GLORYHAMMER

by mythSSK; v1.0

Aeons ago the Starlords descended, powerful unknown to man
With three epic weapons to safeguard from doom, concealing them far 'cross the land
Relics of legend, relics of might, forged in a time before time
For thousands of years unfathomed unknown, deep in a mystical shrine

This version of Earth would have ended up much like your own if it had not been for the Starlords—an extradimensional alien civilization that colonised this reality in ages past. The Starlords are long since gone, but many relics of their time remain. Their technology was so far advanced that the wonders that remain are effectively magic, and those that study the remains are called wizards.

Goblins, trolls and darker beings were created by the effluence of decaying ancient ruins and now threaten the civilisations of man. The Starlords, too, are not the only extradimensional beings to take an interest in this reality, with demons and worse waiting just beyond the veil to claim it as their own.

You will be staying here for the next 10 years. You have 1000 cp to spend.

AGE AND GENDER

You may freely choose your starting age and gender.

STARTING ERA

Each Gloryhammer album takes place in a distinct time period and you have the option of choosing which of the three eras you will arrive in. The events of each album play out over a relatively short period of time (measured in weeks and months rather than years), leaving you free to spend the remainder of your time here exploring this strange alternate universe.

You may choose your starting era from the options below:

The Unicorn Invasion

The Kingdom of Fife, Scotland, 992 AD. The prophet Anstruther has recently foretold the fall of Dundee and the rise of the evil sorcerer Zargothrax. You arrive as the sun rises on the day that Zargothrax is due to lead his undead army of unicorns across the River Tay, decimating the city of Dundee.

Space 1992

In the distant future of the year 1992, the Kingdom of Fife has spread to the stars and forged an intra-galactic empire. Much of Earth's solar system has been colonised and owes fealty to the ancient line of Angus McFife XIII, who rules from the space fortress of Neo-Dundee. Extra-galactic travel is known but rare, as many dangers lurk in the depths of dark space.

You arrive several days after Zargothrax is freed from his prison of eternal frost and leaves the galaxy in pursuit of the secrets that will allow him to defeat the Lords of the Moon.

Beyond the Terrorvortex

You arrive in a place that is familiar, yet strangely alien. This is the Kingdom of Fife as it was in the days of old, but it is starkly different. In this version of the world Zargothrax arrived from the distant future and, with his foreknowledge and power, conquered the entire Kingdom of Fife.

The sky burns with crimson fire, the land is plagued by legions of monsters and the undead, and Zargothrax's dread fortress of evil stands where the Citadel of Dundee should be. You arrive the day of the Siege of Dunkeld, just as the wizard's army is poised to crush the last of those that oppose him.

STARTING LOCATION

Roll 1d6 to determine your starting location on the table below, or pay 50 cp to choose freely. The locations available to you are different based on the starting era you have chosen.

	The Unicorn Invasion	Space 1992	Beyond the Terrorvortex
1	The bustling city streets of Dundee, capital of the Kingdom of Fife, perched on the banks of the shining river Tay.	The citadel of Dundee, abandoned ancestral seat of power on Earth. The dread portal to the galactic nexus lies hidden in the tunnels beneath your feet.	The dread tower of Zargothrax, looming darkly over the remains of Dundee. The heart of the sorcerer's power, defended by legions of goblins and demons.
2	The border town of Glenrothes, several days travel from Dundee and home to the ancient tree spirits.	The halls of the Lords of the Moon, sworn vassals of the King of Fife. News has only just reached here of Zargothrax's escape from Triton.	The walls of the cathedral city of Dunkeld, where those who stand against the sorcerer sing mysterious battle-hymns to the Hootsman.
3	The valley of Achnasheen, once-proud home of the unicorns. Dark magic has transformed it into a necromantic deathland.	The fortress of Neo-Dundee, a city-sized space station in orbit around Mars.	The banks of Loch a' Chroisg, in the valley of Achnasheen. The misty valley is one of the few places that has not yet fallen to Zargothrax.
4	The town of Crail, famed home of the valiant Knights of Crail. The warriors here are renowned for their martial prowess.	The unstable ruins of the fortress on Triton where Zargothrax was imprisoned by the Knights of Crail. Perhaps something useful remains?	The dark citadel of Grandmaster Proletius, squatting spiderlike on the remains of the town of Crail and infested with undead.
5	The frozen lands of Caithness. Hidden somewhere here is a dungeon containing a powerful artifact…	A goblin-infested planet, steadily being consumed by the black hole that rages at the heart of the Darkstorm Galaxy.	The empty shrine on the slopes of the active volcano, Mount Schiehallion, where the Hammer of Glory once lay.
6	Free pick, your choice of the locations available to your era.		

