Le Morte d'Arthur Jump

Version 1.0.1



It befell in the days of Uther Pendragon, when he was king of all England, and so reigned that there was a mighty duke in Cornwall that held war against him long time.

Thus begins the book its author dubbed The Whole Book of King Arthur and his Noble Knights of the Round Table, though it is the last of the 8 books he separated it into – the Death of Arthur – which when it was published would give the whole book its name. It is the last great medieval telling of the story of King Arthur, and the final synthesis and distillation of the many medieval tellings and re-tellings. In this way it serves as the basis for most modern works of Arthur and his knights.

This is a world of enchantresses, holy quests, and most of all valiant and worshipful knights. Some giants and dragons appear, and we're told there are more beasts and dragons. You will be arriving into the world of Arthur and his knights from some point between when he draws the sword from the stone for the first time, to up to 2 years before his death in battle with Mordred. Much happens between the two points. You will be staying here for a decade, giving you time to explore it – though unless you change something that would happen Arthur's reign in its totality will be much longer than that – or at least live in it.

There's a lot that goes undetailed in this Whole Book of King Arthur and his Noble Knights of the Round Table. Apparently one of the knights of the round spent years as a werewolf due to his wife, another travels killing dragons and beasts refusing to fight other humans, and Gawain and Lancelot both apparently have many untold adventures. Even Galahad's quest for the grail has untold stories about Galahad, much less Percival and Bors. So you can trust there will be a lot to learn during your time here.

To help you in your time and adventures here you will need these:

+1000 Chivalry Points

In viam pacis et prosperitatis dirigat te omnipotens et misericors Dominus: et Angelus Raphael comitetur tecum in via, ut cum pace, salute et gaudio revertaris ad propria.

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 not from this world. You have arrived here without history or past in it, and with neither memories nor connections. Welcome to Arthurian Britain circa ~1450 A.D. dressed up as ~450 A.D. or maybe vice versa.

Faithful: You are an individual of the faith. Maybe you're a priest, nun, monk, or hermit, or just a maiden like Galahad and Percival. You are a devout Christian who has been living a holy and worshipful life free from sin.

Knight: You are a trained knight and warrior. As such you are part of the aristocratic class, and could easily be related to some minor king. Maybe you're one of the knights who follow the King of A Hundred Knights, or one of the many who are vying for the 150 sieges of the Round Table under Arthur king of all Britain.

Lord: You are part of the lordly class. You may not necessarily be a minor king, duke, earl or a baron, though if you're not you are closely related to one most likely as their son and heir or daughter.

Magician: You are one of the odd, and somewhat fay-like figures, who wield magic. Well… you might not be a full fledged enchanter with just this, perhaps (depending upon your purchases) you merely possess the power of prophecy, skill as a leech, or nothing more than the mystique of these figures.

Villain: You are probably a knight or even a lord, but you are not a worshipful individual and instead a destroyer of good knights. Whether you're a perilous villain holding a castle with strange and unnecessarily cruel customs, or a king without honor or charity like King Mark of Cornwall, you are one of the bad guys of this world.

Location:

You will begin in some area which will eventually become part of Arthur's domain. This can be anywhere in Britain or Ireland, as well as poorly defined parts of France and he even becomes crowned Emperor of Rome after conquering down to Rome though the exact extent of that Empire is unclear, and his hold of it even more so.

Age and Gender:

If you are a drop-in you will retain your age and gender from the end of the last jump. Otherwise you may choose an age and gender appropriate to your origin. Outside of Merlin being notably old, and 15 being the youngest people to be made knights and somewhat young to be a king, age is generally not commented on here. Gender tends to have a more notable effect on the roles people take and how the world treats them.

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.

Coded Heraldry (50 CP): This shield represents the defensive blessings of God. This shield represents the knight's bravery and valor. This shield represents how Lancelot is sleeping with the queen. Like Morgan you have skill in crafting coded messages sent through symbology. You also excel at making certain that they can be understood based on the existing knowledge, or personality, of intended recipients. Some people may still be too dense, or wilfully ignorant, to pick it up, but generally you're good at creating messages which are cryptic but understood by those you intend.

Harpist (50 CP): You are an expert at playing the harp, skilled enough to be considered among the greatest in the land.

Skilled Horseman (100 CP; free with 3rd tier of Knightly Skills): Every knight is able to ride a horse. Even among the knights of the round not every knight is actually skilled at mounted combat. There's being able to ride a horse and then there's this. You're adept and highly skilled at mounted combat, assuming at least you're good at combat, and are a true expert horseman. You're just generally at home on a horse. This perk will also ensure that as you grow more skillful in fighting on your own feet, your skill in fighting on horseback rises as well; perhaps not quite to the same extent in all aspects (some do already simply directly translate) but even in those aspects that wouldn't normally translate you will see some increase in your skill in mounted combat based on an increase in your skills when dismounted.

This also comes with experience in caring for, breeding, and training horses, even though that's more peasant work.

Japer (100 CP): You are an expert at writing mockery, whether in prose or song. You could easily write mocking or derogatory songs that spread across the land and wax greatly with popularity. In a world where honor and reputation are so important, this could prove a useful weapon.

Wit Not My Name (100 CP): When your head – face and hair – is concealed and your body mostly concealed, people just can't recognize your voice, mannerisms, or body movements. They might recognize your words and behavior, but even that's harder than it

should be if you want to go unrecognized. Somehow as long as you cover yourself up and don't wear clear identifiers people just don't seem to recognize you.

Illicit Rendezvous (150 CP): Illicit sexual affairs are something of a theme here. Usually we hear about them when someone gets caught, but there are those that go on for years; when Galahad was conceived Launcelot saw nothing odd with being called into a bedroom for a night of pleasure by the queen. Yours have an odd luck. If you take basic care to be discreet, your illicit romantic affairs seem to have some narrative favor in being shielded from being discovered. You could sleep with the queen of a kingdom for decades before getting firmly caught; though if you continuously profess how she is the most beautiful lady in the world and the only woman you will ever love people may suspect.

