

IRISH MYTHOLOGY JUMP



Jump by Aehriman

Éire, the land of song, isle of saints and scholars. A land shrouded in magic and mystery.

Perhaps the most impressive thing, though, is how the Irish managed to preserve their mythology when so many other cultures were destroyed. Tales of mighty warriors who clashed so strongly, every cow in Ireland gave birth whether or not they were with calf. Or every horse on the island took fright and could not be calmed, if you want a more realistic, and thus less awesome, version.

For the next ten years this land of wonder and terror shall be your home. Whether you live there during the Lebor Gabalá Érenn days when the gods walked among men or the struggles of various Fianna in the Middle Ages. Have **1,000 celtic points** *(cp) and buy yourself something nice.*



AGE, RACE & GENDER

These things can matter a great deal in the Bronze/Iron Age, so feel free to change any of these things about yourself, free of charge.





LOCATION

Somewhere on the Emerald Isle, pick wherever you like.

PERIOD

The legends of Ireland are usually divided into four mythic cycles. Roll 1d4 if you have no preference.

1. <u>Mythological Cycle:</u> The time covered in the Lebor *Gabalá Érenn* and Metrical Dindshenchas, plus other poems. The coming of the Tuatha de Dannan, their wars with the Fir Bolg and Fomorians, and eventual defeat by the children of Mil.
2. <u>Ulster Cycle:</u> Roughly First Century AD, concerned mainly with Cu Chulainn and culminating in the Great Cattle Raid. The tragedy of Deidre also takes place in this time. A time of epic tragedy in general, then.

3. Fenian Cycle: From the 3rd Century, as related in the *Acallam na Senórach* and Book of Lismore. Being largely centered around the Fianna (brotherhood of warriors) of Fionn mac Cumhail, his wars with Clan Morna, and oft ending with the arrival of Christianity to Eire.
4. Historic Cycle: The Cycles of the Kings record the (probable) history of Ireland's kings from 400 BC to the Twelfth Century, thus technically including the periods of the Ulster and Fenian Cycles, but most stories take place before, as with Labraid Loingsech who gave his name to Leinster, or well after, as with the *Buile Suibhne*.



TRIBE

Pick One.

Fir Bolg– The First Men to settle this land– disregarding the failed Partholon who died immediately– who dueled gods on a fairly even footing.

Milesian– The Sons of Mil, who came from Iberia with iron weapons to carve a kingdom out for themselves. Ancestors of most Irish Heroes and all the Irish since.

Fomorian– (-100 cp) The People of the Sea, We know surprisingly little, save how they oppressed the isle during the reign of Bres. In some versions they lived underwater and had one arm and one leg.

Tuatha de Danann– (-200 cp) The Tribe of the Gods, children of Danu who came from the North, from the shining cities of Gorias, Finias, Falias and Murias, having learned wisdom from the great druids there. Later driven underground and known as the Sidhe, or fairies.



ORIGINS

Who you are and what you do matters a great deal. Choose one origin. You may choose to forego the history and memories of your origin if you wish, and experience the world as a Drop-In.

Warrior– You're a fighter, through and through. Probably in service to a lord or one of the many kings of Eire.

Noble– (-100 cp) Someone has to lead, and it may as well be you. You have the lineage and the skills to take charge.

Bard– Few are more honored in this land than the singers and storytellers who preserve the wisdom of old. You are likely welcomed in any kingdom.

Smith– A maker of useful tools and weapons. A good smith can practically name his price.

Druid– A sorcerer and wise person, sometimes treated better than kings, sometimes shunned.



FIANNA

Gods & Fighting Men (-100 cp) If there's someone here you want to accompany you on your journeys, you may invite them. In fact, any number of people.

Band of Heroes (-100 cp) Ninefold companions can you import each time you take this, with 800 cp of their own to spend. Companions may not take drawbacks, but neither are they afflicted by them unless otherwise specified.

Failinis (-100 cp) The famed immortal (literally unkillable) greyhound. No prey has yet escaped Failinis, no armor stopped his jaws, and he can turn water to wine. Is a very good boy.





BLESSINGS

Honor of Sreng (-200 cp, free Fir Bolg) Sreng, the champion who met Bres and struck the arm off Nuada, most famed of the Fir Bolg. When you behave in an honorable fashion, your reputation spreads far and wide. People are strongly disincentivized to be caught being less honorable than you.

