tricking anyone into unintentionally relinquishing their monopoly over something, and giving it to others. Once given out, it cannot be taken back by the original owner, regardless of divine or legal authority.

A Status Symbol
The "Old Way" of the Ironborn has, among many other things, the practice of taking salt wives, "brides" who are taken from their homes during raids. How many salt wives a man had was seen as a symbol of his power, wealth, and virility. This idea is now more literal for you, because the more concubines, mistresses, and paramours you have, the stronger and wealthier you become.

You don't have to kidnap them or anything, but they must be sexual partners that you have some closer connection to than as a fling or one-night stand.

Throwdown at the Nightfort
The terror of the Night's King was only stopped by the combined efforts of Brandon the Breaker and King Joramun. The King of Winter and King-Beyond-the-Wall teaming up is unprecedented, but truly dire situations call for truly rare team-ups. You are able to easily convince your enemies to assist you when it comes to greater evils. These alliances exist only until the threat is ended, but you can make them permanent with a bit of effort.

Nation-Builder
Many of the greatest heroes of old were known for establishing noble houses, and founding kingdoms. You will be counted amongst them, as you excel in forging kingdoms, and know what to do to integrate your former rivals into the fold as loyal subjects.

Freedom Cry
The Years of Shame refer to the two centuries whereby Summer Isle princes sold their rivals into slavery, selling them to the people of the Valyrian Freehold, Old Ghis, and the Basilisk Isles. This came to an end thanks to Xanda Qo, who united the Summer Isles, and waged war to put an end to slavery. When you come across what you consider to be an injustice, you are able to quickly and efficiently bring it to an end, having others rally to your righteous cause.

The True Tongue [Free for Children of the Forest & The Others/100 DP]
The true speech of the children of the forest, which they use to speak the songs of the earth. You can communicate with all non-sapient life forms such as the ravens, with your "speech" sounding like wind through leaves, rain on water, or stones in a brook.

Sygerrik of Skagos
Bael the Bard, upon hearing of the Lord Stark call him cowardly, disguised himself as a man named Sygerrik. He would win over Lord Stark with beautiful music and, when the deception succeeded, stole his daughter away. Whether you steal daughters or not, you are an amazing musician, able to play any instrument with aplomb.

Ancient Dragonlore
The Valyrians might have been the most well-known of dragonlords, but they were not the only ones. In fact, the early Valyrian learned all that they knew from dragonlords in the Shadowlands. You know literally everything about dragons, including their behaviors, what they like to eat, how to help them grow, how to properly control them, and how to kill them. You can reawaken dormant dragon eggs with a simple touch, and no dragon will ever harm you unless you harm it.

Labyrinthine Awareness
Getting lost in mazes is a very scary thing, and losing your exit is even worse. Free Folk seem to have the worst of both of them, as Gendel lost his way underneath the caverns below the Wall, and Arson Iceaxe never learned that the Night's Watch walled him in. Such a fate will never happen to you, because you are able to navigate complex pathways without a hint of worry, and could escape Gorne's Way blindfolded. Additionally, you receive limited precognition that alerts you of sudden changes to terrain that would prove hostile to your wellbeing.

Blackskinned Raider [200 DP]
Balon Blackskin is a legendary ironborn raider, whose "black skin" made him impervious to all man-made weapons. Whether or not you choose to have the pitch black skin, your outer body cannot be harmed by conventional weaponry.

The Crack of Leathern Wings
In the farthest reaches of Essos lies the City of the Winged Men. The eponymous winged men are said to have leather wings that grant them light like an eagle. You now have these sorts of wings, granting you flight that scales to your level of power.

The Blood Betrayer [300 DP]
To call the Bloodstone Emperor a terrible person would be an understatement. According to Yi'Tish scholars, he's the sole reason that the Long Night even happened, with the start of his crimes beginning with the murder and usurpation of his sister, the Amethyst Emperor. When you kill someone, whether it be your family or someone unrelated, you gain control over whatever they possessed in life. If what you obtained was a person, they won't kick up a fuss about it unless you deliberately abuse them.

The First of Kings [400 DP]
According to Maester Kenneth, the First King, the legendary monarch who led the First Men, laid a curse so that no living man could rival him. Your rival will find a similar curse upon them, and none who are your enemy can ever rival you in power or influence. This does not work on scaling enemies.

Blood Drinking
Bors the Breaker, if the stories hold true, gained the strength of twenty men from drinking boar's blood, with some even claiming he grew a pair of shiny black horns. By consuming the blood of animals and fallen foes, you gain their strength and attributes. You can choose to conceal any animalistic features that you gain through this.