Errant (200 CP): If you go out looking for them you find yourself stumbling onto quests and adventures. These quests will allow you to gain fame and do deeds of heroism, saving and protecting the weak and vulnerable, and have a tendency to draw you into the more supernatural elements of worlds. This won't guarantee you wealth, treasure, or magical artifacts, but you will find chances to gain glory, and protect the weak.

Charming (300 CP): You're attractive. While this will make you extremely beautiful or handsome, that is not the full extent of what this means. It's in the way you carry yourself, in the way you move, in the way you smell, and in a vast array of other minor aspects which add up to make you very attractive to those who are interested in members of your sex. Even if you actively try and avoid it you can expect people to throw themselves at you as your loyal knights or ladies eager to be your wife or even just your paramour.

Giant (300 CP): You're not a human. You're a giant. You stand something like three times the height of a human, and possess great strength. One giant shown was strong enough to crush a fully armored knight to death simply by squeezing him. This is likely above average, and Arthur managed to kill the giant before he could finish, but he had killed other knights this way and few even among the greatest knights showed Arthur's resilience. Likewise the giant was not likely an equivalent to the likes of Arthur, much less knights such as Balin and Lamorak or Tristram and Launcelot, or at the peak of giant strength and prowess.

Post-jump this giant form becomes an alt-form.

Worshipful (300 CP): People will likely find you such. You will find that tales of your glory and great deeds, as well as your fame and good reputation in general, seem to spread with alacrity far and wide. This won't spread your infamy, failures, or failings; this only spreads the good news about you. This won't actively stop information that'd make you look bad from spreading, but it will ensure that information which adds to your worship and glory is on the lips of many.

Knight of the Sun (400 CP): Whether it's a blessing from a holy man or something else, like Gawain, your strength will increase over time from 3 hours before noon till noon and then slowly fade back to normal over the next 3 hours. This will only apply to your sheer physical strength, that is the power of your muscles, but even Launcelot struggled with Gawain, a much inferior knight, at noon.

Drop-In Perks

Timeless (100 CP): There is an odd timelessness to these tales. Oh no not in the sense that they are classics that remain relevant more than 500 years after they were written. I'm talking about the characters themselves. Arthur's reign is long at minimum over 35 years and probably closer to 50. Guinevere remains a beauty known throughout the land, and Arthur remains fit enough to fight on the front lines in a war for great lengths and nothing is ever mentioned of them aging past adulthood.

You hold this same graceful aging. While you still age, your body will remain hale and hearty, and untouched by the deleterious effects of aging well into what would normally be your winter years. At 60 you'll be as hale and hearty as in your 30s, and in your 30s or 40s you'll be as hale and hearty as in your early 20s. Of course this reduced senescence will improve your lifespan a fair deal; though the limit is unclear. How old was Merlin?

Anachronistic Retelling (200 CP): The Grail Quest begins four hundred and fifty four winters after the Passion of Jesu Christ. Arthur's Camelot, however, is closer in both society, culture, and technology to Mallory's own 15th century.

You carry something like this with you. While you won't be finding modern technology everywhere, you will be finding things feeling more modern, primarily in ways that make things more livable for you. Cultural and social norms will be more modern, personal hygiene and cleanliness as well, and you can expect some of the niceties of modern life to make their way in in some form or another.

This isn't limited to jumps set in the past. This will help nudge society and culture as well as the little niceties in life towards something more comfortable to live in for those from the modern world. Don't expect it to spawn the internet, but maybe toilet paper.

You can toggle this off at the start of a jump if you want to rough it.

Lordly Tourneys (400 CP): Some rather major injuries happen during tournaments, but for how readily the knights smite down their foes with full force blow, there's rather few.

When you throw the tournament there might be none. You possess the ability to throw tournaments where people can let loose and use their full power in combat without danger of killing each other or inflicting lasting harm unless they actively seek to maim or kill. A blow that should cleave a man's head in two would merely knock them out to wake up without lasting head trauma, a blow that would cut off an arm might leave it numb and limp for an hour or two. This is voided if the attack is made with the actual

intent to kill or permanently injure. This also doesn't protect objects or the environment; a horse might live due to this but if you shoot a mountain with an energy blast that destroys mountains that's on you. Finally this does require you to throw a tournament; it needs to be announced, people need to be invited, and it needs to follow some tournament structure. It doesn't have to be jousting and grand melees like those in Arthur's court, but it does need to be a tournament.

Fisher King (600 CP): The King is the Land and the Land is the King. It's a powerful trope in Arthurian legend. Of course, he's the Grail King or Maimed King in Le Morte d'Arthur, and no benefit is shown merely that a wound representing the loss of God's grace applies to the land as a whole, but the idea and concept is strongly tied to Arthurian legend and you are something of an outsider after all so you'll be receiving a more positive connection.

Your lands, territory, and domains seem to reflect your wellness. When you are hale and hearty, the weather is stably good, and negative weather seems to be reduced both in frequency and intensity. When you grow greater and more powerful you'll find the fertility and the natural resources of the land increasing. This can even be reflected in mystical or spiritual energies of the land, though only if they'd normally be produced or extant in the environment – your personal magical power growing could increase the natural magical energies of your dominion.

This does still have the flipside of the coin. When you are wounded, injured, or ill it is reflected in your land. When you are cursed or weakened your land will weaken. The King is the Land and the Land is the King.

Faithful Perks

Kill Not Easily (100 CP): A holy knight should not kill lightly or simply to defeat an enemy. Like Galahad and Percival, you seem to have taken this to heart. You possess fabulous skill in using normally lethal force in a non-lethal way. You could cut down a man in full armor, cleaving through the steel with the sheer force of your blows (assuming you can cut through armor thus), without causing permanent harm to your foe, but merely bruising, and beating them or knocking them out.

White Bull (200 CP): You might or might not be legitimately a virgin, but like Galahad and Percival you seem to be absolutely without the sin of lust. At least, you can be. You now possess the ability to dial down your libido and carnal desires, or even turn them off completely which you can control with your will.