Dreams of Eochaid (-400 cp, discount Fir Bolg) Eochaid mac Eric, the most famous (and likely last, there are conflicting sources) High King of the Fir Bolg would have dreams of every disaster and every new foe ere they would even appear. So is it with you.

Iron Shirts (-200 cp, free Milesian) There is a certain progression among the tribes of men. The first to master Bronze have a commanding advantage, impenetrable armor and irresistible weapons. And the first men to master iron have the same advantage over them in turn, and again with steel. Your personal arms and armor always seem to be at least one "tier" above others in this fashion.

Sons of Mil (-400 cp, discount Milesian) Neither prophecy nor free will is supreme in the myths of Ireland; a man can fight his fate but can't always win. Except for you, like the ancestors of the modern Irishmen landing on the shore, prophecies and foretellings seem not to include

you, and those fated to die by a specific hand can certainly meet their end at yours.

Beneath the Waves (-200 cp, free Fomorian) There's some debate whether the Fomor lived across or beneath the Western Sea. Well, consider that debate settled, you are quite aquatic and can breathe underwater, and cope quite easily with darkness and pressure.

Baleful Gaze (-400 cp, discount Fomorian) Balor of the Baleful Eye was king of the Fomor, a great cyclops with a special power. Whatever he lay eyes on died or was set ablaze, before Lugh's spear closed his eye forever. You can also charge your eyes with the powers of death, to slay or set aflame all before you.

Féth Fíada (-200 cp, free Tuatha de Danann) Shrouded in mist, the ships of the Tuatha de Danann did land. You can summon a mist to hide your motions, to grant invisibility, or even change your shape to ape that of men or beasts.

Mythic (-400 cp, discount Tuatha de Danann) Whether you call them gods or fairies, the Children of Danu are just so much... more, in many ways. They drink more, eat more, laugh more, love more. This perk brings a similar sense of epicness to your life, improving to at least some degree all other perks in this Jump as you fight harder, sing better, see deeper and craft better items.

More, it adds some more... abstract qualities. An ordinary warrior cannot batter a howling storm into submission, or punch someone so hard cows give virgin birth hundreds of miles away. But with this perk, you can. It's a new and altogether more legendary way of seeing and interacting with the world.

Agile Warrior (-100 cp, free Warrior) To qualify for Fionn Mac Cumhail's fianna, a warrior must do these things; sprint across a field dodging spears and javelins cast by his warriors, leap a branch at head height and dive under a branch at knee height, and dig a thorn from his foot without breaking stride. All these things you can do with ease, the better to close with a foe or escape pursuit.

Blood of Osraige (-100 cp, discount Warrior) It is said the kings of this small kingdom could take the form of wolves whenever they wished. There are conflicting sources on whether they physically transformed or ran as wolves in spirit while their bodies slept. We'll just say you can do both.

Famed Name (-200 cp, free Warrior) Every warrior hungers for a reputation, a legend. Unless you take steps to prevent it, tales of your great deeds and might spread far and wide. You may toggle this off each Jump, but once spread, a legend is not easily contained.

Nimble as a Diarmuid (-200 cp, discount Warrior) Diarmuid na Duibe was a particularly agile fighter, and would oft amuse his fellows by displays of balance, such as riding rolling barrels down a hill, or dancing on the sword-blade of a man trying to stick him. It is said, also, that he could leap from the ground up atop a high castle wall and back again, so that no fortification could stop him. All these things, you can do.

One Against Many (-400 cp, discount Warrior) There are countless tales in Eire, from Cu Chulainn holding back the armies of Medb to Diarmuid's slaying three armies in one day, of a lone hero facing a huge horde. Fear not in these circumstances, warrior, for the number of your foe will provide them no advantages, not even to tire, distract or slow

you. Unless an army contains fighters to match you, you shall breeze through them dispensing death at will.

Warp Spasms (-600 cp, discount Warrior) Centuries before anyone heard of the Incredible Hulk, Cu Chulainn had turning into a terrifying unstoppable rage monster down pat. Actually, his is a far scarier sounding monster form. Anyways, you too can turn into a hulking berserker, horrifying enough to send whole armies into flight. Up to you if this has a terrifying monster transformation or just bulking out, which is less likely to frighten foes. Your rage will be without limit, but never seems to lash out at your friends. Your physical might is greatly enhanced when transformed - say up to a hundred times, if you need a number attached - and your hide becomes like armor that can turn away blades.

Command (-100 cp, free Noble) What is a noble who cannot command loyalty? People respect you by default, though you can certainly change their minds in a hurry if you act like a coward and a boor.

