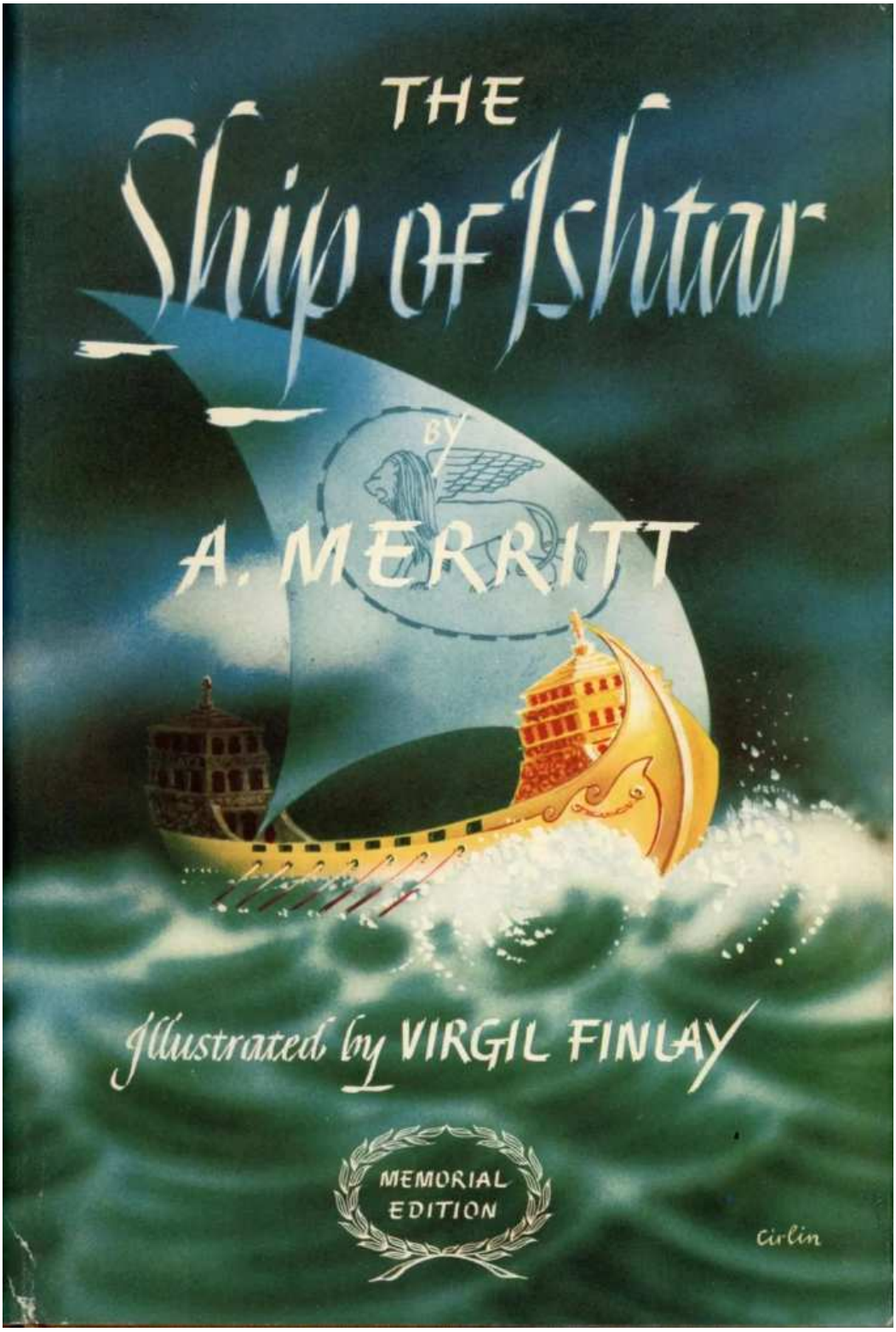
# The Ship of Ishtar Jump

*Version 1.0.0*



*Hello. You will be entering the timeless, fantastic world of the Ship of Ishtar. Long ago, during the Uruk and Babylon, Ishtar had a grand house in Uruk, the Temple of Seven Zones, which though dedicated to seven gods was Ishtar's most of all. She inhabited a priestess, using her as a vessel to live through. A priest of Nergal who similarly housed his god, came to serve as the lord of the zone of Nergal, and priest and priestess fell in love despite their service to gods of life and death who were opposed.*

*In their sinful coupling and fraternization they angered the gods. Ishtar and Nergal proposed a contest amongst themselves as to who was stronger, with love, that force born from Ishtar, serving as a third party to prove its superiority to both gods. Both priest and priestess and their attendants were placed upon a magical boat which was transported to a magical world with neither sun nor moon, nor even stars, a timeless world where days seemed to blend into each other populated by islands and ships.*

*After an untold time love won, and both priest and priestess were struck dead in each others' arms having defied and defeated the gods. But Ishtar and Nergal found their conflict over as life and death had still mingled and not been determined one or the other to be the stronger. So they forced the next ranking priest and priestess to continue their battle, no love between them to interfere.*