ORIGIN

Choose one origin.

Drop-In [free]

You arrive in this world from nowhere, simply appearing at your starting location with no prior history.

Knight [free]

Born into a minor noble family, you sought to earn glory in the name of your ancestors. Enlisting with the Knights of Crail, you spent your early years honing your battle prowess in their proving grounds. Your skills were recognised by the Grandmaster himself, who knighted you soon after. You have already begun to earn a reputation as a formidable warrior.

Hootsman [free]

You are a visitor to this part of Scotland, hailing from the northern island of Unst. The people here are smaller and less hardy than your own—some even dare to call you a barbarian! You have little time or patience to deal with small-minded peasants, however. There are many warriors in this land, and you are eager to prove your worth. Show them the power of HOOTS!

Astral Dwarf [free]

The astral dwarves of Aberdeen are known to be the greatest smiths of any Age, their magical weapons second only to the creations of the Starlords themselves. You were born underground, suckled from a teat of stone in the deep dwarven mines of Aberdeen. It is rare for dwarves to emerge from their underground homes, so you are something of a curiosity, but these are unusual times.

Wizard [200 cp]

Your lifetime spent studying ancient lore and learning the advanced sciences has earned you a respectable reputation as a wise scholar, welcome at the courts of nobles and kings and highly sought after for advice and knowledge. More than that, you are one of the few mortals to have unravelled the secrets of the Starlords and know how to tap in to their ancient nexus of power to cast spells.

PERKS

General

Tech Savvy [free all origins]

The magic in this universe appears to be entirely technological in origin, echoes left behind by an ancient and vanished civilisation known as the Starlords. You are easily able to spot whether something is technological or magical in nature, as well as being able to determine precisely how advanced it is or the specific type of magic involved.

Soundtrack [50 cp]

The heroes and epic events of this universe have their own theme music, so why not you? Your own personal soundtrack will play music appropriate to your circumstances—you can switch it off, mess with the volume (and balance, if you want to pump the bass!) and can choose to have it play just in your head or if others can hear it as well. It is, however, limited to music you've heard before.

Lead Vocals [100 cp]

Your powerful singing voice carries with it the promise of glory and victory in battle, invigorating and inspiring your allies who hear it. You have also achieved impressive mastery over a variety of musical instruments.

Cosmic Infinity [400 cp]

You have survived the ultimate trials of the Starlords, suffusing your body with astral charge. You can use this inner fire in short bursts to push your existing abilities to superhuman heights—strike with enough force to fell a giant, shrug off a blow that would utterly crush a mortal man, cast a spell powerful enough to affect an entire region, and so on. However, using this ability multiple times in rapid succession is extremely taxing. Furthermore, this perk acts as a booster for every capstone you obtain.

Cyborg [600 cp]

While to a casual observer you appear completely human, you are in fact a cyborg—all of your bones and internal organs have been replaced with highly-advanced technology. This makes you significantly stronger, faster and tougher (easily twice as strong as a peak human), your eyesight is three times better than a human's, you are completely immune to mundane poisons or diseases.

Your internal mechanics are powered by an incredibly powerful battery—a captured and compressed neutron star. This essentially provides a steady stream of limitless power. With a little work, you could hook your internal battery up to power something external to you, but its output is limited to about 1000 MW/hour.

If you wish to, you can activate a self-destruct that explosively decompresses your neutron star battery, causing a supermassive neutronic transnova detonation powerful enough to obliterate an entire planet. You are killed in the process (warning: it is not advisable to use this unless you have a 1-up and the ability to survive in space). You may only use this ability once per Jump.

Drop In

Heart of Steel [100 cp; free Drop In]

Your will is unshakeable once you have committed to a course of action. If you swear an oath you will always manage to find enough courage and inner strength to see your promise through, regardless of hardship or circumstance.

Questlord of Inverness [200 cp; discount Drop In]

When you set out in search of something, fate conspires to provide you with a path to it. You'll find leads more easily, people will provide you with more accurate information, and stumble across unlikely clues by pure happenstance. Not only that, but the longer you have been looking for something and the more you desire it, the easier you will find it to rise to the challenge of obtaining it—you'll find you can reach just that bit further, fight that bit harder, suffer without breaking for just that bit longer.