Beauty of Bres (-100 cp, free Noble) Not for nothing did the Danann become known as the Fair Folk, and Bres was the fairest of them all, though his heart was less beautiful, still was he made a king on looks alone. You are his rival in beauty and perfection of form.

Blessing of Vesunna (-200 cp, discount Noble) Good fortune, abundant fields and general prosperity will attend your lands and people, and any group you may lead.

Ildánach (-200 cp, discount Noble) When Lugh presented himself to the court of Nuada Silver-Hand, he was stopped by a doorkeeper who demanded to know what service the youth might perform for the king.

Lugh said he was a magnificent harper who could entertain the court, but they had one. He said he was a master smith, but they had one. He pressed his skills as a champion, a poet, a scholar of history, a healer, a sorcerer and a wright, and was rejected each time. Finally, he asked if any man in court could do all these things, and the doorman relented. That day Lugh earned the name of Ildánach, master of many arts. Like this youth, you have mastered every skill a man or woman in medieval Ireland might know, from weaving to archery to distilling.

Healing Hands (–400 cp, discount Noble) The king's hands are those of a healer, and none more so than Fionn Mac Cumhail. Whenever you cup water, wine or other drinks in your hands, it becomes a healing elixir that can wash away wounds. Three handfuls can mend anything short of death or dismemberment.

Salmon-Flavored Thumb (–600 cp, discount Noble) Like the redoubtable Fionn, you burned your thumb cooking the Salmon of Knowledge– which thumb is up to you. Who ate of that fish was to learn everything. Your gift, alas is more limited. While sucking your thumb you may learn the answer to any question, if it concerns not the future nor any immaterial, unwitnessed thing. In some versions Fionn had to bite down to the bone and suck the marrow from his thumb, but since you're paying points we'll skip that.

Faultless Recall (–100 cp, free Bard) A bard is a living record of history. That may sound tenuous – have you ever played telephone? But a trainee bard who alters one word of a memorized saga is harshly punished. You have the gift of a perfect memory, not merely for stories and sights and songs, but exactly where and when and how you heard of them.

Gift of the Gab (-100 cp, free Bard) You speak well, and quickly, and in all the tongues of men. You're quick with a joke or pun, and other forms of wordplay, like riddles.

Harper (-200 cp, discount Bard) You're skilled in all the traditional Irish instruments, pipes, whistle, harps, bodhrán, bouzouki, Ullean pipes and of course, the fiddle. You're also a fantastic singer, able to soothe wild animals and set the most sullen to dance.

Satire (-200 cp, discount Bard) The bard was a feared figure in Eire. A warrior could only kill you, but a bard's mockery could live on for generations, if well crafted. You are very good at insults and mockery, making them original and memorable, so thousands of years after the targets of your satire are dust, people will know them entirely from your work.

Sense of Angus (-400 cp, discount Bard) Angus Og is very sensible, possibly the only person on the isle to display allegedly common sense. You have a gift for cutting to the heart of problems and coming up with creative solutions, like the time he had the Dagda murder a man who kept demanding the best bits of his meal by feeding him gold nuggets.

Guest (-600 cp, discount Bard) A Bard is always welcome in any hall, as entertainment, messengers, and a living record of history, You are welcome in any hall, accepted as a neutral party wherever you do not take a side. People are reluctant to harm you without provocation.

Metal-Worker (-100 cp, free Smith) Wouldn't be much of a smith without the basics. You know how to mine, refine and work all forms of metal, and are well-steeled for the hard labor and heat of the forge.

Nimble Fingers (-100 cp, free Smith) There is none better for fine detail work than yourself. Your precise and certain hands can make etchings too small to be seen with the unaided eye, and anything you have even a minute to embellish is beautiful to behold.

Master (-200 cp, discount Smith) The mark of a master is not that they can make nice things, but that they can pass on what they have learned. Any skill or art you know may be taught, and any pupils you have are attentive and diligent beneath your gaze.

Tireless (-200 cp, discount Smith) There is great strength in you, physical and mental, such that you can work or fight for seven years before taking a rest break. Then one day off and you're good for another seven years.

Worker of Wonders (-400 cp, discount Smith) You can work more than mere metal. Jewels, cloth and rare materials. You could string a rainbow, or sharpen a fair maiden's sigh until it could literally cut to the heart of a man through any armor, weave a cloak from shadows and other miraculous crafts.