*And in the normal world millennia passed. The model of the ship which served as gateway to it was entombed in a stone block within a temple with inscriptions dating back to the time of Sargon of Akkad, and time continued its flow. Empires rose and fell, the newest that of the British which in recent years had been dealt a mighty blow by the World War in which the conflict of Europe spread its flames across the globe. No sequel to that war has yet arisen, but one of its veterans, a man who before his time in the war left him jaded and listless had been a lover of history and archeology, has been given the block and as he beholds it he feels an urge to crack it open. Upon doing so he will find himself passing to the world of the ship, and engaging in adventures therein which will determine the fate of the ship of Ishtar, all who are upon it, and even the battle between the gods themselves.*

*That is unless your arrival here changes things even more than Kenton's. You may arrive like him out of nowhere and a world so divorced as to bear no semblance to that those on the ship left behind, as a member of the ship's crew, or one of the anachronistic individuals – ranging from the dawn of history to*

*the viking age – who populate the world of the ship and its islands. Whatever you are you will need these:*

**+1000 Choice Points**

*Good luck and good jumping.*

# Origins:

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

**Drop-In**: You are a person of the modern world. You have no connections or history within the world of the ship. You may choose to have memories and a background in the world of the 1920s, but by default you will be arriving here simply as you are.

**Black Priest**: You are one of the black clad priests of the dark and evil god of death Nergal. Well you don't actually have to serve Nergal, or even a god of evil, but you are a priest of a god, and you are one who entered that service for the personal power which it allows one to gain, though it's possible you were forced into the role by outside circumstances. If you're on the ship, however, you are most likely one of Nergal's priests.

**Priestess**: You are one of the priestesses of Ishtar. Well you don't actually have to serve Ishtar, or even be a priestess, but you are a priest(ess) of a god, and you are likely one who entered that service due to being born into such a position – as many princesses of cities such as Babylon would be – or otherwise due to reasons outside of your control, though it's possible you chose the role due to a chance at a better life. If you're on the ship, however, you are most likely one of Ishtar's priestesses.

**Warrior**: You are not a servant of a god, whether as priestess or a meddling interloper sent by a third god, you are warrior, skilled and strong of arm. You may have been pushed into the service of a god, or worship one, but if so it is not what defines you, instead being one whose strong arm and deeds will be your mark on the world.

# Location:

You may begin your time here either on the eponymous ship of Ishtar itself, or upon the island of Emakhtila, at your choice. If you took the **Bound to the Ship** drawback you will, however, be locked to beginning upon the ship.

# Age and Gender:

If you drop-in your age and gender are the same as when you ended your last jump. Otherwise you may choose an age and gender befitting your origin. While certain origins will have more attention paid if you're a certain gender, a female warrior will stand out a fair bit more than a male one, despite the name Priestess (and Black Priest) they are not locked to a certain gender; the difference is narrative role (damsel in distress vs scheming villain) more than gender or even god served, we see both in the service of Bel in the book, and historically across the spectrum of goddesses accepted to generally be Ishtar.

# Perks:

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

**Vessel of the Gods (300 CP)**: The gods Ishtar and Nergal were able to enter and inhabit their respective priests Sharane and Klaneth, as well as the predecessors of that pair. They were not, however, able to act through all of their priests and priestesses given that of those on the ship of Ishtar it was only those 4 who were able to serve as their vessels. Now you too could be used as a vessel of a god. And unlike Sharane and Klaneth this isn't limited to a single god, but any god that you offer your service to.

In fact this isn't even limited to a god. Should you offer yourself as it, you will prove to be an extremely easy and compatible vessel for any spiritual being that inhabits a living individual as a vessel. This will only apply to those beings you have given your permission to use you in this way, but once you have you will become a highly compatible vessel for them whatever the normal requirements are, though if there are behavioral requirements you will still have to obey the rules and taboos while serving as their vessel so don't make love with a rival god's priest while hosting them.

# Drop-In Perks

**Archeologist (100)**: You are a skilled and experienced archeologist and historian, at least by the standards of the 1920s. There are things that have been learned since then, including less destructive archeological techniques, but you have a wide and good foundation in ancient history, with an emphasis on primary sources and archeological data, can read cuneiform, and are surprisingly well versed in poetry dating back to the oldest records of writing.

**Useful Wolf (200)**: You're a useful person. At least people seem to assume such. When you find yourself as a newcomer in an area or a situation, people seem to immediately look for uses they can put you to. Of course Kenton did have unique things that made him useful, so you'll find that this does work best if you show some unique traits, but even without it you seem to find people courting you towards their side as a matter of general principle. Though this won't ensure they'll ignore it if you turn them down.

**Blood and Bile (400)**: Whether it's blood brotherhood or the black bile of hate, there's something about you that seems to propel people to the heights of emotion. You take a whip for someone, or help them in their plan to escape a tyrant in exchange for your own freedom from said tyrant, and you might find yourself with a blood brother who will lay down his life to aid you, even in a hopeless fight. Even just quoting a drunkard king's favorite poet might be enough to get him to defy a high priest to protect you even after you talked out against his willingness to wantonly kill, at least for a time. This works for other emotions as well. You oppose a man and set him back hard enough and you may find that they obsess with you and vengeance against you. Though at least such burning hatred tends to come with a desire to make your death particularly slow and painful, meaning they'll want to take you alive so that they can make you really experience their vengeance. And such hatred can lead to mistakes being made. And yes this applies to romantic love (and lust) as well as friendship and hatred. This does rely somewhat on the individual in question, someone who has a tendency towards gratitude will be more grateful than someone who does not, but you can expect whatever emotions people hold towards you to be more intense and when they are negative ones to be more likely to take on an aspect of wanting to make things personal and gloat over you.