Battle for Eternity [400 cp; discount Drop In]

When you are engaged in battle, your combat skills scale depending on how narratively important the fight is and how dire the consequences. You'll barely notice the difference in a fight with some bandits which you could easily retreat from without major consequence; if you're fighting the guardian of an artefact you need in order to overthrow a tyrant, you'll become notably more capable; and if you're locked in a mortal duel with a sorcerer with the fate of a planet hanging in the balance your combat awareness and skill will be elevated beyond mortal limits, making it seem like everyone else is moving in slow motion.

The Fires of Ancient Cosmic Destiny [600 cp; discount Drop In]

Fate swirls around you like a turbulent river, conspiring to place you in pivotal roles in matters of great significance. Fortune will smile upon you, allowing you to find assistance and resources in the most unlikely places. You will never be killed or permanently incapacitated in anything but the most dramatic and important of circumstances. If you seek allies, you will attract those with the weight of destiny upon them—once-and-future kings, destined warriors and chosen ones will be drawn into your orbit.

> Capstone boosted – **The Legend of You:** The weight of your personal destiny supersedes and overwrites all others. Even if only the prophesied king should be able to draw the sword from the stone, you will be able to as well. A weapon useable only by the chosen one will respond to your hand just as easily. If the tyrant may only be slain by the destined warrior, your blade will also suffice for the deed.

Knight

Banner of Crail [100 cp; free Knight]

You have been trained by the Knights of Crail. As well as making you a competent soldier and fighter, you have been educated in all manner of things a man of knightly status would be expected to know such as tactics and strategic, medicine, music, literature, social skills, and hunting.

Shrouded in Fame [200 cp; discount Knight]

Your reputation builds and spreads with uncanny speed. Unless you're deliberately trying to avoid notice, stories of your deeds will take on a life of their own and spread far and wide faster than should be possible. It likely won't take long before your reputation precedes you wherever you go, everyone having at least heard of you (for good or ill).

Reborn from the Ashes [400 cp; discount Knight]

A hero cannot be defeated simply by making them die, and now neither can you. Once per Jump, if you are killed, 24 hours later you awaken unharmed in a safe location near where you died.

Hologram Hero of Light [600 cp; discount Knight]

Your body is a hologram composed entirely of shining blue hard light. Accordingly, you do not need to eat, drink, breathe or sleep. You are immune to any effect that affects a target's biology, including poisons, diseases and the like. You still, however, have solidity and weight. Your existence is sustained by astral magic, rendering you all but impervious to mundane, non-magical weapons. Mutually exclusive with *Cyborg*.

Capstone boosted – **Master of the Galaxy:** You have internalised the truth behind your astral form—it only holds the shape and position it does because of the weight of your self-image. This allows you to alter your projection by focusing your mind, with a range of potential effects. You can make yourself larger and commensurately stronger, change into the shape of an animal that you identify with, heal lesser wounds by rejecting their reality, or even teleport short distances. The more alt-forms or shape-changing perks you possess, the easier this is for you to do and the more drastic the changes you can make.

Hootsman

Hollywood Hootsman [100 cp; free Hootsman]

You have a certain, rugged way about you that most find irresistibly charming. You have no trouble making friends, and a quick display of your skills will quickly attract a host of admirers. In addition, you have a natural knack for storytelling that, if cultivated, will evolve into an impressive talent at acting.

Hail to Hoots [200 cp; discount Hootsman]

You are a born warrior, able to attain skill with new weapons and fighting styles ten times faster than an average person. You also have a natural knack for leadership—people will naturally look to you for guidance, defeated foes (if spared) will more easily bend the knee to you, and you will find it trivial to manage the affairs of your holdings and followers.

The Power of HOOTS [400 cp; discount Hootsman]

By letting out a mighty cry of "HOOTS!", you are able to project a powerful shockwave dozens of feet that smashes through the defences of anyone caught it in, rendering them extremely vulnerable to follow-up attacks from you or your allies.

In Hoots We Trust [600 cp; discount Hootsman]

The belief you inspire in your allies boosts their own capabilities beyond their normal limits. All of your allies, followers and companions gain a noticeable boost to all of the skills and attributes, with the strength of the effect being proportional to the amount of faith they have in you.

Capstone boosted – **Hootus Dei:** The more powerful you are personally, the more exaggerated this ability's effect is. At low levels, a friend who knows you have their back will react quicker to danger and be safer for it. At higher levels, even the least of those who worship you will spontaneously be able to perform miraculous feats of strength and skill as if through divine intervention, if their faith be true.