Goibnu (-600 cp, discount Smith) The greatest of the Tuatha smiths, Goibnu could create a spearhead with three strikes of his hammer, and it would be so sharp the man it cut would surely bleed to death. Like this legendary smith, you can forge or assemble anything you've the materials for, no matter how complex or intricate, in moments and whatever you forge shall be of mythic quality, whether armor lighter than cloth and harder than a mountain or plows that can turn over ten acres with one pass. Truly you are worthy to be called the smith of the gods.

Counselor (-100 cp, free Druid) A druid is meant to share the wisdom of the ancients with the rulers of today. You have a gentle and wise way of speaking that demands respect. People will always hear and at least consider your advice, no matter how emotional they are. Whether you give good advice is up to you, but you will be heard.

Song of Amergin (-100 cp, free Druid) When a magic storm blocked passage to Eire, the druid Amergin was able to call upon the spirit of the island itself to disperse it, through song. It may take some practice to reach that level, but you can find the spirits of nature, speak with them, ask what ails them and maybe convince them to do you favors.

Eloquence of Ogma (-200 cp, discount Druid) The one who invented writing (Ogham) is sometimes depicted with fine chains linking his tongue to the ears of his capering followers. What better metaphor could there be, for a man who talks sons into striking down their fathers, bold warriors into betraying their kings? So is it with you, your voice like the thunder fills any space and allows scant rebuttal, and with time and effort you can talk practically anyone into anything.

Learning of Airmed (-200 cp, discount Druid) It came to pass that when Miach, the greatest healer to ever live, died, murdered by his jealous father, that all the medicinal herbs of the world grew from his grave and his sister Airmed did gather and order them, but their father Diancecht did scatter them, and so men were forced to learn them by trial and error. You, however, know all the properties and uses of every herb in the world, whether magical, medicinal or toxic. This knowledge updates in future Jumps.

Skill of Miach (-400 cp, discount Druid) Many are the miracle cures in the legends, for anything but decapitation or cutting the marrow

through. But there was one healer who could reattach limbs, the son of Diancecht, Miach. It is his surpassing skill with healing you have, and more. For when his father grew envious and struck him down with a sword, Miach healed instantly each time. Until the third blow when Diancecht struck his head off. You also can heal yourself of anything but decapitation in a moment or two.

Memory of Magh Tuireadh (-600 cp, discount Druid) At the second Battle of Magh Tuireadh, Lugh gathered his druids and asked how they could contribute. The magician Mathgen said he could throw all the mountains of Ireland down on their foes, and breathe life into the twelve chief mountains of Eire, that they rise and fight. The druid Figol promised to make it rain fire thrice a day, to steal two-thirds of the foes' courage and strength, to wrack men and horses with plague, and bless the Dannan to gain strength and courage with every breath. The witches Bechulle and Dianan swore to raise a great host of every tree and stone to fight for Eire. All these things you may do, for you are the match of Mathgen, Figol, Bechulle and Dianan in cunning-craft.

Fintan (-400 cp) There was a famous man, Fintan mac Bóchra, sole survivor of a group that came to Eire seeking refuge from a global flood, only to drown. Well, I say 'survivor.' He was killed, and reborn as a salmon and lived that way for many centuries before dying and being reborn as an eagle, and then a hawk, and then a man again, and was very wise for he had lived through five thousand years of Ireland's history. There is a similar story told of Tuam mac Cairill, though his tale went from man to stag to boar to eagle to salmon and man again, and there is some debate as to whether one is a distortion of the other. Nevermind though, I'm sure by now you've got the picture. When life finally leaves you, you'll be reincarnated in animal form, all your perks and powers intact, and three to five turns around the wheel will see your humanity restored.

This process resets with each new Jump or 2,000 years, whichever comes first.



ARTIFACTS

Many of these unique items may be duplicates or originals as you like.

Basic Tools (free all) You have the mundane tools of your profession. A warrior will have a shield, arms and armor. A noble slightly better versions of the same. A Smith will have tools and materials for metalworking. A druid gets the badges of their office and a pouch of herbs. A Bard a musical instrument. And everyone gets a horse.

Ochain (-100 cp, free Warrior) The famed shield of Conchobar mac Nessa, a magnificent piece with borders of gold. Two enchantments has the shield, first that it is a magnificent shield that can stop the blows even of legendary blades and spears that pierce all. Second, when the wielder is in peril, the shield starts a great moaning and wailing to warn of the danger.