Mercy of the Huntsman

The huntsman Corlos, son of Caster, slew a lion and his mate for attacking his village's sheep. However, Corlos spared their cub, and so the gods rewarded him with the gold mines of Casterly. Performing merciful actions against your enemies, rather than bite you in the ass down the line, instead grants you great rewards. You might not get a literal mountain of gold, but you'll receive something that might as well be as valuable, be it some power, gift, information, or anything else you can think of.

Karmic Protection
Karma is a very real thing in the Westerosi legends, as the stories of Alyssa Arryn and the Rat Cook can tell you. If you don't want to feel the consequences of your actions, take this. No matter what taboos you break, you will never be punished for these actions by the gods. Do note, however, that humans can still take matters into their own hands.

Some Child's Snow Knight
The children of the forest had some fearsome toys, with an old story claiming that the children brought trees to life to attack the First Men. You are able to fashion living weapons from animate and inanimate objects, with trees being the easiest to do. With a mix of a weirwood and ice, you could make a very convincing snow knight.

Godsgrace
When a god accepts a mortal's love, they die a mortal's death. It was because of this that the sea god and goddess of the wind despised Durran, for his love doomed their sweet Elenei. Although their love won out (Thanks to stubbornness and likely magical assistance), it's rather unfair that Elenei lost her immortality due to Durran, through no intrinsic fault of his own.You'll never have to worry about that, as this is now inverted, meaning that you and your partners develop one another's abilities as one another upon marriage. This will only work if you and your partner truly love one another.

Only a Man By Day…
But the night is yours to rule, and it's getting dark. Like the terrifying Night's King, your powers remain at baseline in daylight, but in the darkness, your power is boosted tremendously. In this context, "darkness" can mean dark spaces, the night, or scenarios where the sun's light is blotted.

A Sacrifice of Love
The story of Azor Ahai, whether or not it is the truth, is ultimately a tragedy, as the hero must sacrifice his wife to obtain what is necessary to save the world. However, the story of Lightbringer makes it clear that she knew what would happen, yet she bared her breast to her husband anyway. When you sacrifice something of yours (Whether that be some prized possession, or your blood, or even your body), you may enact miracles to help those you care for. Small sacrifices enact small miracles, but great sacrifices beget great blessings.

The Blood of Kings [100/300 DP]
There is power in a king's blood, for power quite literally resides where men believe it resides. Is it not curious then, that Garth Greenhand and the First King, the rulers of all First Men in their respective stories, are extremely powerful sorcerers? While you may not reach their authority, you do have their blood within you, and that makes your magic more potent *and* less costly.
For **100 DP**, casting magic will not have any significant adverse effects on you. You could make a freaky shadow baby, and you'd lose only a scant few days of life force rather than decades. Wear another's face, and it would take decades for you to lose your sense of self. For **300 DP**, the blood of yours is as potent as the greatest kings. A single leech's worth of your blood is more effective than full-blown human sacrifice.

Glamouring [100/200 DP]
By the bending of light, you are now able to cast illusions. For **100 DP**, you may cast localized illusions on your body, making you appear differently than how you normally would. Be aware that this illusion can be broken fairly easily. For **200 DP**, you are akin to a highly skilled Faceless Man, with your "illusions" being impossible to distinguish from your actual face.

Elemental Magic [100/200/400 DP]
It is the goal of all mages to control the world around them, and you are one step closer to this. You now have an affinity for controlling the elements. For **100 DP**, you gain the simple yet powerful ability to control the elements around you. You can draw on the flames of a fireplace, or the waters of a river. The complexity of what you are doing comes with greater cost. For **200 DP**, you are now able to generate your element from nothing, and you could even create winds in space. This also grants you resistance to things related to your elements, including protection against the cold, the heat, drowning, and falling from great heights. For **400 DP**, you possess godlike control over your elements, able to create or trigger apocalyptic natural disasters, or use them to enact miracles, like making desert bloom. You can even induce nasty curses related to your element, as a certain Rhoynar will do in this Jump's future.

Divination [100/200/400 DP]
The ability to see the future is a powerful technique, and now it is yours. For **100 DP**, your have prophetic dreams, and while you can decipher them, their meanings are ultimately symbolic. For **200 DP**, your dreams are no longer symbolic, and will just plainly show you visions of the near future, which can be averted or worked towards at your own discretion. For **400 DP**, when you observe the future, you are able to skip a lot of legwork, as you can outright destroy futures you don't want, which ensures that they cannot happen. Alternatively, you can also "lock in" futures that you like, which guarantees that they happen.

If you have **Elemental Magic**, you will be able to see the future at your level of Divination while gazing at the elements you control, such as looking into flames or in an ice crystal. If you have **Bloodmagic**, you can read the futures of others if they offer you your blood.