You can toggle this off if you don't want to be making such fierce friendships and hate-filled foes, but it won't rid people of their already existing feelings for you,

simply prevent you from causing such an exaggerated reaction in the future until you toggle it back on.

**The Fires of Love (600)**: Though Ishtar birthed it, love is a force which defeated the gods themselves. It took time, but it is a force with power. Kenton himself shows that, as it is love which sharpens his mind and senses when he must protect Sharane, and lends a touch of strength to his arms and skill to his blows. You'll find the same with you; when you act in pursuit of love, whether to protect and save them or to win their heart, you will find that you perform better. You are smarter, stronger, your skills seem sharpened, your senses better. The stronger your love the stronger this effect, though as a normal man you couldn't expect to defeat an army – even a small one – with just this, but you will find yourself able to give more than 100%.

Also given love was able to burn its way through a forcefield created by the will of the gods, overwhelm their possession, and stop a magical effect from recalling Kenton, you will find that when you are motivated by love it is possible for you to overcome and negate supernatural powers. This won't be easy, or necessarily quick – it took a long time for Sharane and Klaneth's predecessors to overcome the gods who fought through their bodies – but it is possible, and not all magic is as strong as the will of the gods themselves; the ship's ability to recall Kenton was broken relatively easily when he truly felt it threatened Sharane.

This is limited to romantic love, however. It won't work for filial love or friendship, and it needs more substance than mere lust.

# Black Priest Perks

**Priest (100)**: You possess the training and skills that would be expected of a priest of ancient Sumer. This means you're fully literate and are a proficient scribe, able to write cuneiform quickly and efficiently, and are well versed in both the theology of ancient Sumer and having theological arguments such that you could for example argue the merits of the Sumerian gods against the Persian Ormuzd and Ahriman. This also means you have skill and experience in attending to the needs and desires of the gods, performing their rites and pleasing them; in a world where they are very much real and can very much take action when the rites are displeasing. While this won't guarantee you know the proper rites for other gods, it does help give you a grounding in what gods may find pleasing.

If you'd prefer this can be for another religion from real world history, the effects will be the same, save that your literacy will be in the language used by devotees of that religion and your skills tailored to its gods even though only the Sumerian ones were shown with certainty to exist.

**Chronopolitan (200)**: Emakhtila sees people from before the time of Sargon of Akkad to the Gallic Wars of Julius Caesar walking side by side. Even a viking, potentially closer to the modern day than to the Gallic Wars, and far closer to it than to the time of Sargon, could fit in for being out of the common period of history.

Now you'll find that something similar applies to you. As long as you're generally in the right cultural ballpark people won't take note of social oddities or cultural weirdness. Some times and places are more different from each other than others, but you could walk through modern day in a powdered wig and clothing out of the 1800s, or dress like a Sumerian priest, and not draw eyes or attention. Though this won't stop people noting the weirdness of impossible technology or powers, or being upset if you start preaching sufficiently socially unacceptable things; best keep those things to your private life.

**Dark Machinations (400)**: You are skilled in the art of scheming and plotting. You know how to maneuver through a system to rise in position and authority through whatever cutthroat means necessary. You are especially good at finding the means and opportunity to remove your rivals and obstacles through means of revealing crimes, falsifying them, blackmail, or outright assassination; in fact such opportunities seem to have a tendency to come your way, though be careful,

revealing to a hateful god that your superior is having an affair with the priestess of a rival goddess might get you swept up in their punishment.

**Magical Contracts (600)**: Gigi and Zubran were not originally counted among the priests of Nergal on the ship. While we do not know all of the details of how they got there, it involved the acceptance of a token as part of a contract, and that contract was magically binding. Now, like the priests of Nergal who bound them up, you are able to create magically binding contracts and agreements. Once such a contract is made as long as you keep your side of the bargain the other side cannot break theirs, at least without power significantly greater than your mystical might and enough to challenge the god Nergal himself. This won't on its own give you the magic needed to, for example transfer someone to another dimension like Gigi was, but it will ensure that those who make a deal keep them. Loopholes can still happen, however, so make sure to have ironclad agreements. Gigi and Zubran were bound as priests of the ship, but while they could not directly oppose Klaneth as the high priest they weren't actually required to help him, and were even able to free a slave with the hopes that they'd kill him; though Gigi couldn't leave the ship because the agreement postulated he'd be hidden upon it.

You can even make these contracts and agreements between 2 other parties in which case both will find directly breaching these agreements equally impossible.

# Priestess Perks

**Priest (100)**: You possess the training and skills that would be expected of a priest of ancient Sumer. This means you're fully literate and are a proficient scribe, able to write cuneiform quickly and efficiently, and are well versed in both the theology of ancient Sumer and having theological arguments such that you could for example argue the merits of the Sumerian gods against the Persian Ormuzd and Ahriman. This also means you have skill and experience in attending to the needs and desires of the gods, performing their rites and pleasing them; in a world where they are very much real and can very much take action when the rites are displeasing. While this won't guarantee you know the proper rites for other gods, it does help give you a grounding in what gods may find pleasing.