Astral Dwarf

Tough Little Bastard [100 cp; free Astral Dwarf]

Skin made of iron, steel in our bones! Dwarves are a hardy lot, and you're no exception. Your bones are denser than a human's, capable of taking far more punishment before they break, and enemies will find your skin difficult to cut with ordinary weapons.

Dwarven Constitution [200 cp; discount Astral Dwarf]

You have nearly limitless stamina, able to travel at top speed all day and still be ready and eager for battle when you arrive (and to swing your sword all night, if need be). You're also unusually resistant to magical effects—spellcasters will find you a slippery target, able to power through effects that would stop an ordinary man in their tracks.

Smith of Legend [400 cp; discount Astral Dwarf]

You have been inducted into the secrets of dwarven craftsmen, studying the lore of the Starlords. With time and access to resources, you are able to reproduce some fraction of the ancients' arsenal—swords made from enchanted steel, crystalline battle axes powered by laser grids, and even mighty dragons made of metal capable of flying between worlds.

Dwarf King [600 cp; discount Astral Dwarf]

The blood of the ancient dwarf kings of Aberdeen flows through your veins. Your leadership skills and charisma are beyond human, making you able to cultivate fanatically loyal followers who will follow you into the jaws of Hell itself. Not only that, but your genius grasp of tactics and strategy mean that you're able to lead your followers to victory in even the most dire of circumstances.

Capstone boosted – **Cosmic Rage:** When you personally lead your followers into battle, a great bloodlust descends upon you, making you superhumanly stronger, faster and tougher. The longer the fight, the stronger you become and the thicker the haze of battle lust. Not only that, but followers directly under your personal command also gain the benefits of your cosmic rage, making your unit a veritable force of natural on the battlefield.

Wizard

Astral Magic [200 cp; free Wizard]

By tapping in to the Starlords' ancient nexus of power, you are able to execute mathematical formulae that produce physical effects as if by magic. While these effects appear supernatural in origin, they are in fact the product of sufficiently advanced technology and interact with other effects accordingly.

To start with, you know a handful of spells, with the most powerful effects equivalent to being able to conjure spheres of flame that can burn ordinary men to a crisp. These spells have pre-programmed patterns, but their parameters are set by variables that can be manipulated. The more practiced you are, the more you can manipulate them to create more impressive effects. While astral sorcery is mainly used for flashy evocations, it is also capable of much more esoteric effects, though it will take much study and practice to master them.

Spell of Undeath [400 cp; discount Wizard]

With a dread incantation you can call forth a wave of corrupting energy. This wave spreads out from you in all directions, affecting a larger area the more power you invest. It kills plants, insects and small animals, ripping their life force away. When it encounters a corpse that is at least mostly intact, it raises it as an undead revenant under your control. These revenants retain the physical abilities they had in life (flying creatures can still fly, etc), but lack memories and most skill-based abilities. They can follow simple instructions and can always understand you when you speak, regardless of language.

The spell of undeath is not a normal formula that could be easily replicated through study, as it involves anti-telharsic secrets used by the Starlords to create the Knife of Evil. While it is possible to learn this spell independently, the only real way to do so would be to be taught it by Zargothrax himself.

If suffused with astral charge, the spell will instantly slay any creature reasonably weaker than yourself caught in its effect and raise it again as a revenant (as demonstrated by Zargothrax when he afflicted the entire valley of Achnasheen and turned its unicorns into an undead army).

Chaos Wizard [600 cp; discount Wizard]

With study, you are able to replicate feats from other magic systems and other magical abilities using astral magic, creating your own formulae version with adjustable variables (thereby making your version more flexible and potentially more powerful than the original). You are also able to do the reverse, extrapolating your existing formulae to other magic systems, which can even allow you to circumvent restrictions or limitations that might otherwise be inherent to said system.

Epic Rage of Furious Thunder [800 cp; discount Wizard]

Each spell you cast makes subsequent ones easier to cast and more powerful, as long as you keep casting. Whenever you cast a spell, the power of the next spell you cast will be boosted by approximately one-tenth and its cost (in fatigue, mana, or whatever it normally would cost you to cast) will be reduced by one-twentieth, as long as you don't go more than a handful of seconds between casting spells. These effects stack, so casting 10 spells in rapid succession will give your 11th spell a 100 per cent boost and cut the cost in half. This ability only affects spells that take no more than a few seconds to cast—longer workings and time-consuming rituals are unaffected.

Capstone boosted – **Infernus Ad Astra:** You have unlocked true mastery of astral magic, able to truly harness the power of the cosmic infinity. Every spell you cast is automatically infused with astral charge, with all of its variables maximised if you wish them to be, with no commensurate increase in cost or effort required from you. This is the power possessed by Zargothrax at his height.