Shapechanging [100/300 DP]
Also known as skinchanging, this art refers to the magical ability to slip into the minds of animals, and control their bodies as though it were yours. This power is legendary, with its most famous users being the Warg King, along with Rose of Red Lake. For **100 DP**, you are just an average skinchanger, able to control one animal at a time, and being unable to use your body. For **300 DP**, you have an unprecedented talent for skinchanging, being capable of controlling multiple animals at once, and retaining control over your body.

Necromancy [100/300/600]
This is dark magic, but if you desire it, the power of life and death are yours. For **100 DP**, you can resurrect the dead as wights, losing any of their intelligence, and a majority of their skills. For **300 DP**, you may perform something similar to the "last kiss" practiced by R'hllorists, and breathe life into the dead. This will technically revive the fully from the dead, and they will be largely human. Of course, this comes with several flaws: they'll probably forget pieces of their lives, are super-focused on what they were when they died, and also don't heal their wounds (despite sad wounds no longer being lethal). For **600 DP**, your necromancy is perfected, and you can revive people from the dead with no penalties.
By default, everyone resurrected by you is loyal to you. This is non-negotiable in the **200 DP** option (because mindless zombies without a master is a bad idea), but the upgraded versions will let you pick and choose if they are totally loyal or independent.

Bloodmagic [200/400 DP]
This is a magic most foul, yet its power is undeniable, and now yours. For **200 DP**, you can utilize blood gained from sacrifices to enact certain magics. Poor auroch's blood on someone, and they'll become brave. Bath in the blood of maidens, and you'll stay beautiful. Sacrifice a life, and you can restore another. For **400 DP**, you can enact some truly sinister rituals, or just really screwed-up genetic engineering. Mate humans with monsters to produce horrifying offspring, or just endow some magical talent in the DNA of someone. If you purchased **Ancient Dragonlore**, you even have the knowledge of how to create dragons from a stock of wyverns, firewyrms, and a bit of sacrifice.

Alchemy [200/400 DP]
The alchemical arts, usually defined by the comprehension, creation, and transmutation of materials through magic, are now yours. For **200 DP**, you are broadly able to understand the latent components of anything you grasp, such as metals, plants, or even humans. This allows you to create potions, herbs, medicines, poisons, and strange concoctions like wildfire. For **400**

DP. you are a master alchemist, able to refine anything to its “perfected” state (Such as iron into steel), and do the stereotypical things like turn lead into gold. You’re also immortal now, and can make others immortal through your refining. All of this can be done with a mere touch.

The Master Builder [300 DP]]
The talents you possess rival that of the legendary Bran the Builder. You can create truly colossal structures and monuments that last for an eternity, with such intricate spells that not even gods could topple. What’s more, these monuments can be constructed in short order, with minimal resources.

Green Hands, Green Hair [400 DP]
To call Garth Greenhand “legendary” is an understatement. The old stories depict him as the High King of the First Men, and many more depict him as a genuine god. He taught men how to farm, and could bring fertility to the land, ensuring bountiful harvests. He also brought fertility to women, inducing puberty in young girls, and returning the menstrual cycle to crones. Like Garth, you are practically a fertility god. With a wave of your hand, Dorne itself could become a vibrant garden, and barren women can produce twins. You can also grow plants that you don't even have seeds for, so long as you've encountered it before.
Certain stories suggested that Garth could only do these great deeds through blood sacrifice. You are not restricted by such a requirement.

Blessing of the Father
Among the Seven, the Father Above is the representation of judgement, depicted by his carrying of scales. You have an unerring sense of judgement, instinctively knowing if someone is good or evil at a glance. You can even see their inner selves, determining if someone has hidden darkness inside of them, or hidden good.

Blessing of the Mother
Among the Seven, the Mother Above is the representation of motherhood, nurturing, fertility, and compassion. She is even said to be fiercer than the Warrior, should her children be in danger. You are a deeply compassionate soul, and are able to bond with and care for all children, no matter their background or natures.

Blessing of the Warrior
Among the Seven, the Warrior is representative of strength in battle, courage, and victory. You are the greatest warrior in the world, able to do battle with mortals, beasts, and even gods, if need be. So long as you fight with courage, you will never find your power lacking.

Blessing of the Smith

Among the Seven, the Smith is representative of crafts, labor, and the mender of broken things. He has many other names, such as the Farmer, Fisherman, Carpenter, and Cobbler. You are a master in all forms of smithing, labor and craftsmanship, with supernatural talent in all of them. Another ability you have is the power to mend anything back to its rightful state, such as repair damage to a structure, fixing armor, and healing wounds and severed limbs.