Borabu (-200 cp, discount Warrior) The great conch horn discovered by Oisin, all true warriors can hear the horn-blast, regardless of distance or obstacles, and make haste towards the sound.

Gáe Bolg (-400 cp, discount Warrior) A great spear wielded by Scathach, and then Cu Chulainn, made from the rib of a great sea serpent, which needs to be drop-kicked at the enemy. It pierces any armor and then splits into thirty barbs, which themselves divide further. Anything mortal struck with Gae Bolg will definitely die, but you can only

use it once per battle and then must wash the latest victim off to get the spear to fold back up.

Claíomh Solais (-600 cp, discount Warrior) One of the Four Treasures the Tuatha de Danann brought over from their four shining cities. This sword blazes with light, allowing one to see in the dark, and carves stone and metal with ease. More than a mythic lightsaber though, the sword is enchanted so once drawn, no enemy may flee from you before it is returned to its sheath. Very handy, that.

Knife of Division (-100 cp, free Noble) Fionn had a knife like this, that cuts bones as easily as butter. More wondrous, each shaving and splinter removed from a bone transforms into a large cut of the meat of the beast, and the finest cut there is. So a hog's bones provide pork, a cow's beef, etc. So they had the finest of eating and could feast for weeks off a few bones, and never did go hunting save for the pleasure of it. Barring all those times the magic knife was stolen.

Fragarach (-200 cp, discount Noble) A sword of the sea god Mannan, once wielded by Lugh, that can part metal and stone as easily as silk. Further, who wields Fragarach can command the winds, and none with the blade held to their throat can lie or fail to answer questions.

Lia Fáil (-400 cp, discount Noble) One of the Four Treasures the Tuatha de Danann brought over from their four shining cities. The stone gives a mighty roar when the true king of Eireann (or its owner, the Jumper) stands upon it. In future Jumps, this is inserted into the mythology and pop culture of your starting locale, so if standing on the stone doesn't automatically make you king, it makes you a strong contender in many eyes.

Spear of Lugh (-600 cp, discount Noble) One of the Four Treasures the Tuatha de Danann brought over from their four shining cities. Named for Lugh, the sun god who would be its most famous user. The burning spear of yew must be kept in a barrel of alcohol when not in use, to restrain its awesome bloodlust. When cast with a cry of "Ibar!" the spear strikes like lightning and never misses, bowling over entire ranks with the force of its flight. The spear then fights and seeks targets on its own, and returns only reluctantly to its master's hand when he cries "Athibar!"

Orna (-100 cp, free Bard) A sword perhaps only slightly younger than the world. It has passed through the hands of many a champion and will gladly recount the glorious deeds and battles of its previous holders. All swords once had this power. In future Jumps, it is inserted into local history as a blade of legend, and its historical knowledge updates accordingly. You may import another weapon to gain this boon.

Uaithne (-200 cp, discount Bard) The Dagda made the first harp, and the first music, and when it was stolen for a time, all the world turned bleak and joyless. It has a special power to enhance music played with it, to make people laugh, or dance or weep as the feelings your music stirs are so much... more to the listener. Finally, it can return if you dedicate a good song to it, in legend killing nine Fomor on its flight home.

Manannan's Chariot (-400 cp, discount Bard) From time to time the great sea-god Manannan Mac Lir would lend out his chariot, which could race over water as easily as land and cross the world in less than a day. Now it's yours.

Cloak of Shadows (-600 cp, discount Bard) A cloak which is perfectly warm and comfortable in any weather, and bears two

enchantments. The first is that when the hood is up the wearer passes from all mortal sight, becoming invisible. The second is that the wearer may run faster than any wind and never tire.

Forge (-100 cp, free Smith) A forge and workshop suited to a worker of all kinds of crafts, with a regenerating stock of materials ranging from sky-iron to a maiden's first blood.

Corrbolg (-200 cp, discount Smith) A bag made from the hide of Aife, a woman cursed and transformed into a crane, it was the possession of Mannann for many years before passing through various heroes' hands, accumulating treasures though many of purely sentimental value. One of these was the backbone of a whale, so it's safe to assume the bag is a great deal bigger on the inside, and will keep your things safe and dry. Can only be opened by you or with your permission.

Spread (-400 cp discount Smith) Spread this blanket on the ground and whatever food or drink you most want will be conjured, creating a lovely picnic, complete with plates, cups and cutlery. When you're done, just roll it up and any mess vanishes.