You will gain similar dials for the other 7 Deadly Sins, but these are weaker; there is no off, or even a particularly low level, but you can weaken the other 6 sins inside of yourself to some extent.

As a final benefit you metaphysically count as being a virgin until you perform the act to lose this virginity. It will be restored again at the start of each jump.

Hermit (400 CP): Unlike some hermits shown after the Grail Quest, you don't (necessarily) live in a large manor with servants. Thankfully you seem to be able to survive in rather bad conditions. While you still need food and water, you seem to be resistant to polluted water and a poor diet. Similarly, you seem to be better suited to handling inclement weather, and living out in the woods or in a cave than most others.

Apparently this modest lifestyle has given you another ability though one seemingly not directly related. You are skilled in the interpretation of theocratic symbolism. This will help you properly understand the deeper meaning of religious texts and what God desires from people. This extends to dreams, visions, and divine signs of all sorts. These don't even have to be your own visions or dreams, as you are fully capable of interpreting the visions of others. Since you won't always be in so Christian a world, this will extend to helping you to understand the mind of lesser more pagan gods, and any form of prophecy, as well as the meaning of dreams and visions.

Sign of the Cross (600 CP): By performing the sign of the cross and offering a quick – even silent – prayer to the LORD God and/or the Son and/or invoking the Holy Spirit you are able to repel fiends, demons, and unholy entities, driving them away in pain and terror. Even the Devil himself, first and greatest of fallen angels and mightiest demon in

Hell, would be driven away by this simple sign. This sign will also undermine their demonic and unholy powers, undoing fiendish illusions, enchantments, transformations and the like and protecting you from their unholy powers. This won't affect magic in general unless it is drawn from a demonic or unholy source or used by a demon or unholy being.

This actually might be true of anyone who believes in Christ in this world, but because you're paying CP for this it will continue to work on demons, fiends, and unholy entities in future jumps and settings even where there is no God, holy powers, or where demons are not beneath holy forces.

Knight Perks

Knightly Skills (100 CP/300 CP/500 CP): You are an actual knight. You have been trained in the maintenance and use of knightly harness both arms and armor, you know how to use a sword, how to use a lance, how to wear armor, to shoot a bow (though they're not used too often by the knights around here), to use other historical knightly weapons such as maces, warhammers, axes, daggers, and so forth. You are also proficient in handling and riding horses. This only brings you to the level of a novice knight, so you are not a master of mounted combat, and you'll need to learn and prove yourself further to become a Knight of the Round Table.

For an **additional 200 CP** (not free to Knights) you are no merely proficient knight but your physical capabilities and skill would make you one of the finest among the Knights of the Round Table. You're no Tristram or Launcelot, you're not even a Lamorak, and probably, with just this, would lose to Gawain at noon, but you could fight 10 to 1 odds against average, fully armored knights and reasonably expect to win despite armor making that worse for you than 10 to 1 unarmored. Even 20 to 1 odds wouldn't be too unreasonable. This would make you better than average for the Round Table and a knight worthy of tales.

For another **additional 200 CP** on top of that (still not free, so a total of 400 CP for Knights or 500 CP for non-knights) you truly are one of the finest knights in the land, a peer to Sir Lamorak, able to match blades with Tristram or Launcelot and possibly win though when they fight for their beloved the odds would be against you. Killing a score of knights without being wounded, overcoming a dozen Knights of the Round Table singlehanded, or surviving Gawain at high noon are definitely possibilities for you. If you had the stamina, you could even fight Gawain till his power waned and overcome him.

From Dawn to Dusk (200 CP): You possess the endurance and stamina to match the greatest knights of Britain. You could fight, on foot in full knightly armor, from dawn till dusk, and not be showing the least signs of exhaustion by nightfall. Maybe by the 3rd day in a row you might show elements of fatigue, but you could likely fight a week on end if necessary. You are not truly inexhaustible, but your endurance certainly seems superhuman.

Promises of Mercy and Grace (400 CP): If you defeat someone in honorable combat (honorable on your part, they can cheat all they want without disrupting this effect) and extract a promise in exchange for your mercy and they agree they will keep that promise to the best of their ability. Even self-proclaimed villains, and the sort of immoral

individuals who rule over a land killing all who enter, will keep the promises they make to you in exchange for their life so long as you first defeated them fairly and in honorable combat.

Power of Love (600 CP): As Sir Tristram said, “A knight may never be of prowess but if he be a lover.” While you do not prove this true, you do provide proof of how being a lover can make a knight greater for you seem to be simply better when you possess a deep, abiding, romantic love for another. This love does not need to be requited, but it must be pure, and must be romantic; brotherly love, the power of friendship, maternal love, filial devotion, you will not find these here but only the passion of love such as a knight feels for his lady. This love will make you stronger, faster, better with the sword, and even increase your spiritual and mystical powers; in every way you are better when you hold a deep, passionate, and abiding romantic love for an individual. To see noticeable results with just loving them you will need it to be a deep and intense love, the sort that consumes the heart and mind.

The increase in your abilities, however, is improved not only by the strength of your romantic devotion, but by certain circumstances. It will work better when you are working for their honor and/or glory. It will work better when they are watching you. Those two may stack, but they will not stack with the third, though it will eclipse them both with ease. This increase to your capabilities is, of course, at its greatest when you are actively working to protect or save them; when you face one who directly threatens your love you will find your powers and abilities increasing substantially, such that even a minor, fleeting love would be a noticeable surge and something truly deep and powerful would see you performing deeds of legend.

Lord Perks

Lordly Grace (100 CP): A king must understand how to treat his lessers, his equals, and even his betters. Otherwise there is only war, revolt, and disloyalty. You may not be a king, but you have a keen sense for etiquette, social grace, and polite behavior.