If you'd prefer this can be for another religion from real world history, the effects will be the same, save that your literacy will be in the language used by devotees of that religion and your skills tailored to its gods even though only the Sumerian ones were shown with certainty to exist.

**Dancer (200)**: One particular way to please the gods that is unfortunately uncommon among many priesthoods, is skill as a dancer. You definitely have such skills. Whether you're trying to please the gods, or just to entertain mortals, you are an expert dancer, possessing the natural grace, coordination, and sense of rhythm to be a world-class dancer. There is something about your body when it moves that makes it more beautiful, and something that draws attention, pulling in the focus of watchers towards you as you move. Finally, you are good at pleasing divine beings with your dances, assuming you're dancing to please them and not to please their priest.

**Voyage of Eternity (400)**: Time did not pass for those on the ship. They had been on it for long enough to only be vaguely defined as probably longer than they should have lived, unaging and unchanging; and in the outside world it had been more than 4000 years. When we see time passing in both days, even weeks, on the ship take place over the course of a night in normal reality, though we have no way of knowing if this was constant in this timeless realm.

Whether you're on the ship or not you seem to be under the same benefits as those on the ship. You no longer need to fear aging beyond your prime, and your mind has been suited to immortality. You are particularly resistant to boredom, ennui, and empty repetition and will not go mad from boredom or ennui, even if

you were trapped on a ship for countless millennia with nothing to do but occasionally watch two gods fight across the middle of it. Your memory is also suited for immortality, able to retain what's needed and important against time, while letting long spans of empty and unimportant time fade away.

**Ishtar Made Flesh (600)**: You are stunningly, jaw-droppingly, extremely beautiful. You have the sort of appearance to have people mistake you for a goddess of beauty. Yours is the beauty to win the love, or at least lust, of heroes who will face absolute and terrible dangers for you, to draw a man to be willing to face execution just to see your face behind your veil, or to draw someone to you with an intensity that they will risk the deathly vengeance of their own – verifiably real – god to have a night with you despite your status as sworn to the god as a lover.

This also makes it bizarrely easy for you to care for your hair, and to minimize the difficulties with long hair. Somehow you won't suffer in maneuverability or with long hours of time to tend to it, from having hair down to your feet.

# Warrior Perks

**Skill at Arms (100 CP)**: You possess skill and experience in the weapons of the early middle ages and classical era. Whether it's a club, a spear, a bow, a javelin, a scimitar, a flail, or some other weapon of these historical ages you know how to wield it. You're not necessarily a master of each weapon, but you're skilled in their use, more so than an average, proficient user. You've also got more skill in the arts of personal combat than the average soldier of these eras.

**Viking Strength (200 CP)**: You have great physical strength. You could wield 10-ft of broken oar as a powerful club. You might not quite match the speed and finesse of someone with a spear, or a sword, but you'd still be able to make it an effective weapon despite its weight and size. You're casually more physically powerful than even fit men and experienced soldiers, able to throw men around and possessing strength enough to break world records.

**Master of Dragons (400 CP)**: You have commanded ships of war, and raids across the breadth of Europe, or a similar region. You are experienced in naval combat before the age of firearms. This extends beyond ship to ship combat, including such things as planning of land raids, and maintaining and running ships; even sailing across the ocean before the introduction of the compass using only the stars and sun to navigate. This experience has left you with a cleverness when it comes to battle, and a good ability to tactically assess a situation.

**Strength Flows Up From the Sea (600 CP)**: There is a strength found in enduring and surviving hardship, a strength that you are able to access. You are well-suited for enduring hardship, your body and mind both resistant to permanent harm, trauma, and deprivation, ensuring that stress and hardship do not break you. That would only ensure you don’t lose strength due to hardship, but your abilities go further than this. When you endure hardships, and push your mind and/or body through them, working hard to pass through them, you will find your capabilities growing at an accelerated rate, even potentially breaking through human limits. Work as an oarsman, whipped and pressed to your limit to row at sea, and you might find the soft muscles of a modern academic, becoming strong by the standards of an ancient warrior within weeks, and after years you might well have the strength of several men put together. But this is not limited to physical strength, as straining other abilities through hardship can grow them just like you’d grow your muscles.

# Items:

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

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

**Chilquor (100 CP)**: This purchase represents two sacks. One contains the seeds of a shrub known as chilquor, and the other buds from it. The sack of seeds will refill at the start of each jump, while the sack of buds will refill yearly. The seeds can grow this shrub. The buds can be made into a paste which applied to a bald scalp can induce it to once again regrow hair. This hair can be lost once more to male pattern baldness or some other cause of hair loss, but it will give at least a span of reprieve from these conditions, causing the hair to grow in full and healthy once more and if re-applied can work once more to grow this hair yet again. It is unclear if this is limited to the scalp, or just when applied to some place that would normally have hair, it won't make you grow hair on your forehead or palm, but it might make a man's beard grow back faster or regrow lost eyebrows.

# Drop-In Items

**Cloak of Nabu (100)**: This azure cloak has silver serpents weaved cabalistically through its web and woof. It is highly resistant to the wear and erosion of ages, its color might fade somewhat over the course of 5000 years but it would remain recognizable and whole over the years.

There seems to be an element of the supernatural to this cloak, one which lends the wearer an air of supernatural mystique. People won't always recognize this as the cloak of a messenger or agent of the god of wisdom, but the air that you come from somewhere beyond the norm will remain.