Blessing of the Maiden
Among the Seven, the Maiden is representative of innocence and chastity, usually called upon to protect a maiden's virtue. By simply being in your presence, everyone you encounter will find their virtue protected from sexual crimes or mistreatment from their partners, which said criminals being karmically punished for even trying. Curiously, you are also consistently drawn to the presence of maidens that you would love, where others would scorn or mistreat them.

Blessing of the Crone
Among the Seven, the Crone is representative of wisdom, with her lamp bringing guidance to those who need it. You seem to have a near-boundless divine inspiration, being able to learn, interpret, and improve upon just about everything you come into contact with.

Blessing of the Stranger [300 DP]
Among the Seven, the Stranger is representative of death and the unknown. It is uniquely feared by believers of the Faith, and the Stranger notably did not bless Hugor of the Hill. You will never be an outcast like the Stranger is, with you and those you care for never suffering discrimination nor punishments purely for being what you are. You may also stop the Stranger's kiss, keeping someone alive indefinitely. This will not allow you to revive the dead, however.

Blessing of the Drowned God [200 DP]
It seems that you've been blessed by the mighty Drowned God. When it comes to naval combat, you are unmatched in the open waters, and you could even bring down an entire enemy fleet. When out raiding, you are instinctively aware of the easiest places to do so, and the plunder that you receive always seems to be twice the amount that it should be. As a helpful little bonus, your allies never seem to drown to death, while your enemies seem to do so quite easily.

Blessing of Mother Rhoyne [200 DP]
You have been blessed by Mother Rhoyne, major goddess of the Rhoynar. Just as Rhoyne's waters her children since the dawn of days, all waters will heal your wounds. It is not just the water itself that aids you: all aquatic life assists you, either by taking you to shore, letting you swim on their backs, guiding you to some secret, or giving you food. Mother Rhoyne's children are fiercely independent people, and so are you, with nobody ever attempting to control you in ways that you do not want.

Blessing of R'hllor [400 DP]
You have been blessed by R'hllor, the Lord of Light & Heart of Fire. The red god is said to cherish beautiful, innocent people and items, which makes them precious sacrifices. He seems to have hooked you up to whatever sacrificial pipeline He uses, because when someone burns a person, animal, or item in fire, while having knowledge of you while doing so, you receive a boon and general boost of power. With items in particular, you are able to summon and use them however you please. If you purchased the **400 CP** version of **Necromancy**, you can revive anyone who was burned alive in flames, regardless of whether or not it was a sacrifice. As a mercy, those you revive will have no traumas from the burning, only remembering feeling very warm for a brief moment.
You only receive a boon upon the first time something was sacrificed. Repeat burnings do not give anything besides an unorthodox inventory and transportation method.

Blessing of the Old Gods [400 DP]
You have been blessed by the Old Gods, the nameless spirits of nature. Their gift is simple: you are able to see out of the eyes of the weirwoods, or at least ones with carved faces in them. But this is just a start, because as you practice more and more, you start seeing more. Given enough time, you'll be able to see the past through the eyes of these trees. Eventually, you won't need the trees at all, and can see everything. As a helpful benefit, you don't get anything like a headache, nor will you suffer some nonsense like a death of personality.
In the event that you don't fully master this blessing in this Jump, and go to a setting without weirwood trees or some equivalent, you can choose to either have weirwoods exist in future settings, or see through a different medium.

The Emperor of the Dawn [600 DP]
The God-on-Earth, if you interpret these tales literally, was the most powerful man in the world. He was the son of two literal gods, had a hundred wives, and ruled a flourishing empire for ten thousand years. And now, it looks like he might have a brother! You may claim descendancy from two gods, blessing you with (limited) versions of their powers. As a helpful benefit, you are now biologically immortal, and have truly perfect leadership and authority, causing all of your decisions involving leading others to be correct.

The Adventures of Pate the Pig Boy [1000 DP]
Spotted Pate is a strange hero. He's the archetypal underdog/himbo hero that always manages to succeed, in spite of his blatant stupidity. He's bested lords, haughty knights, and pompous septons, with the stories always ending up in his victory. I hesitate to give you this power, but here it is. From now on, you will always be able to have tons of wacky adventures that would be appealing to you, with nice rewards at the end. You *also* receive phenomenal luck, ensuring that you will *always* win in your adventures, including your Jumps. These victories won't necessarily

be *easy*, especially if you've got some miserable drawbacks, but unless you actively want to chain-fail, you won't.
You may toggle what ventures you are guaranteed to win in, since things like sports and games aren't fun if you know you'll win. You may also toggle how easy these victories are, along with if you are even aware of this perk

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Items

All Items, unless otherwise stated, cost 100 DP. Any items that are lost or destroyed will shortly return to your Warehouse in perfect condition. You may import the effects of an item into similar ones. (Such as weapons to weapons, and properties to properties). Buildings, lands, vehicles, and other properties will, unless specified by you or their description, manifest close to where you begin your Jump, and will have an infinite amount of whatever is needed to work. Your items can never harm you or your own. Any modifications you make to your Item are remembered and fiat-backed, and anything in this section can be combined..
You receive a **+300 DP** stipend. Dawn Tokens can be redeemed here.