Lordly Will (200 CP): You possess great willpower. Besides having the willpower needed to pursue difficult courses or do things that you'd prefer not to because they are the right thing to do, this willpower seems to be especially effective for overcoming and pushing through pain and injury. Your body could be half-crushed by a giant, or you could be covered in deep and dreadful wounds from a magic sword and continue to fight seemingly unhampered by these injuries. While it does more to keep you fighting despite them, you are also more resistant to death from these injuries as well, as if you were too stubborn to die. The aforementioned might require you to get medical attention, but you could survive if they were bandaged, and even having your head cleaved deep by a traitorous nephew-son might could be treated if you were taken to Avalon quickly enough; you'd definitely have time for some last words at least.

Lord of War (400 CP): We do not see much of Arthur's administrative abilities, but we do see his wars. Yours are not guaranteed to go as his do, but you have a chance.

First, and least, you are a skilled commander by the standards of medieval warfare. This won't include gunmen, but it will include early cannons; apparently Mordred used them.

Second and more importantly, you will find that if you kill a leader that their army, organization, and realm quickly begins to collapse and becomes much harder for their heirs, successors, or subordinates to hold them together or put them back together again. Conversely it becomes much easier for you to seize what was previously theirs, whether it's their kingdom, or their organization. The effectiveness of this is based on their position in the realm, army, or organization and how thoroughly it was theirs. Someone holding power as a mere appointee of someone higher will have less of an effect than the commander-in-chief of a force and a head of government from a representative republic where they're elected within strict term limits will be far less effective than one who was an absolute monarch.

Lord of Knights (600 CP): You possess a special kind of charisma, the kind of charisma held by the likes of Arthur himself. This is the charisma that draws exceptional people to you, and which convinces these gifted individuals to follow your lead. You find it easy to cultivate loyalty and respect from your underlings simply by treating them passingly well and being passingly competent, and easier still to attract new vassals, servants, and

underlings. You are also particularly lucky in having those who come to join your court, or whatever organization you lead, being individuals of top tier talent and capabilities. You could gather a force of knights second only to Arthur's own, and as high king of Britain and Emperor of Rome it'd not have to be second.

Magician Perks

Fay's Mystique (100 CP): Like any good enchantress, you seem to be able to present yourself with an air of mystery and enigma. You are good at crafting a sense of such around you, using aesthetics, behavior, posture, and simply how you carry yourself.

Healer (200 CP): You possess great skill in healing. While this does include the treatment of disease it excels at dealing with poison and wounds. This skill is not clearly magic, though your poultices and ointments seem to be more effective than they should be when dealing with wounds, poison, and infection in wounds. With the proper poultices and treatments you could heal wounds that would, in the hands of a lesser medic, take days or even weeks to heal overnight. It is still possible for someone to be too gravely wounded for you to help, but a major head wound wouldn't be completely beyond belief that you could heal them if they live long enough to receive your treatment.

Knower of Things (400 CP): Like Merlin, you possess the gift of knowledge. From time to time upon becoming aware of or perceiving individuals, objects, or events you will receive knowledge of them and things connected to them. This won't necessarily tell you everything about them, but you might know much about their past, or how they connect to another individual far away, or that you will need a certain individual's help with something. This is far from omniscience, you won't know everything about anything or even anything about everything, but the information is always accurate and this will leave you knowing much about many things. This does mean that when it tells you things about the future it tends to be when they've already become unavoidable, or at least set in a way where your use of this knowledge won't avert them (almost as if it already factors in your actions).

Enchanter (600 CP): You are a skilled enchanter or enchantress. You might not be an equal to a Lady of the Lake, but you are an adept in the ways of enchantment. This magic has been shown to include sleep spells, spells to make people drop what they're holding, curse an individual with pain until a mighty enough knight can lift it, and more. Most prevalent are spells to seal things into containers so only those who meet qualities you set when casting the spell can pull them forth – this is most commonly used on swords. The other most common enchantment shown is the ability to change the appearance of yourself and others; this can be used to take on people's forms or make yourself indistinguishable from a boulder, and one less noteworthy knight's wife is mentioned to have cursed him into being a werewolf for years (though this was probably more of the 'is a wolf with a man's mind' werewolf than Hollywood's; wolfmen and silver weren't popularized yet).

Villain Perks

Speaker of Falsehoods (100 CP): You are a skilled one. Taking this perk doesn't ensure you are a liar, but it does make you a good one. Whether it's coming up with lies on the fly, or telling them convincingly, you're a talented liar.

Questing Beast (200 CP): It seems wherever Tristram goes his rival and foe Palomides is there. Like Palomides the Saracen, you seem to have an odd propensity to just sort of wander into your established enemies. The more focused you are on an enemy the more this will lead you to them. If you have a single rival who is the only man you'd consider an enemy, you'll somehow have an odd luck in finding them whenever you travel without a clear plan. On the other hand if you have a whole host of enemies, you'll just be somewhat more likely to find one of them when you travel.

Oath Breaker (400 CP): Even most villainous knights will keep their oaths no matter how perilous and violent they may have been. King Mark, though, swears many false oaths and betrays his debts of honor often. You know who has the better idea.

Reduced repercussions socially and karmically for breaking oaths and dishonorable action. Given God is a very real force in this world, and many oaths are made upon the cross of a sword, this seems to even allow you some protection from supernatural oaths, and magically binding vows; you might still suffer some punishment but it will be a mere fraction of what it should normally be.

Rank Hath Its Privileges (600 CP): It's always true that it's easier for a person in a high social position to get away with crimes committed against those in a lower one. You however seem to take this to an extreme as you can get away with disproportionately more the greater your difference in social position is from those you commit crimes against. This won't protect you against their direct retribution, but the condemnation of others. Still, you could be a skilled knight and minor king and be found to have done all but use physical violence to sleep with a farmer's wife and not only would you not be in the least bit condemned by your peers, they'd tell the farmer to feel honored he got to raise and care for your son. Even if it's something closer in position, like you're the king of Cornwall and it's your disenfranchised nephew the greatest knight alive save only Launcelot, you can get away with much though eventually you could still push it too far.

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.