**Model Ship (200)**: This is a model of some ship, or large crewed vehicle, you possess. It is a perfect scale model of the vehicle, made from materials at least as durable as (magically enhanced) stone, and strong enough that a strong man couldn't snap off small pieces of it, and also always substantially stronger than the materials of the vehicle itself. This model is magically linked to the vehicle it represents. It will always accurately represent the status of the linked vehicle, showing its condition, the terrain around it, and even having small figurines representing important individuals on it. Damage done to the real vehicle will be done to this model, and vice versa; it may even be possible to repair the real vehicle by repairing the model. It is also possible for you to teleport yourself to the vehicle from this model, by focusing on it and willing yourself to do so.

This can be a pre-existing vehicle you possess should you import one, or a rather ordinary and mundane merchant or military ship of ancient Sumerian design.

For an additional **100 CP** you can instead get 1 of these models for any sufficiently large crewed vehicle you obtain or obtained directly from a jump document.

**Sword of Nabu (400)**: Silver serpents twine about the hilt of this sword. From the hilt springs a rod of bronze, eight inches long and three thick, round as a staff. This rod flares and flattens out into a leaf shaped blade two feet long and six inches wide across its center. Set in the hilt is a large stone of translucent and shining blue, like a huge sapphire. This is the sword of Nabu the Lord of Wisdom. More than 5000 years old it has suffered no degradation with time, and will resist attempts to corrupt or degrade it by other forces. It is nearly unbreakable as well, keeping its edge against 5000 years of decay and changing hands. It is also a magic sword. Besides being able to harm those things that require magic to harm

them, it is keen edged, quicker than it should be in the hand, and seems to lend some level of skill to its wielder, such that a novice swordsman could fight with significant skill.

**Otherworldly Home (600)**: This is a well-furnished, and modern home, by the standards of the 1920s, large and high enough class that you would expect to see at least one servant working to maintain it. This home exists in its own pocket dimension, though you may have it attached to your Warehouse if you choose, and it will have functional utilities, at least to the standards of the 1920s regardless of your choice. Time in this house is slower than outside so a day here will be weeks outside, possibly even months. There is magic on this home that can pull you back here when you're in danger, though it's hard to fine tune how much danger will be needed to trigger it, and it seems to take some time to notice; being kept as a slave is not danger enough for this, and an assassin will likely strike faster than it can notice, but losing a battle can be. This magic leaves a link to where you left from, allowing you to return to its general location – and should it be on a moving object like you were on a planet or riding on a boat this will move with the object such that you might return to the boat even if it had moved substantially – from this home by an act of will, this will select somewhere relatively safe in the general location. It's possible to resist this magic by an act of will, but should you pit your will against it to prevent yourself from being teleported back to this home it will take substantial time for the magic to be able to reactivate, so hopefully you won't need it soon after.

# Black Priest Items

**Reward to Offer (100)**: This is a small sack of gold. It's probably less than Klaneth offered as a reward for Sigurd, Gigi, or Zubran, much less Kenton, but it's still enough gold to live on comfortably for a period. It will refill at the start of future jumps ensuring you always have some gold to make your way with when arriving in a new jump.

**Serpent Drum (200)**: This is "*a tall drum whose curved sides glittered scarlet and jet with the polished scales of some great snake.*" When played the drum seems to gather shadows and darkness around itself and the player. Besides this visual display of supernatural influence, it seems to make it easier for dark supernatural powers to be invoked or to manifest. This can mean gods of evil, darkness, or death, or could mean things such as demons, the unholy, or even cosmic horrors.

**Armor of Bel (400)**: This suit of armor consists of a gold and scarlet cloak, a golden buckler, a golden helmet, and a golden sword. We'll assume that it also has the (golden) pieces of chest and limb armor one would expect from truly ancient heavy infantry; that is to say it's still light compared to knights, or even the heaviest armors worn by the Greeks. Despite being seemingly gold it's as sturdy and hard as good, well crafted bronze and no heavier either; it must be magic.

When wearing this armor you will also find that the strength of your desire seems to shield you against mental influences, and the greater your desires the less supernatural powers may influence your mind and will.

**Godly Army (600)**: This is an army provided to you by one of the ancient gods of the world, that is a god worshiped in the Viking Age or earlier. When you call for them they will begin to appear in giant bubbles which float up through the air. These are warriors equipped for battle in these ancient times, the exact appearance and equipment of these warriors will vary by the deity; Ishtar would provide beautiful archers and javelin throwing warrior-maids, while Nergal would offer more heavily armored but far less beautiful warriors with pallid skin and dead eyes, and hypothetically Odin might provide valkyries with spear, axe, sword, mail and viking shields and Mars could possibly give Roman legionnaires from the end of the Republic. Whatever god provides them, these warriors are loyal to you, and supernatural. They can run on water, and move through terrain with uncommon ease, and are, on average, stronger than a normal human, and

are magical, capable of harming and interacting with things that can be interacted with by magical things but not mundane ones. They are not, however, above or beyond human heroes' or exceptional individuals' ability to fight and overcome.

You get about 100 of these warriors, and when they are no longer needed you can dismiss them back to whatever realm you summoned them from. It will take at least a few hours till you can summon them again, longer the more of them that died, but in that time they will have replenished their numbers and their armaments.