COMPANIONS, MOUNTS AND FOLLOWERS

Hootsforce, Arise! [50 cp each or up to eight for 200 cp]

You may import up to eight companions to accompany you. They each gain one of the free origins and 600 cp to spend on perks.

Canon Companion [variable, see text]

Provided you can convince them to join you, you can take one of the locals with you when you leave. Minor characters, such as Ralathor, Regulon, Iona McDougall or Anstruther, cost 50 cp each. Major characters, such as Proletius, Angus McFife or the Hootsman, cost 100 cp each. For 200 cp, Zargothrax himself will be able to join you.

The Band [100 cp]

Maybe you'd like to give the band a chance to explore the universe they created? Take this perk and they'll appear in this jump and join you as companions from here on out. Each band member is imported with the origin most appropriate to the character they portray: Chris Bowes (Wizard), Paul Templing (Knight), Ben Turk (Knight), James Cartwright (Hootsman) and Thomas Winkler (Drop In), gaining only the free perks and items of their origins.

Unicorn [200 cp; discount Drop In]

You have a mighty and noble unicorn steed. It is more intelligent than an ordinary animal, its ancestors having been bred by the Starlords themselves. Its skeleton is forged of unbreakable steel, lending it vastly more strength and toughness than an ordinary horse, culminating in the long metal horn issuing from its forehead. It is fearsomely capable in combat. If you have *Questlord of Inverness*, your unicorn companion instinctively knows the quickest (though not necessarily the safest) path to your goal—if you let it, it will show you the way.

For an additional 100 cp, your unicorn also possesses rainbow wings of steel and is able to fly high and hard enough to breach the atmosphere. It is adapted to survive in space and swift enough to travel from Earth to Mars in only a few days.

Giant Eagle [200 cp; discount Knight]

You have one of the giant eagle companions favoured as steeds by the Knights of Crail. While animal in intelligence, it is exceedingly loyal to its master and capable of following simple directions. It is large and strong enough to bear a fully-armoured knight into battle without being slowed or impaired in any way and has been training to fight alongside you.

If you have *Hologram Hero of Light*, your giant eagle is also an astral hologram and gains all the benefits of that perk. Your holographic eagle is capable of spaceflight, and swift enough to fly from Earth to Mars in less than a week.

Grandmaster [400 cp; discount Knight]

You are grandmaster of your own order of holy knights, based on a set of tenets chosen by you. Your order starts with around fifty knights (trained to the same standards as the Knights of Crail), but can grow by training and inducting new members. Knights of your order will come with you into future jumps, but do not count as companions unless individually imported as such.

Goblin King [600 cp; discount Wizard]

You have a horde (a thousand strong, at least) of entirely replaceable inhuman underlings that will follow your every whim. They may be goblins, trolls, undead, or any other suitable type of creature, or any combination thereof. These underlings will never betray you or revolt against your rule, regardless of how poorly you treat them. They vary widely in power, with the most numerous barely able to defeat a weak human while the most powerful may be capable of smashing through ranks of trained soldiers. They are equipped as appropriate to their personal abilities and will come with you into future jumps. They do not count as companions unless individually imported as such.

If you have *Infernus Ad Astra*, you can suffuse your underlings with astral charge, making them even more deadly and creating powerful beasts such as the dreaded laser trolls.

ITEMS

Tales from the Kingdom of Fife [50 cp]

The deluxe special editions of all of Gloryhammer's albums, including the ones that haven't yet been released (the album book for Legends from Beyond the Galactic Terrorvortex says it's album 3 of 21!).

Wanderer's Satchel [100 cp; free Drop In]

When opened, this leather pack always contains whatever items would be necessary for you to survive and thrive in your current environs, including simple food and water for the day. The contents of the pack will change based on where you are, providing appropriate attire for the climate and any other necessities.

Knightly Arms [100 cp; free Knight]

A finely-crafted steel breastplate, broadsword and shield, all with a minor crystal enchantment that makes them more durable than ordinary metal. If you have a *Unicorn* or *Giant Eagle*, it gets a matched military style saddle and set of fancy armoured barding.

Armour Made from Wolf [100 cp; free Hootsman]

This heavy leather and fur armour was stitched from the pelt of a dread black wolf. It renders you all but impervious to arrows and other subsonic ranged weapons, and is tough enough to turn aside all but the sharpest of blades.