Harness (First free, additional copies 50 CP each): This is a full set of knightly arms and armor. That is to say this includes a sword, a shield, a full suit of armor including the under layers, and several spears. All of these are very well made and examples of high quality craftsmanship.

If any are broken or lost they will be replaced within a week.

Harp (50 CP): This is a well made harp of rich materials. You can choose whether to take a full-sized harp, or a smaller lap harp, but whichever you choose it will always be in tune and is a fantastic example of the type.

Cannon (150 CP): It might surprise you to know that Mordred used cannons. This is an early 15th century siege cannon. It comes with a cart to move it with, as well as a supply of black powder and large, round rocks to fire from it. This cannon will repair itself over time, and the supply of black powder and stone shot will also resupply over time if used.

This cannon does not come with the team of horses to move it or the team of individuals to load and fire it.

Lion (150 CP): Perhaps you saved this lion from a serpent, or even a dragon (the words are somewhat interchangeable in this period), because for some reason it has taken a strong liking to you. This is a lion which is tamed and docile to you, and strangely receptive and understanding of commands you may give it; enough that you can probably get it to tamely accept others as well. It's otherwise an ordinary lion, except that if this lion is killed it will be restored to life before too long.

Cut Steel (200 CP): This is a gleaming, beautifully made sword with a hilt ornamented with the most beautiful gemstones. This sword is enchanted, being stronger than ordinary steel and, judging from the name, being capable of cutting through steel. Steel still has some effect upon it, but a knight could have each blow with it leave bleeding wounds on

a fully armored knight, with only the strongest part of the helmet or parts reinforced with a shield substantially holding it back. And this from not a particularly exceptional knight among those of the Round Table; though as picked knights from the king of all Britain all of the knights are exceptional.

Scabbard (400 CP): This is a resplendently bejeweled scabbard. Like that of Excalibur this scabbard will protect its bearer from blood loss no matter how sore the wounds bearer receives. This will also mute the pain of the blows and wounds, allowing you to continue functioning. You aren't completely immune to wounds – a blow that cuts off a limb will still remove your limb – but you will not need to fear the crippling pain or loss of blood which wounds normally bring.

Unhealing Sword (400 CP): This is an enchanted sword. It is no better as a weapon than a normal blade, except that the wounds it inflicts are cursed so that unless the one who inflicted them chooses to lift this curse they cannot be healed. It might be possible for some more powerful magic to overwhelm this, but it would be beyond enchantresses of this world.

Healing Ointment (600 CP): By anointing wounds with this magical ointment you may instantly close them, and even re-attach hewed off limbs. This can even reattach a head, or stick one back together, going so far as to revive an individual should all the pieces be put back together; this can take some time. Some magical wounds can resist this.

You get enough ointment to put back together a head that was hewed off and then cut into a hundred pieces, and this ointment will replenish itself over time as it is used. This ointment does come with a container.

Drop-In Items

Bow and Arrows (100 CP): They aren't too common, but they show up a few times in minor ways throughout the book. This is a longbow and a quiver of arrows. The quiver will refill itself over time, and if broken or damaged the longbow will be repaired over time.

Sinful Feast (200 CP): This is a feast of a great variety of the richest, most decadent food and wines. Or well you can tailor it to your personal gluttony, and hunger though it won't include any food with supernatural qualities. You can cause this feast to appear on a table, or similar surface, or disappear, with a wave of your hand. This food is among the finest possible, a true feast for an absolute glutton. Or 2. Though given it is a feast for a pair of gluttons, it is more than 2 people could eat even if they ate themselves utterly sick. This feast will regenerate over time, easily at a rate to indefinitely feed a pair.

Chapel (400 CP): This is a small chapel. It doesn't come with any priest or staff, and won't even keep itself clean or in good maintenance, but any individual who sleeps there will be gifted cryptic visions relating to the future and/or their moral failings. It will take years (or the change of a jump) before a given individual can have another dream in this chapel.

While the chapel will not maintain itself during a jump, it will repair itself between them.

Love Drink (600 CP): Like that potion given to La Beale Isoud, when this drink is drunk by 2 individuals it will cause it so that "either shall love other the days of their life." That is to say the pair of imbibers shall love each other with a deep, passionate, and abiding love so long that they both shall live.

You get a single dose of this potion, enough for 2 individuals, which will be replaced at the beginning of each jump.

Faithful Items

Hair (100 CP): This is a hair shirt, made of some uncomfortable type of fur. Choose a moral or ethical system. The more an individual has strayed from that system of morality (or ethics) the more uncomfortable this shirt will be for them to wear, up to a certain maximum of discomfort, even if they normally would not feel discomfort from wearing itchy clothes. This discomfort will fade as one wears it if they live up to that moral system.

At the start of any jump you may change what moral or ethical system this shirt is linked to.

Hermitage (200 CP): Hermits in the day of Arthur's court were men of worship and prowess, and held great households and refreshed those who were in distress. This won't give you the skills of a leech, or the food and wine to feast weary travelers, but this is a great manor house complete with a few servants. It's no castle; it's not fortified, nor is it nearly as large, nor does it have the staff to be self-sustaining. It is, however, a large, well appointed, and well-furnished house, built for the comfort of its inhabitant, with 4 or 5 servants, enough that is to perform general maintenance, cooking, cleaning, and basic waiting on the lord of the manor.

These servants count as followers not companions.

Holy Shield (400 CP): This is a white shield with a vermillion cross upon it. The cross was painted in the blood of a saint and the shield is holy. When strongly presented, the shield can strike into the minds of enemies with visions of Jesu Christ on the cross and feelings of guilt, shame, and judgment. There is also an avenging angel in the form of a white knight who will ride forth to strike down anyone other than you that carries this shield within 3 days.

It's also probably sturdier than it ought to be. It is an adventurous shield after all.