# Priestess Items

**Javelins (100)**: This is a case of javelins. They're light and well made, with sharp tips. A thrown javelin will find its way back into the case after a few minutes, whole and well once more if it was damaged, so you don't have to worry about running out of missiles for more than a brief span.

**Doves of Ishtar (200)**: These are doves, enough to fill a small tree, with feet and bills crimson as though dipped in wine of rubies and snowy white feathers. They seem to come and fly about you when desired, and fly off to disappear when you no longer want them. While you don't have direct control over them they are well-behaved, and seem to bring a romantic atmosphere with them wherever they go.

**Magic Compass (400)**: This is a silver bowl covered with a sheet of clear crystal. Around the lip of this bowl are inlaid various symbols; by default sixteen, cuneiform, scarlet symbols, but if you want runes, hieroglyphics, or another form or color of symbols you are welcome to them, and if you want less than 16 that is available though will probably make it a bit harder to tell precisely where things are pointing. Attached to a needle rising vertically from the bowl's bottom are two slender pointers; by default serpent-shaped and blue but again you can customize this. Normally the larger of the two pointers would point towards Emakhtila, and the smaller towards the closest land, but since you'll be traveling to worlds other than this one, when you are at a location you can set the larger of the two pointers to point towards that location, and set the other pointer to point towards the nearest geographical feature of a certain type such as island, or even mountain, forest, body of water, or even city; it just has to be large enough that it'd make it onto a map for navigation, so it won't be pointing to the nearest tree, pond, or small hamlet.

**Ship of Jumper (600)**: This is a copy of the ship of Ishtar. You need not precisely copy its aesthetic and coloration, but it is a ship of the same general design and construction. It has a great pit with many enslaved oarsmen, though to be somewhat more ethical than the heroes, these will merely be automatons in the shape of men, with no need to eat or drink – though they will tire from time to time – and no mind save to follow the rhythm of the drum set to command their rowing.

Besides being a more than passable ship, albeit not the largest in these seas, this ship does have some other features, ones which would normally be the work of

the gods Ishtar and Nergal. One you can set it up so that there is a barrier down the center of this ship which designated individuals cannot cross. Effectively dividing the ship in two as if there was a line down the middle, with the oarsmen deck being accessible to only one group or the other (and even being able to set it so that which side it counts as changes with the day-night cycle or some other measurement of time). This barrier is only as strong as that of the gods, so it is possible for sufficient force to break it, but most people would be absolutely unable to pass through it.

The ship is also able to manifest the offensive and destructive power that Ishtar manifested through it. When invoked the ship can manifest a globe of moon fire above it, usually thrice the height of its mast, far brighter than a score of full moons. This moon may project a curtain of light which serves as a protective field against projectiles – such that bolts of fire by another divine force could be stopped by hitting it – though it can be worn away. It is also able to produce innumerable doves which can whirl about and serve as additional protective shielding, such as to block a powerful scimitar of divine flame larger than a ship. The moon may also create a blade of divine fire larger than ships which can sweep and strike, fighting with divine and mystical force allowing it to strike against both material and immaterial foes. Where normally this power would leave the ship once the conflict of the gods had ended, Ishtar no longer manifested through it, yours will simply take time to recharge between uses, yours will come on your demand and is not subject to the whims of a fickle and emotional goddess so could be directed against things other than the power of Nergal.

Finally it is surprisingly sturdy. While the canon ship eventually sank, it was only after the battle was done, and the gods had long since abandoned it and left it mundane. While we don't see attempts made to damage the boat, it managed to sail apparently for thousands of years or longer, so yours will be magically toughened and maintained and repaired.

# Warrior Items

**Shield and Brand (100)**: This is a sturdy, well made iron sword, and a sturdy, well made iron-banded shield. It's nothing particularly more than mundane, but if lost or destroyed they will be replaced, and they might be good to have around here.

**Anvil (200)**: This is a large anvil with a makeshift forge. It seems to get a steady supply of scrap iron with which to forge things, and more than that forge work on it goes quicker and more easily than one would expect. It seems to be especially true of weaponsmithing, weapons coming out remarkably easily and quickly.

**9-ft Sword (400)**: This is a nine foot long sword. Which means even with super strength a human should not be able to handle it like a wand. And you won't, unless you're pretty impressively strong. However strong you are, you'll find that this sword is quick and agile as if it was a more normal size and length. It will still hit with all the force that you'd expect from a 9-ft sword, but it'll move and respond in your hands like it was a normal two-handed sword, such as a longsword.

You can have a mace, flail, or other similarly sized weapon instead. Whatever weapon you choose it will be sturdy and strong enough for you to use as a weapon no matter how strong you become.

**Island City (600)**: This is an island with a city upon it. This would be a city by the definitions of the ancient world, before the rise of Rome as an empire. The island is large enough to support outlying farms to feed the city. The city is an anachronistic hodgepodge of cultures from the dawn of human history – perhaps even somewhat before writing – to the time of Caesar. You are the recognized ruler of this city.

In future jumps this island will insert into the setting somewhere appropriate, or you may choose to have it be suspended in stasis completely outside of the jump in case it's too dangerous for your city. This island city will retain modifications made to it, including population, good or bad, though you may choose to reset it to the state it possessed when acquired at the start of any jump.