Crystal Key [100 cp; free Wizard]

This crystal key is a minor artefact of the Starlords, capable of locking or unlocking any mundane lock with just a touch. Not only that, but it can also affect magical or spiritual locks, and is able to be used in place of any other mystical key or key-like item. With this in your hand, no path will remain barred to you.

Crystal Laser Battle Axe [100 cp; free Astral Dwarf]

This crystalline battle axe is of dwarven make, using the ancient arts of the Starlords. A laser grid in the haft infuses the weapon with extra cutting power. Plus it looks *really* cool.

Land of the Unicorns [200 cp]

Achnasheen, the mystical vale of the unicorns—a land of beauty and wonder, the very air filled with the essence of magic, and now it's all yours. However, if you have chosen *The Unicorn Invasion* as your starting era this land has been corrupted by the spell of undeath and turned into a necromantic waste.

If you purchase this, you can start in the valley instead of your rolled starting location at no cost. After you leave this Jump, you can choose which version of the valley to take with you (pure or corrupted) and it will either appear in other Jumps in a remote part of the world or become an attachment to your Warehouse, your choice.

Jetpack [200 cp]

This legendary enchanted jetpack is a forgotten artefact of the Starlords, forged of the same cosmic steel as the Hammer of Glory. It needs no fuel, drawing power directly from an astral magic array. While wearing it, you are capable of supersonic in-atmosphere flight, though it is not agile enough to use particular well in combat. The astral enchantments laid on it create a permeable envelope of air around it, allowing you to safely breach the atmosphere and fly into space, though it is relatively slow compared to other spaceflight-capable options in this Jump and is not recommended for interplanetary distances.

Amulet of Justice [300 cp]

This necklace made of pure silk cradles a pure white gemstone. By holding it aloft and concentrating, you can cause the gem to resonate with all living minds within several hundred feet. Any mind that it resonates with immediately shakes off almost all forms of mind control or corruption, returning them to their unaffected state with no ill side effects. This even works on creatures turned into revenants by the *Spell of Undeath*. The only known exception to this is someone stabbed by the *Knife of Evil*—the insidious control of that relic stubbornly resists the Amulet of Justice's effect.

Vorpal Laserblaster of Pittenweem [300 cp]

Where did you get this? This unique energy "rifle" is the long-lost third legendary relic of the Starlords. When fired, it projects a thin blade of pure cosmic infinity up to a thousand feet. These invisible blades are powerful enough to cut through almost any physical object as if it weren't even there. It is not known if even the Hammer of Glory could withstand more than one or two blasts from this rifle.

Ancestral Laserdragon [400 cp]

This is a dragon-like metal beast (or, in the ancient dialect of the Starlords, "mechanised security drone") the size of an elephant, with massive claws and wings made of astral magic-infused steel. It can fly, reaching supersonic speeds while in-atmosphere, and is incredibly deadly in combat. The astral enchantments laid on it create a permeable envelope of air around it, allowing you to safely breach the atmosphere while riding it and fly into space. Once free of the atmosphere, the dragon is capable of much higher speeds, allowing you to traverse the solar system in only a few days.

Knife of Evil [400 cp]

This long, black-bladed knife is one of the three legendary relics of the Starlords. When stabbed into a creature's flesh, anti-telharsic energies flow from the dagger into the victim's veins. The unholy power quickly travels to their brain, altering their personality and irreversibly corrupting them toward evil (provided they survive the stab wound). Creatures corrupted by the knife will serve whoever holds it, though they will chafe under and eventually betray an insufficiently evil master. The knife's power works on any creature with blood, regardless of the victim's strength or willpower.

Hammer of Glory [400 cp]

One of the three legendary relics of the Starlords and the ancestral weapon of the Clan McFife. This massive, oversized warhammer was forged in the heart of a star, its metals woven together with a crystal enchantment of steel. On its own, it is a formidable magical weapon that can strike with enough force to fell giants and trolls with a single blow, but it can also be charged with astral fire by bathing it in the radiation of a nearby star. When charged in this way, it takes on an even more powerful aspect and is capable even of slaying beings that could not ordinarily be killed. Each time you travel to a new Jump, the Hammer powers down and must be charged anew.

DRAWBACKS

Regis Dundoniensis [+0 cp]

Rather than using the background of your chosen origin, you may instead insert as Angus McFife (OG or XIII, depending on era). Optionally, you may instead arbitrarily take Angus's place in the story with your existing body/gender/age options but either way everyone else will treat you like you've always been there.