Connla's Well (-600 cp, discount Smith) A hidden well that never runs dry, has tasty salmon living within and hazel trees all about, and serves as a gateway to Tir Na Nog, the sunless land of eternal youth. In future Jumps, this can access other sideways worlds, invisible lands or dimensions, as well as to import old ones to the new setting. May be placed in a Warehouse or as land in the Jump.

Tuireann's Rod (-100 cp, free Druid) A druid's wand. Whomever you strike with it, yourself included, turns into whatever animal you were last

thinking of. Struck again, they revert to their true form, making this also a good way of breaking transformative curses.

Dagda's Club (-200 cp, discount Druid) You have a great club of black iron, with a white handle. You can slay a hundred men with one blow, if they be packed together in the way of armies. But fear not, for each man slain with the club can be brought back if you only rap their foreheads smartly with the handle.

Trefuilngid Branch (-400 cp, discount Druid) A gift of the giant Trefuilngid Te-ochair, this magic branch bears apples, acorns and hazelnuts that grow back overnight. Who eats of the fruits of the branch while facing North shall find their wounds and illnesses instantly cured. Who faces South while eating shall be restored to the flower of their youth.

Dagda's Cauldron (-600 cp, discount Druid) One of the Four Treasures the Tuatha de Danann brought over from their four shining cities. The cauldron cooks an endless stew, brews an endless potion, and otherwise makes what you make in it without end. If you need to dump it out, you can, but if you're ladling out, it will never run dry.

House of Donn (-400 cp) There is a cave on a windswept rock, near where a ship of the early Milesians went down, the House of Donn, the Dark One, and one of many lords of the dead. You now possess this cave, and may visit the ghosts of anyone who died since the last time the cave emptied, which it does once a year.



CURSES

Firehair– (+0 cp) You are a ginger, and thus have no soul. Kidding! But you will get sunburned pretty easily, even in the mild climate of Eire.

Catseye– (+100 cp) One of your eyes is that of a cat. This helps you see in the dark, but unfortunately means your eye tends to sleep much of the day, will not be still and shut at night, and is easily distracted by the darting of mice and birds.

Fetch– (+100 cp) A ghostly image of you appears elsewhere. It will sometimes get you in trouble by deeds or appearance, but mostly is a powerful omen of doom, leading others to shun you.

Joint-Taker– (+100 cp) An invisible spirit follows you and devours half of your every meal. You will always forget about this until it happens to you yet again.

Silverhand- (+100 cp) Your hand is gone, chopped off and replaced with a prosthetic of gleaming silver. This is clumsy and slow compared to your hand of flesh, makes you distinctive and easily remembered, and disqualifies you from kingship.

Mute– (+200 cp) You cannot speak or make a sound. Others will tend to think of you as simple-minded and let's hope you never get accused of

something and have to stumble awkwardly through a written or signed defence in a world where few can read.

Riddle Me This- (+200 cp) Ah, a land of singers and poets. Of course, that means everyone is terribly impressed with their own skill at wordplay and metaphor, and will never give you a straight answer about anything.

Geas- (+400 cp) Just removing your out of Jump powers is so bland, no? Try this, for each Jump you took before this one, swear one oath. Something you must always or never do. If you break the oath, you lose the perks and items from that Jump for the rest of this one. Don't bother trying to rephrase the same oath sixteen different ways either, or swearing to never eat meat during an eclipse while yodeling. This is for things like never kinslaying, or refusing hospitality. Nothing with a lot of clauses. No Geas for no Jumps, naturally.

Ulsterman- (+400 cp) After the goddess Badb was forced, on pain of her husband's life, to race a king's prize horses while heavily pregnant, and delivered her stillborn twins on the finish line, she cursed the men of Ulster to suffer a week of labor pains when war threatened or they most needed their strength. So is it with you.

A Woman Scorned- (+600 cp) You could have a night of bliss, but instead you turned down the Morrigan, and nobody turns down the Morrigan and lives. Now a singularly spiteful goddess of war and fate is out to get you, and will raise heroes and champions to face you, send terrible fortune your way, and otherwise do everything in her vast power to make you miserable or dead.

Buile Suibhne (+600 cp) You have been driven mad, as the king Suibhne- who may have literally turned into a bird-man. Still, you can keep no company, man no wall and provide no supper for your household in such a state, and given half a chance will wander the wilds of Ireland until recaptured.





END

Return- There's no place like home, and it's time you were going.

Remain- This place and time does have it's charms.

Proceed- The road calls and you must answer.