Sable Cloak
House Banefort claims descent from the Hooded Man, an unusual figure who has no name, nor even a given appearance, save for his cloak. By wearing this cloak, your identity is impossible to be discerned by those you don't want finding out about it. Your face and body are totally blacked out, and your voice can't be mapped onto anyone.

Hrothgar's Horn
Hrothgar of Pyke was one of the Ironborn's great heroes, and he was alleged to have this very horn. When you blow into the horn, you are able to summon and control krakens to do your bidding. Not very useful on land, but practically godlike in the open waters.

Bag of Seed
The bag of seeds that Garth Greenhand was said to have carried with him. This bag contains an infinite supply of all the world's trees, grains, fruits and flowers. Strangely, you will always easily pick out the right seed that you desire, even if you dump the contents of the bag (Or at least, you try to). Turning the bag upside down, unless you actively desire it, will not release any more seeds than you need. In future Jumps, the contents of this bag will add anything that is missing

Golden Locks
Rowan Gold-Tree, *another* child of Garth Greenhand, wrapped an apple in her golden hair, and buried it upon a hill, as a strange form of grief over her lover leaving her. When it grew, all of its

bark, leaves, and fruit were golden. You now have Rowan's special locks of hair, and upon wrapping a fruit in it, what grows will be a tree made of some extremely valuable material. This can be gold, but it can also be silver, platinum, or some strange unobtanium. These trees will endlessly create fruits of the material, so try not to chop the tree down. You will receive a new lock of hair every month.

The Mirror Shield
Serwyn of the Mirror Shield was a legendary knight that served the ancient Gardener Kings. He was said to have slain the dragon Urrax by polishing his shield, causing the dragon to be confused at its own reflection. Of course, this can't be true, because Ser Byron Swann tried replicating this feat in the Dance of the Dragons, only to be roasted alive by Syrax. As a result, I'm giving you this special mirror shield, which is both reflective and deflective, being capable of returning any damage from an attack to the attacker. You may decide if this shield is actually a mirror, or just really polished metal, since it's indestructible either way.

Crown of Seven Stars
When Hugor of the Hill was crowned at the hills of Andalos, the Father plucked seven stars to make into his crown. You've got a sweet crown just like this, symbolizing your status as a divinely chosen ruler. While wearing this, religious individuals will be deeply unwilling to attack you, save for those whose religion actively encourages fighting.

The Beast Throne
That's a badass throne that you've got there. This throne is invariably intimidating, mad either in the visage of an animal, or made from the parts of a giant, very dead creature. While sitting on this throne, your charisma goes through the roof. As a helpful little benefit, any enemy of yours who dares touch the throne are immediately petrified.
Should you have purchased the **Crown of the Seven Stars** along with this, you will be able to issue orders to everyone under your authority, no matter how far away they are.

The Nagga
It is said that the Grey King carved the first longship from the demonic tree (that was probably just a *really* big weirwood tree), Ygg. This ship of your design is absurdly huge, with the smallest rib being 20 feet wide, and 40 feet tall. It has multiple floors, is always stocked with necessary provisions, and comes complete with a talented crew that is happy to do pretty much anything with you, be it trading or raiding. Any enemy ships are in for a rough time, as your ship is hard as petrified weirwood (which is *stone*), yet can sail perfectly fine, and slowly but surely regenerates any damage done to it.
In future Jumps, the Nagga's durability will increase to match what is needed to resist a setting's most powerful ship-based weapons.

Dragonbone Bow
The greatest type of bow in the entire world, made from real dragonbone. Any arrow loosed from these bows will go far, and have immense piercing damage. When in your hands, the bow has good accuracy, and if you purchased **Expert Archer**, you will be able to hit literally anything in your field of view with perfect accuracy.

From a Shooting Star[100/200 DP]
Who would love a weapon forged from meteor metal? For **100 DP**, you've got a cool weapon forged from the heart of a "falling star." If the magic sword is cliche (or redundant), then how about a magic axe, or magic spear, or hammer, or something else? For **200 DP**, you forego the weapon, and instead have meteoric armor instead. It's pretty much weightless, and has greater defensive capabilities than even Valyrian Steel.

Lightbringer [200 DP]
This is the Red Sword of Heroes, the blade created by Azor Ahai to bring the darkness to rout. Imbued with the soul of the beautiful Nissa Nissa, Lightbringer is a sword wreathed in flames, yet whose metal stays unharmed. The fire of this sword will never harm the innocent, but it deals extreme damage to that which is considered "evil," bypassing conventional forms of durability.