Into the Terrorvortex [+100 cp; The Unicorn Invasion or Space 1992 eras only]

Once the main plot of your current era is resolved with either Zargothrax or Angus McFife defeated, an astral terrorvortex opens and irresistibly draws you and your companions in. You are immediately dropped into the start of the third era (Beyond the Terrorvortex). Roll your starting location again to determine exactly where you are dropped off.

Stabbed through the Heart… [+200 cp]

…by the Knife of Evil, it infected your brain. With anti-telharsic power now flowing through your veins, you are bound to serve the bearer of the Knife for as long as he continues to commit evil. The bearer, of course, is Zargothrax himself, so it looks like you're stuck serving him for the duration of the Jump, unless something improbable happens. This drawback is mutually exclusive with *Bane of Cowdenbeath* and *Scourge of Auchtermuchty*.

Bane of Cowdenbeath [+200 cp]

Zargothrax cannot be permanently defeated or otherwise removed as a threat for the duration of the jump. He is immune to the Hammer of Glory. If you forge an alliance with him, he will eventually betray it. If you use mind control on him, he will resist or break out of it when it is least convenient. If you destroy him utterly, one of his clones with be decanted to take his place. You will face him time and time again until it is time for you to leave, at which point you will have your final, epic confrontation.

Scourge of Auchtermuchty [+400 cp]

Zargothrax has divined your origin and, by extension, the existence of the Jumpchain. The sorcerer now seeks to claim this unrivalled power for his own dark purposes. Using an ancient dread ritual, he has increased his power to the point where it is a match for your own, and he will stop at nothing to destroy you and usurp your place as Jumper. Obligatory scaling enemy drawback.

It would be the height of hubris to take this drawback in conjunction with Bane of Cowdenbeath.

Countdown to Universal Annihilation [+600 cp]

Inevitably, within mere months of your arrival, the chaos portal to the galactic nexus will be unlocked (regardless of any steps you may have taken to prevent it from doing so) and the elder god Kor-Virliath of the eighteenth hell dimension will be unleashed upon the galaxy. This eldritch horror is so far beyond the abilities of this universe's heroes that, in the original story, they destroyed Earth rather than let it be released, but perhaps you are strong enough to stand a chance?

THE END

Your ten years in this universe are now complete and it's time to decide your destiny:

Stay

After spending ten years defending (or conquering?) this universe, it's started to feel a lot like home.

Return

After an experience like this, all else pales. Time to retire and go back to your original world.

Move On

It's been fun, but new worlds beckon.

APPENDIX

Wiki summary of the plot of **Tales from the Kingdom of Fife:**

In a fantasy version of 10th-century Scotland, as previously foretold ("Anstruther's Dark Prophecy"), the evil wizard Zargothrax invades and conquers Dundee with an army of corrupted undead unicorns ("The Unicorn Invasion of Dundee"), kidnapping the princess Iona McDougall. The prince of the Kingdom of Fife, Angus McFife, swears revenge ("Angus McFife"). In a dream, he has a vision of three artefacts that will allow him to defeat Zargothrax and sets off on a quest to acquire them.

McFife first battles north to obtain a magical war hammer ("Quest for the Hammer of Glory") then travels to Strathclyde to acquire a golden dragon as his steed ("Magic Dragon"). Inspired by memories of McDougall, who is imprisoned by Zargothrax in a prison of ice ("Silent Tears of Frozen Princess"), McFife rides his dragon to Loch Rannoch and retrieves the Amulet of Justice from its depths ("Amulet of Justice"), completing his quest for the three artefacts.

Allying with the powerful Knights of Crail ("Hail to Crail"), McFife travels through Cowdenbeath ("Beneath Cowdenbeath") to confront Zargothrax in his stronghold. As the Knights battle the wizard's forces in the fields of Dunfermline, McFife and the Barbarian Warrior of Unst sneak into the castle through dwarven tunnels, aided by the hermit Ralathor ("The Epic Rage of Furious Thunder"). Meeting Zargothrax in single combat, McFife defeats the wizard and casts him into a frozen pool of liquid ice. He then uses the Amulet of Justice to free the princess and the unicorns, restoring balance to the Kingdom of Fife.

Wiki summary of the plot of **Space 1992:**

In 1992, a millennium after the events of the first album, the evil wizard Zargothrax remains in cryogenic sleep, imprisoned on Triton and guarded by the Space Knights of Crail ("Infernus Ad Astra"). A cult of unholy chaos wizards plot his release and attack Triton, defeating the Knights and freeing Zargothrax, who promises to terrorize the galaxy ("Rise of the Chaos Wizards"). The intergalactic warrior prince Angus McFife XIII, descendant of the original Angus McFife, sets out to thwart him once again, wielding the powerful Hammer of Glory, passed down through generations from the original Angus McFife ("Legend of the Astral Hammer").