Holy Sword (600 CP): Yours may or may not have belonged to King David and have a hilt of the most fabulous design from Solomon the Wise, but like that of King David it is definitely a holy weapon. Beyond being a sword of impeccable design and sharpness, one which will only break when wielded by one who has not the right to wield it (and then immediately upon their attempt) and can be reforged simply by putting the pieces back together, this sword is certainly a sacred object. It is also able to deliver wounds which will not heal short of a divine miracle on a scale such as the power of the Sangrael or an act of Jesu Christ. Non-divine means, or even lesser holy powers than that of the

Sangrael, are unable to heal these wounds. More than this, these wounds can cause ruin to extend to the realm and dominions of the one thus injured, such that a powerful blow from this weapon might cause a king's castle to crumble and fall and their land to be blighted by poor weather and harvests till the wound is lifted or they are dead.

You may take this as a holy spear instead of a holy sword. The spear of Longinus caused much the same sort of wound and the one the Sangrael was sought to heal.

Knight Items

Horse (100 CP): This is a fully trained warhorse of exceptional quality and breeding. It has no special powers or qualities, but if it is killed or lost it will be replaced within a week and remain a fully trained and well bred warhorse.

Pavilion (200 CP): This is a fair and rich pavilion, fit for the worthiest and most worshipful of knights. That is to say this is a large, portable 'tent' (though is a rather sturdier structure than a small camping tent), large enough for a knight, his lady, squires, and servants – a jumper and 8 companions. It is richly and luxuriously furnished with comfortable bedding, chairs, even desks and tables, though they are relatively portable ones. The exterior is similarly richly designed, dyed in bright colors and decorated with your heraldry.

Normally this would be rather a lot to drag around behind you, and a fair bit of work to put up or take down but since you're paying CP for this, you'll find that these issues are somewhat ameliorated. Specifically the pavilion is quick and easy to take down and put up, folds up into the same space as a modern camping tent, weighs no more, and the furniture simply disappears into the pavilion when it is taken down, repositioning itself inside when you put it up again.

Food, however, is not included.

Siege (400 CP): No, these are no cannons or other engines of war. This is a seat at the Round Table. One of the 150 chairs of the Round Table has your name on it and is reserved for you. Normally you'd have to prove yourself and your prowess as a knight, but apparently you've been pre-approved by the enchanted chairs.

In future jumps you'll have a similar position in an elite military force or combat brotherhood (or other elite martial organization) if possible with your background, or find yourself quickly being given a chance at such. You can choose to forgo this if you desire, but the option to be granted an elite position in a martial organization at the beginning of future jumps will be there.

Armor of Invisibility (600 CP): This is a full suit of knightly armor. It has been enchanted however. When wearing this armor, the wearer may turn themselves completely invisible, or become visible once more. This invisibility will extend to the wearer's weapons as well. This is the sort of advantage that would let even a meager knight destroy many good knights.

Lord Items

Land Grant (100 CP): This is 4 square miles of land. Really more the land a knight would hold than a lord, but you hold it in your own right with no debt of obligation to a higher feudal lord. This land is as of yet wild and untamed, simply a slice of the countryside.

This land will insert into future jumps and retain modifications but not changes to its borders and cannot on its own be used to bring living creatures along with you (normal plants are fine, ones more intelligent than usual are not). At the beginning of a jump you may choose to not insert it into a jump, in which case it will be put into a temporal stasis till the next jump. Alternatively you may choose to reset this land to its original state undoing all modifications.

Damosel Messenger (200 CP): This is a damosel, or a young woman, who delivers messages for you. She only seems to be around when you need a message delivered, and will always manage to find your intended recipient and faithfully deliver your message within a twelvemonth no matter how thoroughly hidden or locked away the individual is; assuming they're not in some mystical dungeon it will be a fair deal quicker than a twelvemonth. She can also bring a return message back from them if they have one for you. No, she will not be able to bring you other information about where the recipient of the message was from.

If she is killed she'll be back by the morrow as if it never happened.

Castle (400 CP): This is a well built and strongly fortified castle – like all the others more of Mallory's time than the 5th century the stories are set in – which comes complete with lands to support it, feudal peasants to work the lands, a staff to maintain and keep the castle and keep (this includes smiths and craftsmen), and even 5 or so knights to defend the castle. It could hold more knights, but the staff and peasants can be drafted to help in the defense as well. The castle is fully furnished, and is a comfortable and well-built home fit for an aristocratic lord.

The peasants, staff, and knights count as followers not companions.

Round Table (600 CP): This is a grand table with 150 sieges. By granting one of your subordinates one of these sieges their name will appear upon it designating them as one of the recipients of these sieges. Should they die, or you dismiss them from their siege their name will disappear from it. Any vassal you give a siege at the table will become more competent and loyal so long as they possess this siege.

Magician Items

Meaningful Shield (100 CP): This is a shield such as a knight might carry. And like most knightly shields it is decorated with heraldry or symbols to identify the knight. This shield's decoration is relatively intricate in whatever design you want it to be. It might not be a perfect portrait, but you could, for example, have it show a lady and a knight standing over the laying body of a queen. When you have this shield in your possession – even if not in your hand, simply in your lockbox or warehouse will do – and not that of another, you may change its decoration with a simple act of will and imagination and by waiting overnight.

In future jumps this shield can adapt to the local setting, changing from a shield to a piece of clothing or even something like a phone case that would be more appropriate to be worn or displayed in the setting in question. It will still have its changeable design for whether you want to send a coded message or simply display your individuality.

Bejeweled Cloak (200 CP): This cloak is an example of extremely fine work, and absolutely covered in jewels and gemstones, making it of great value. It does, however, immolate anyone who wears it, able to quickly burn a man to death before they can remove it. Even someone with the somewhat inhuman resilience as King Arthur would be doomed should he so much as put it on.

Fairy Boat (400 CP): This is a large, finely built boat. It comes complete with a crew of beautiful women, and is able to move quickly between places in the water, even able to teleport between nearby water sources or to gather fog around it and appear elsewhere in the water. It'd be easy to sail to vastly separated regions of Britain overnight in this boat, or into an inland lake. This boat can also sail between connected dimensions and worlds.

Its crew counts as followers.