The Just Maid [200 DP]
Divine sword of Galladon of Morne, the Perfect Knight. Embodying the heart of the Maiden herself, this sword is literally irresistible, breaking all swords and shattering all defenses. It can also release waves of light that can kill the greatest of monsters. If need be, you can even put an end to a dragon.

Invincible Fleet [200 DP]
The Ironborn were terrors of an age, and this wasn't done with a few ships. What you have is a fleet fit to conquer the whole world. Namely, you have 1000 warships, with each of them equalling the greatest ship of the Jump's current age. Accompanying them are 5000 merchant carracks, wine cogs, trading galleys, and whalers. Each of these ships are manned by highly talented crews that are loyal to you. If you purchased **The Nagga**, it becomes your flagship, with your fleet's ships gaining the same durability.

Warehouse Addons

All addons, unless otherwise stated, cost 100 DP. Each will follow you into a Jump at your discretion, and will sufficiently modify itself to fit the setting. Any changes or modifications caused by you will be fiat-backed and retained throughout Jumps. Every location will have infinite resources, be self-sufficient, and fully staffed at all times to function correctly. Followers

that are part of each addon remain the same, and retain any modifications. You are guaranteed complete ownership, and they will manage themselves perfectly fine, although your Perks will help. Everything in this section can be combined together.
You receive a +**300 DP** stipend. Dawn Tokens can be redeemed here.

Noble Territory [100/200/400 DP]
As all good heroes of this age do, you have a territory that you control, which is wealthy, powerful, full of fertile land, and brimming with a loyal population. For **100 DP**, you've got a territory the size of Oldtown. For **200 DP**, you've got a large territory the size of the Wolfswood in the North. For **400 DP**, you've got control of a large territory roughly the size of the North itself. You can decide if this territory is part of Westeros, or some separate landmass.

Seat of Power [100/200 DP]
Since all the cool kids have awesome seats of power, you should as well. For **100 DP**, you now have the greatest seat of power in the world. Architecturally, it rivals the likes of Winterfell, Casterly Rock, and the Hightower, with the addition of being larger than a market town. It is stocked full of food and water, has perfect heating, has all the amenities that would be needed and desired. You also have plenty of servants and guards who are loyal to a fault, and will never be infiltrated. In the event that you need to take in guests and refugees, there is plenty of room for them as well.
For **200 DP**, you have that…along with the fact that it can now *float*. Like the ancient Fisher Queens and Greywater Watch, your seat of power can now float, or even fly! This comes with a complimentary huge lake that your seat of power can float over.

A City Older Than Time
Why would you want this? Well, shouldn't it be obvious? You now own a city the size of Asshai, which is large enough to hold Volantis, Qarth, King's Landing, *and* Oldtown combined. Unlike Asshai, however, this city is actually populated, and has the supplies to comfortably hold millions of people. The air is always fresh, and its aesthetics match whatever taste you have. This city also flourishes with magic, and unless you have hostile relationships with them, has inhabitants of different races living within.

Secret City
Like a regular city, but underground! More specifically, you have control of a large and wealthy city, with only 10% of it being on the surface. The remaining 90% of it is underground, where all sorts of strange and frightening arts and practices are performed. If combined with **A City Older Than Time**, the surface stays the same, but it develops an underground that is 9x larger than the surface. This will not cause any sort of ground instability.

Inexhaustible Wealth

What you have here is some location that gives you all the money that you would require. The easiest example of this would be some bottomless cave of treasure, but this can also include a vineyard of every form of alcohol, or maybe a farm dedicated to some specific, highly valuable animal or plant.

Hinge of the World [300 DP]
The Wall, perhaps the greatest construction of Brandon the Builder, was designed for the purpose of walling off the Others from the rest of Westeros, created at the continent's chokepoint. You now have something similar, being a massive, impossible-to-create structure that blocks off any hostile force from escaping into the world, be it by sea, land, or sky. If this evil is immaterial, or exists in a different dimension, it is also prevented from entering "normal space" as it were.

Modes

Supplement Mode
You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode
Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companions

All companions, unless otherwise stated, cost 100 DP. You are able to define their personalities, sex, and appearance. You are able to combine any companions here, import one into an archetype, and buy each one multiple times. Each companion will receive 600 HP, and 5 Hero Tokens, just as you did. Dawn Tokens can be redeemed here.

Import [Free]
You can import all your companions.

Recruit [Free]
Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Giant Enemy Spider [Free for Others/100 DP]

Among the creepiest tales of the Others are their giant ice spiders, which they allegedly rode on like horses. You now have one of these horrifying creatures as your pet and mount. They are immune to heat, are extraordinarily fast, can climb up walls, and can effortlessly kill a man.