Zargothrax seeks out the Goblin King, who gives him the crystal key to a secret portal to Hell that lies on Earth beneath Dundee ("Goblin King of the Darkstorm Galaxy"). Meanwhile, McFife is joined by the legendary Hollywood Hootsman ("The Hollywood Hootsman"), the reformed Knights of Crail led by Ser Proletius and Triton survivor Ser Regulon ("Victorious Eagle Warfare"), and the Questlords of Inverness ("Questlords of Inverness, Ride to the Galactic Fortress!"). McFife's forces ("Heroes [of Dundee]") prepare to meet Zargothrax's demonic army ("Universe on Fire") in battle in the skies above Mars.

As the opposing forces clash, Zargothrax returns to Earth where, in the caverns beneath Dundee, he begins a ritual to unleash the hellish elder god Kor-Virliath upon the galaxy. Warned of the danger by the hermit Ralathor, the Hootsman speeds back to Earth and detonates his body's neutron star heart, vaporizing the planet and stopping the ritual just in time ("Apocalypse 1992"). Foiled, the furious Zargothrax escapes into another reality through the ensuing chaotic space-time rift, pursued closely by Angus McFife XIII.

Wiki summary of the plot of **Legends from Beyond the Galactic Terrorvortex:**

After Earth was destroyed by the Hootsman in order to stop Zargothrax from summoning the Elder god Kor-Virliath, the sorcerer fled into the wormhole that was opened as a result ("Into the Terrorvortex of Kor-Virliath"). Angus McFife XIII followed him into the wormhole and, upon reaching the other side, discovered a terrible alternate reality ("The Siege of Dunkeld (In Hoots We Trust)"). Zargothrax has corrupted this reality and has already conquered most of Scotland. Angus attempts to stop Zargothrax but quickly finds that the Hammer of Glory has no power in this dimension. While Angus flees, Zargothrax proclaims himself the emperor of this land, commanding the corrupted Dreadlord Ser Proletius and the death knights of Crail to slaughter the populace ("Masters of the Galaxy"). Angus McFife is told about a resistance in the land of the unicorns.

Upon reaching the resistance, he is met by Ralathor, the hermit of Cowdenbeath ("Land of Unicorns"). Ralathor tells Angus that he needs to charge his hammer by bringing it to the sun of this world, and to do this, he must find the legendary enchanted jetpack ("Power of the Laser Dragon Fire"). Angus quests to acquire the jetpack ("Legendary Enchanted Jetpack") and uses it to fly into outer space where he recharges the Hammer of Glory ("Gloryhammer"). Returning to Fife, the resistance gathers aboard the flying submarine, the DSS Hootsforce ("Hootsforce"). They head to Dunkeld and engage the forces of Zargothrax ("Battle for Eternity").

As the solar conjunction draws close, Zargothrax proclaims that there is nothing they can do to stop his ascension to godhood ("The Fires of Ancient Cosmic Destiny"). When all seems lost the Hootsman himself, now ascended to godhood, arrives on the field of battle. The Hootsman was not killed when he detonated his neutron core, but instead merged with the fabric of reality and became a god. With his power combined with the Hammer of Glory, they finally defeat Zargothrax.

However, as Zargothrax falls to dust, Angus McFife realizes he was impaled by the Knife of Evil and will soon be corrupted, meeting the same fate as Ser Proletius. Angus McFife makes the ultimate sacrifice, ending his own life in the raging fires of Mount Schiehallion. As Angus dies, a mysterious Morse code transmission is detected, translating to "Activate Zargothrax Clone: Alpha 1".

Statement from the band around the origin of magic in the universe, sourced from a post by Chris Bowes (Zargothrax) on Reddit:

The general idea in the Gloryhammer universe, is that magic is actually just incredibly advanced technology. That was always the plan, even when the first album was all we had. The "enchanted chamber with mirror and fire" where Angus finds the magic dragon? It's a crashed alien spaceship. The "powerful scroll" that he reads from was just the instructions for the manual override voice commands to reset a defence droid (which bears a striking resemblance to a classical "dragon").

The Hootsman is an advanced cyborg. We haven't quite got around to explaining how he came to be on the island of Unst in medieval Scotland 1000 years in the past, but we will get round to that eventually in album 4 (which is going to be called "Return to the Kingdom of Fife"). Suffice to say, there's plenty of extradimensional advanced alien civilizations and time travel involved.