# Companions:

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

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

**Canon Companion (100+ CP)**: For every 100 CP you pay you may recruit 1 canon character other than a god even if they die. Sharane can come free with Kenton if you recruit him.

**The Main Cast (200 CP)**: Kenton, Sharane, Sigurd, Zubran, and Gigi. Kenton is a man of the modern era, hurtled into this timeless world. Sharane is the beautiful priestess of Ishtar who was for a time used as Ishtar's vessel, though Ishtar will not follow along with her. Sigurd Tryggson is a former viking warrior and master of dragons (that is dragon ships) who has been strapped to an oar until he has seemingly superhuman strength. Zubran is a Persian warrior who somehow got onto the ship as a priest of Nergal, while hating Nergal as an inferior version of Ahriman the god of evil in his religion, and plots for his freedom from the ship and Klaneth. Gigi is a deformed Mesopotamian dwarf who signed up for the priesthood of Nergal in exchange for being hidden from a wealthy lover due to having lost his beautiful locks of hair and thus being destined for scorn and ridicule, and whose ape-like arms seem to possess strength equal to Sigurd's. The men are all loyal and true brothers in arms willing to face danger and certain doom for each other and Kenton's love-lust for Sharane. And Sharane is beautiful at least.

If taken with the **Bound to the Ship** drawback, Kenton will not be included as he no longer exists.

**God (300 CP; requires Vessel of the Gods)**: You may select a single god no more powerful than Ishtar, Bel, or Nergal, from real world myth and religion to take as a companion. They will only follow you as a disembodied force, able to act through a proper vessel like Ishtar and Nergal were able to act through Sharane and Klaneth, through their shrines, or on occasion through their conflict.

If you took the **Plaything of a God** drawback, the cost of this companion is reduced to 200 CP as long as you worked with your god and did not severely piss them off.

# Drawbacks:

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

**Short Stay (Toggle)**: Given the lack of sun, moon, and stars, or regular time keeping in the world the ship sails through it's hard to measure time. Even so, events took place over the course of a single night in the normal world, and were likely months at most in the world of the ship. Should you choose you need only remain until the conflict of the Ship of Ishtar is completed. This will lock you into arriving onto the ship, and half the CP granted by drawbacks other than **Bound to the Ship**.

**Blinded by Love (+100 CP)**: You are in love with someone of this world. If you're a drop-in you'll soon be in love with someone of this world. It is a star crossed and troubled love. They definitely won't start out loving you, and while it might be possible for you to win their heart, you can expect it to be a trouble-filled and tumultuous path. Still you will love them, even if they choose another or the gods themselves stand in your way. You may take your love as a companion should you win their heart and keep them alive for the duration.

**Ennui (+100 CP)**: Whether it's due to countless ages on a boat, just living the life of a Persian warrior-noble, or the horrors of the World War, you've been left with a sense of ennui and listlessness, as if nothing in life matters much anymore. You may be able to find some spark here and there, especially in danger and adventure, but you will find that the wonders of life are at least a little ashen in your mouth.

**Extended Stay (+100 CP)**: Those bound to the ship were here for a long, long time. They did not age, but who can say how long it was. If events in the normal world and that of the ship maintain the same relationship as they did during Kenton's adventure they may have been here for hundreds of thousands of years. You won't be staying that long, but you'll be staying somewhere between 100 and 1000 years and you won't know how long. Thankfully you won't age during this time, but even if you can ignore the boredom and ennui, that's a long time for the habits and ways of this world to influence you and shape you.

**Lost Looks (+100 CP)**: You are a deformed dwarf like Gigi. Your legs are stunted and dwarfed, though thickly built. Your arms are long and ape-like. Your torso is that of a giant. These proportions leave you on the shorter side though give you the reach of a taller man, but stunt the speed of your legs, and should a leap be needed to reach something you will be unlikely to do so.

But your ill-looks do not end there. Your head is fat with a wide, frog-like mouth, and your face would be considered ugly by a man of the modern era. But by far the worst deformity is that you are completely bald, rendering you hideous and impossible for others to feel physical attraction to you.

If you want you may retain this form as an alt-form post-jump.

**Loyal (+100 CP)**: You have a tendency towards being loyal and repaying favors done to you with equal, or greater, favors of your own. If a man took blows from a whip for your sake, you might swear yourself as his blood brother and fight to the death against his enemies. Hopefully you won't end up indebted to anyone prone to getting in over his head in trouble.

**Unread (+100 CP)**: All metaknowledge you have of *The Ship of Ishtar* is lost to you. Along with this your knowledge of history in general becomes vague and misinformed. You may still have memories of events from your origin, but expect to be poorly informed as to history even then – whether it's because you're a Persian from a period where the history of your own empires much less the Mesopotamian ones they took power from had become twisted and rendered myth and fable or because you just are poorly informed as to history.

**Bound to the Ship (+100 CP/+200 CP)**: Kenton no longer exists. You will be taking his place, arriving on the ship of Ishtar, and being expected to bring its story to a conclusion. Though whether you aid Nergal or Ishtar you can expect the opposing god to make it difficult for you to casually end the battle one way or another just as it was for Kenton. Though hopefully you can do a better job than he did.

For the higher value you are strictly bound to one side or the other, unable to pass through the barrier in the center of the ship, and unable to leave it until the battle has reached a point to force one side or the other from it. You will find the opposing god more active than they normally would be as well, to help counter balance your role and out of context powers.