Lake (600 CP): This is a pristine, beautiful lake. In the middle of the lake there is a rock. Within the rock is a place as fair as any on the Earth, a real Earthly paradise. By default this place is only about 10 square miles, but you can expand it by importing other properties or territories you possess into this dimension within the rock. You may choose to have this paradisical quality expand to the climate and land of anything imported into this pocket world.

Any you allow may freely pass through this rock, entering this pocket world or leaving it again through it as a gateway. Those you do not allow will need some power to breach

dimensional walls or force open this gateway. Damaging the rock or destroying it will do nothing except remove the marker for this gateway.

The land inside of the pocket world will retain modifications that you make to it, by default not including population but including expansion should you manage to grow the pocket world through your own efforts. At the beginning of a jump you may choose to not insert this lake into a jump, in which case it (and its pocket world) will be put into a temporal stasis till the next jump. Alternatively you may choose to reset this pocket world to its original state undoing all modifications.

Villain Items

Silver (100 CP): One must wonder how a king like Mark keeps his knights loyal. In your case this should help a bit with it… at least for a short time. This is silver. It's about 125 pounds of silver, though you can have it in silver coins which will weigh a touch more. It's not much compared to the wealth a lord can accrue, but it's money.

You'll get the same at the start of each jump.

Papal Counterfeits (200 CP): This is a counterfeit seal for making counterfeit letters from the Pope. This seal will update to a similar 'proof' of being from the highest mortal religious authority, or at least the highest (mortal) religious authority for 1 major religion, in future jumps.

Castle (400 CP): This is a well built and strongly fortified castle – like all the others more of Mallory's time than the 5th century the stories are set in – which comes complete with lands to support it, feudal peasants to work the lands, a staff to maintain and keep the castle and keep (this includes smiths and craftsmen), and even 5 or so knights to defend the castle. It could hold more knights, but the staff and peasants can be drafted to help in the defense as well. The castle is fully furnished, and is a comfortable and well-built home fit for an aristocratic lord.

The peasants, staff, and knights count as followers not companions.

Kingdom (600 CP): This is a small kingdom, perhaps under Arthur's high kingship, roughly the size of Cornwall (1376 square miles). It is sparsely inhabited, with rich woodlands, fertile ground, and mineral wealth.

This kingdom will insert into future jumps and retain modifications – including in population – but not changes to its borders. At the beginning of a jump you may choose to not insert it into a jump, in which case it will be put into a temporal stasis till the next jump. Alternatively you may choose to reset this kingdom to its original state undoing all modifications.

If bought with the **Castle** item, you will find that there are several sublords each with their own **Castle** under your service as king included in this kingdom as well.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 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). You may pay 150 CP to import 4 companions if needed.

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 (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Your Lady (50 CP/200 CP): This is a beautiful damosel who will come to you in need of a brave knight to help her through some quest; likely involving fighting perilous knights to free her homeland or aid her family. If you should succeed in aiding her, she will join you as your companion, and eager wife or even simply paramour. She is a beauty worthy of being known throughout the land for her grace and lovely appearance, and skilled in all things that a daughter of a king would be expected to be well versed in, except necromancy and enchantment; though she is a skilled healer to a possibly magical extent. She will be faithful, loyal, and true to you, loving you as a noble wife and lady should.

For 200 CP she is an enchantress at least Morgan's, and perhaps Nimue's, equal and possesses a **Castle** held in a pocket world similar to that from a **Lake** save that it is accessed through a fissure in a rock face instead of a rock in a lake. You can expect the quest to involve more danger and more magic along its way. Still she will be every bit as loyal, even if she might be a bit too proactive in keeping you safe from danger with her enchantments.

Toggles:

A Long Reign (Toggle): It's unclear exactly how long Arthur's reign is. Launcelot's affair with Guinevere is referenced to have been going on for 24 years when the Grail Quest happens. Galahad himself seems to have been conceived and born after Gareth's story which took more than a year, and Gareth became a knight after having not seen Gawain for 15 years since Gawain became a knight at Arthur's wedding (and before Merlin disappeared immediately after renaming the young Launcelot) which was itself at least a year or two after Arthur became king which was a year after he drew the sword from the stone. So the Grail Quest is at minimum more than 30 years into Arthur's reign, and itself took more than a year, and further events happened after it before Camlann. Arthur's reign is at minimum close to 40 years and could be more than 50. With this you can extend your stay here till 1 year after the normal date of the Battle of Camlann, or up to 10 years after it. This cannot be used to reduce your start time (if you are starting at the latest available).

Reign of Uther (Toggle): The earliest start date is at the beginning of Arthur's story when he draws the sword from the stone. However the book begins earlier. With this you can start at the beginning of Malory's tale before the conception of Arthur. This will extend your stay till when you'd normally be leaving (so at minimum a more than 25 year stay and up to, if combined with the above, 21 years longer than Arthur's reign).

The Not So Whole Book of King Arthur and his Noble Knights of the Round Table (Toggle): There's a lot of versions of the tales of King Arthur and his knights out there. The Lancelot-Grail (or Vulgate) Cycle, the Post-Vulgate, Chretiens de Troyes's works which introduced the grail and Lancelot, the various continuations to Chretiens' *Percival*, and that's only in the medieval French tradition which Mallory was primarily drawing from, there is also "Sir Gawain and the Green Knight", Geoffrey of Monmouth's *The History of the Kings of Britain* which while not the first mention of Arthur birthed the English and French traditions of the middle ages, and various others in the English tradition, and then there's an entire Welsh tradition which might have started it all. Even *The Whole Book of King Arthur and his Noble Knights of the Round Table* has several stories which it makes only light allusions to or says are told elsewhere.

So while the jump is designed to best encapsulate and match Mallory's version, this toggle is here to allow you to enter another version of Arthurian canon which lacks its own dedicated jump.