Giant Falcon
The Winged Knight, sometimes conflated with Ser Artys Arryn, was a legendary hero that was certainly a character. He received his title due to the massive falcon that he rode. This *may* have been some ancient dragon, but where's the fun in that? You have a giant falcon at your beck and call, able to carry a grown man, and fly at tremendous speeds. Unlike normal birds, it's bones are not hollow either, and can thus take a serious beating before it takes any real damage.

The Knight
You are now accompanied by the knight, an archetypical hero, even in this era before knights allegedly existed. They are the perfect embodiment of chivalry, willing to help those in need, and fight any evil or injustice. They can also tell good jokes, as all men are fools, and all men are knights, so far as women are concerned.

The Damsel
Or the maiden, if you so choose. This woman (Although they can be a man) is astonishingly beautiful and wealthy, as all stock damsels are. This one, however, is so much more, as she is great at rulership, is a terrifying trickster, and brave in the face of danger..

The Raider
You've become friends with one of the greatest raiders of their time. Wielding a giant axe and hammer as their weapons, this ironclad warrior is powerful and remarkably dexterous, able to cave your skull in as easily as they can chop it off before you could react. On the sea, they have a blessing that keeps them from being killed by any adversary, assuming that they could be stopped anyway. Despite the name, and their somewhat aggressive behavior, they won't actually do much raiding unless you are up for it.

Woods-witch [100/300 DP]
Perhaps unsurprisingly, there are many stories involving woods-witches throughout Westeros. Although usually healers in the current day, many tales ascribe to them genuine magical abilities, such as the power to revive the dead, or grant immortality through intercourse. You now have a woods-witch of your own as a companion. For **100 DP**, this woman is "merely" an amazing healer, able to cure any form of ailment or disease. But for **300 DP**, this woman rivals even Sharra the Witch Queen. She is able to perform all magical arts that can be studied, including pyromancy, aeromancy, hydromancy, necromancy, fortune telling, alchemy, and shadowbinding.

Dragon [200/400 DP]

This can be anachronistic depending on the age, but you now have a dragon as your companion. For **200 DP**, you receive a small yet smart dragon. Unlike its kindred, this dragon has human-level intellect, is very smart and loyal to you even as a hatchling. As it grows up, it becomes an absolute monster that is larger than even Balerion, with nigh-impenetrable skin, and flames hot enough to incinerate armies, and melt stone.
For **400 DP**, you can get something very different: an ice dragon. This dragon dwarfs the size of any Valyrian dragon, and is actually made of ice. Your new companion is pretty much invulnerable to being melted, and can release breaths of ice so cold that it flash freezes armies, fleets, and oceans. If you want a "normal" dragon, it gets the size and power output of the ice dragon, but it maintains the fire and flesh.

Drawbacks

Unless otherwise stated, each Drawback is worth **+200 DP**

Leave When the Story Finishes [+0 DP]
You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Continuity Toggle [+0 DP]
If the setting is applicable, choose what continuity this takes place in. It can be the mainline setting, a spin-off, fanfiction, or the canon you came up with in your head.

Be the Main Character [+100 DP]
You become the central protagonist of the Jump, with the plot now revolving around you. It is now impossible for you to avoid the plot.

Longer Stay [+100 DP]
You'll spend 5 more years here. Pick as many times as you want.

Blackwood-Bracken Feud
Some family or group hates your guts for some apparent slight, and will take every opportunity to slight you. Don't think you can just wipe them out either, because another group will just pop up, assuming that the first didn't miraculously survive.

A Stone Heart

You cannot display your emotions properly, and you will always have a neutral expression. You could be happy or sad, but nobody will know unless you tell them, and you'd have a hard time sounding sincere.

Far Too Fearless
You are like the Night's King, having no sense of fear, nor common sense. You are suicidally overconfident, to the point where you'd boldly walk into a trap that you knew was coming. I'd recommend having a handler.

The Idiot
You've got all the goodness, but very little of the brain. You're not a lackwit, but you don't exactly have common sense.

The Broken
You have some sort of disability that hinders your standard abilities. This can be something like clubfoot, gout, or blindness. You may choose this for as many times as you think you can handle.

The Beauty
You're ugly, plain and simple. Even if you have **The Most Fair**, you just become aggressively average-looking. I sincerely hope that you have a good personality, or at least aren't interested in romance.

The Small
You are a dwarf, which significantly hampers your movement, and also takes your charm down several notches in Westeros.

Blistering Pacing
Any major plot events will rapidly accelerate themselves so that they'll all happen within a year at most. If the plot took less time than that, time will bend so that it finishes within months or potentially weeks.