**Plaything of a God (+200 CP)**: A god has chosen you as their high priest, and to inhabit you and live through you. While this might sound like a high honor, and like the god would be liable to ensure you have a good life, they have instead decided to use you to pursue their most petty and vengeful of goals, and will instead embroil you in some divine feud and battles of their own. You won't be constantly possessed by the god, and maybe by actively working with them and helping them in their goals you can at least make it easier on yourself, but they will take control of your body for their purposes from time to time and you can expect punishment for fraternizing with their enemies or opposing them.

**Pulled Away (+200 CP)**: You are no longer able to freely access your warehouse, at least until the end of the jump. Instead you will find yourself being magically pulled away to it during the middle of events. Inside of your warehouse you'll find that time passes more slowly, so that what is mere minutes within it could be hours or days outside, and you will have to find a way to the warehouse door which will deposit you in the general vicinity of where you were dragged from. Unfortunately this tends to happen when you'd distinctly wish it wouldn't, and to interrupt your goals and life.

**Three Realities (+200 CP)**: Wine, power, and death. Those are the only realities. Wine which up to a point makes a man see more clearly than the gods. Power which combined with a man's cunning can make him more influential than the gods. Death which no god can abolish, and a man with power can deal out at will. You have no superstitions or higher beliefs, merely these three realities. Meaning that like the king of Emakhtila you have an alcoholic's penchant for wine, an easy carelessness about dealing out death, and a certainty of power and force as the only true moral arbiter. Expect to act erratically, and on whimsy, using your power with little care to the long term effects, and to spend much of your time here drunk if at all possible – and in withdrawal from missing your alcohol addiction if not.

**Enchanted Dream (+300 CP)**: Like Sharane after being taken to Emakhtila you have fallen into a state like sleep walking where you have forgotten who you are and your own goals and motives. You are easily led and manipulated, and will find yourself quickly falling into a role while acting it out as if half-way in a dream. This trance-like state can be broken, but unlike Sharane who remembered herself due to Kenton's arrival, you'll still have no memories of yourself or your friends. Any companions you imported with you will not begin near you, but be scattered across the world having to hunt for and track you down.

**Shieldmaidens Come (+300 CP)**: That is those of Odin. You can expect to have to face many battles where the odds seem to be against you. Fights that should be suicidal. Perhaps you have enough cleverness, charm, luck, or something else to see you through them, but somehow you will find yourself time and time again facing what should be losing battles; and if you possess powers sufficient this might mean battles against the gods themselves. The odds aren't necessarily completely insurmountable, but they will be against you.

**Slut of Jumpchan (+300 CP)**: Even judged as a damsel in distress for her time period, Sharane is aggressively useless. We won't hold against her things like being a damsel in distress, but refusing to let Kenton, whom your enemies have a proven desire to want to take alive and who has the ability to occasionally teleport, stay behind as rearguard and forcing someone else to sacrifice their life, and throwing a divine messenger – according to you – who is offering you aid to your enemies because his message of how things fared in the outside world was not to your liking… Well Sharane goes above and beyond to actively self-sabotaging. And now so do you. You're not only effectively useless in promoting your own self-interest, you're actively prone to self-sabotage. Hopefully you've got good friends to watch out for you, or you've got the beauty, luck, and charisma to get people to do so regardless of your actions because you seem to be trying to ruin yourself.

# Outro:

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

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

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

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

# Notes:

Jump by Fafnir's Foe

I will be honest, the only reason this jump exists is Gygax listed A. Merritt as one of the most immediate influences on D&D. And well I feel those should be jumpable. I might should have read another A. Merritt jump, I think *Dwellers in the Mirage* was better and one of the ones Gygax listed by name (like *Dwellers*) would probably be better, but this was Sumerian gods and that sounded fun. And vague, long old memories of *Dwellers in the Mirage* told me it wasn't really good for a jump. And I'm unlikely to read another A. Merritt book any time soon so you're getting this jump.

That's not to say I hated the book, just that I'd not suggest reading it. I tried my best to make perks and items that fit and embraced the setting.

Armor of Bel's protection against the supernatural is a major stretch. It was really just noting how determined desire was something that overcame the protestations of immaterial forces, but needed something for the 400 CP item, and he did do it while wearing the item and it was a cool scene.

Seriously except for Sigurd and Kenton the oarsmen really do seem like automatons. Besides our heroes extorting slaves from passing ships, and placing a new drummer over them, they don't try and do something like free their fellow slaves, or even when faced with fighting against outnumbering odds and having swords laying around. I mean I can understand how it'd be dangerous, but at the same time these outnumbering odds were at the hands of the specifically cruel and vicious former master who was going to kill the slaves regardless, so it's weird. Admittedly maybe they would have freed them if the slaves hadn't all died to the first volley of arrows, but you'd think that they could have used it as motivation or something. But nope.

It's a century old book, and as such things should be graded on a curve for how it treated subjects in its timeframe. But even compared to other roughly contemporary authors I've read, Sharane is aggressively useless and unlikable. Though I am a bit unfair, she did stab a woman in the back to save Kenton once, and call on Ishtar to aid against Nergal, though whether Ishtar was going to already or not is unclear.

# Changelog:

Version 1.0.0: Released.