Item Lockout
You can't bring items from outside the jump into this jump.

Power Lockout
You can't use abilities from outside this jump here.

Warehouse Lockout
You can't access your warehouse.

Power Lockout 2
You don't get access to any purchases here until after the jump ends.

Companion Lockout
Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy
You're the bad guy and have to deal with that.

Dossiers
If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

The Boss Dislikes You
You've drawn the attention of a major antagonist and now must handle that.

Targeted [+300 DP]
For whatever reason, any hostile enemy that you fight tends to target you, even if you are in a group of equally competent people. This can become a real issue against armies.

God Hates You [+400 DP]
Some god strongly dislikes you, possibly for some perceived slight. They will do everything in their power to make you miserable. The only way to get them to stop is to either surpass their ability to harm you (Like Durran Godsgrief did), or to somehow make it up to them. You may choose this for as many gods as you can.

Rival Hero [+600 DP]
Going against you is a rival of sorts. They match what you have at the beginning of your Jump, and will actively works against you through all of it. Killing them will solve the issue, but you cannot capture them through **The Ghost Knight** or **Necromancy**. You may choose this as many times as you want.

The Fell Curse [+1000 DP]
Somehow, some way, you've been afflicted by the curse of the First King. As time passes in the Jump, you find your vitality sucked away, causing you to grow weaker and corpselike. By the end of the Jump, you will be incredibly feeble, and likely to be in near constant pain..

Scenarios

You may choose all of these Jumps, and can choose if they happen in the same world as the main Jump, or take place in separate worlds. If you want these Scenarios to happen in the same world, but don't want to stay for thousands of years between them, you can have the Scenario simulated, and then placed in the "real" Jump's timeline. Completing each scenario awards you +1000 DP, which can be used for this Jumpdoc, or banked for future Jumps.

Scenario - The Dawn War

Welcome to the Dawn Age, get ready for war! More specifically, you will join the war between mankind and the children of the forest, on either side. You must either win the war for one side, or find a way to bring peace to both sides.

Reward if Victorious - God of Victory (Perk): You won the war that decided the fate of an entire continent. You are a warlord of incomparable talent, and you are guaranteed to win every battle and war that you take part in.

Reward if Concord is Reached - The Wisest Among the Races (Perk): In spite of everything, you managed to forge a lasting peace between man and the children. People will universally perceive you as a peacemaker, and you gain the uncanny ability to strike up a peaceful, mutually beneficial arrangement between two conflicting parties.

Scenario - Dawn Will Come

The Long Night is here, and a winter that never ends is upon the world. It could be the work of the Bloodstone Emperor, or maybe it was the Others, or maybe it was both, or maybe neither had anything to do with it. Ultimately, your goal in this scenario is to bring back the dawn, which likely necessitates some sort of secret song, necessitating the help of the children of the forest, maybe the Old Man and Crab King at the Rhoyne. It also probably involves a lot of fighting as well, as the Last Hero and Azor Ahai can (maybe) attest to.

Reward - Savior of Dawn (Perk): The Long Night is over, and hopefully everything is okay. You are a hero in the truest sense of the word, so take this as proof. You will be universally looked upon as a savior, and when you help somebody, anything that troubled them will be reversed, even if it involved a death.

Ending Choice

What will you do now?

Stay here?

Go home?

Move on to the next jump?

Or…

Reincarnate (Requires *A Distant Rebirth*): You will reincarnate, and be born into the future of Planetos. Choose another *A Song of Ice and Fire* Jump to go to.

Notes

A Song of Ice and Fire is one of my favorite settings, and its many Jumps are ones that I enjoy. The inspiration for this Jump came about due to my enjoyment of the mythology of Planetos, and no Jumps covering this period of history. This became a supermarket Jump due to not having enough information to do origins
The Andal Invasion is not represented due to it not being particularly legendary. Save for a few embellishments, it's largely historical fact, with every event afterwards being known history.

Special thanks to Burkess for creating the base supermarket template for this Jump. I'd also like to thank Bluesnowman, whose Smut Jump (NSFW) was the inspiration for the reformatting.

The Most Fair: The sudden reference to being an undead corpse is a reference to the Corpse Queen of the Night's King, who was beautiful despite her corpse-like appearance.

The Secret City: Nefer is almost certainly named after Azor Ahai, as one of his names is Neferion. It fits based on what we know, and secret cities are awesome

Ancient Dragonlore: This comes from a bit of lore about Valyrians supposedly learning about dragons from ancient dragonlords from Asshai, who seem to have vanished from history shortly thereafter. It should be known that, in Bran's vision in *A Game of Thrones*, dragons are, or at least were, in the Shadowlands.

Image Source: https://awoiaf.westeros.org/index.php/Pact