Drawbacks:

*Need more than 1000 CP, you may take **up to 5 drawbacks** for additional CP. All drawbacks fade at the end of the jump.*

Lancelot-Sue (Variable): For +100 CP Lancelot is better than you. At anything and everything Lancelot will be better than you. For +200 CP you will find that the world, your companions, your followers, and events love to rub your nose in this fact. Whether you end up against him in tourneys, or he swoops in to finish your quest – and steal all the glory from it – after you've faced nearly all the danger and effort only for him to clear it with ease, Lancelot will always be upstaging you and handing your ass to you. For +300 CP not only will Lancelot upstage you, he will steal your girl(s)... or guys… Love interest(s). Instead of loving Guinevere, he'll love the same people as you do, and he will win. And if you think you can safely take this because you don't love anyone, you can expect that you will fall in love with someone, only for Lancelot to eventually steal them. Hey, this might save Camelot at least.

Maimed Jumper (Variable): During the first half of your time here, you will be stricken with a grievous wound. This wound will not be fatal, but it will never heal properly. For +100 CP it can seem to heal, but it will have a tendency to tear itself open in the midst of battle, leaving you bleeding and injured in a way that will hamper you in a fight. For +200 CP it will never close. Perhaps you can seal it or minimize the blood loss, but it will continuously sap at your strength, be a constant source of pain, and limit your physical capabilities substantially. For +300 CP it was a true, dolorous stroke, delivered by a weapon of the utmost sanctity. This blow will cause all lands you control to fall into wastelands, your castles (or houses or other structures) to crumble, and seems to resonate through all that is yours. This won't bring things to complete ruin… if you work intelligently, and constantly, to preserve them, but you seem to be cursed by this wound… and even the grail quest will not see you healed.

Perilous Foes (Variable): Somehow wherever you go you find yourself facing off against perilous foes. For +100 CP these are knights. They will vary in number and skill, but you shouldn't expect to face any that are as mighty as Lancelot. For +200 CP not only will you find yourself encountering knights, but also giants, dragons, and monstrous beasts. These beings can be rather dangerous and unpredictable, and unlike knights they have no concept of honor. For +300 CP you will find that, in addition to knights, giants, dragons, and beasts, you have somehow attracted foes from among angels, enchantresses, demons, and knights with strange supernatural powers; maybe they turn invisible, possess

triple the strength they should at times, cannot suffer wounds, or who knows what other magical powers these knights may have, and they are likely the least of your worries.

Sinful (Variable): You are grasped by one of the Deadly Sins, and it has filled your heart with its faults and flaws. For +100 CP select one of the 7 Deadly Sins other than Lust or Gluttony, and you will find your behavior and actions twisted by over indulgence in it. If you select Wrath you will be quick to anger and violence. If you select Greed you will always want more and more material wealth. If you select Envy you will always be looking at others and seeking for how they have it better than you – and resenting it. Sloth will find you lazy and prone to inaction. Pride will see you overconfident and prone to vainglorious self-promotion. For +200 CP you must instead choose one of the 7 Deadly Sins other than Lust or Gluttony to utterly consume your life. Wrath will see you constantly driven by anger, exploding in fury over the lightest of imagined slights. Greed will mean that greater and greater material wealth is now nearly your only goal and desire. Envy will see you obsessed with tearing down others, even over merely imagined superiority. And so forth. You can select Gluttony at this level but it will only provide you with +100 CP as you become obsessed with filling your stomach with rich and new delicacies. For +300 CP you will instead be ruled by all the sins, save perhaps Lust, at somewhere between the 100 and 200 CP levels (this will include Gluttony at the equivalent of the 100 CP level).

Slave to Lust (Variable): You have troubles with that vilest of the deadly sins, the carnal desire known as lust. For +100 CP you are simply something of a playboy; prone to sowing your wild oats and taking and discarding lovers or keeping multiple at a time. Of course this is a time and place where chastity and virginity are of the highest value, and this sort of loose behavior is hardly acceptable. For +200 CP you are instead caught up in a single great lust like Lancelot and Guinevere or Tristram and Isoude. That is to say an adulterous affair of the most dishonorable sort, one which involves betraying your closest friends and oaths. You'll never be able to pursue this love honorably and safely, and it will consume you and twist your life around it. If things seem to remove the crossed stars for this romance somehow they will return. Or maybe your beloved will die and you'll find yourself equally besotted with another just as troublesome. For +300 CP you combine the worst aspects of both. You keep falling totally and utterly in and out of love with the very worst options, ones which will destroy your relationships with others, will lead you into conflict with your friends, and then you… abandon them on a whim to destroy your life anew.

‘Kay Nickname (+100 CP): You have received a derogatory nickname probably from Sir Kay the Seneschal. No matter how much worship you accrue with your deeds and actions you will find that people will still know you by this insulting nickname and that it will still be the most common way people refer to you; even if your vassals might not say it to your face.

Merlin(s) Under the Stone (+100 CP): Your companions, followers, and pets have been sealed within a rock. Nothing can free them, but sometimes you may be able to talk to them through it. You’ll have to figure out how the timing works yourself, and maybe it’d be best to leave them be, since it does seem to force them into awareness of their state, sealed into a small dark space, unable to move or act or interact with anything except through sound.

Needy Damosels (+100 CP): You might not be a knight, but you’re going to find yourself being accosted by damosels in need of some aid or help. And somehow you just can’t say no. You’re going to find yourself drawn into countless quests and adventures to help these damosels. At least they do tend to be thankful and you might win treasure, lands, or even a wife, in addition to fame and glory.

Single Handed (+100 CP): There’s no mention of Bedivere’s missing hand in this story, but it is an old element. You now have only one hand. You have the arm so you can probably strap a shield to it, and you could put a hook or something on it, but any more sophisticated prosthesis will fail to work for you, and you won’t be regrowing this hand any time soon.

Unmarked Shields (+100 CP): You seem to have a tendency towards mistaken identity. Somehow you will often find yourself encountering your allies and somehow failing to recognize them, and mistaking them instead for hostile foes. Hopefully you don’t kill as lightly as some around here.

Anime Adaptation (+200 CP): Erm… Why is Excalibur shooting out energy blasts? How’d Arthur cut a mountain in two? Since when could Gawain form a sun between his hands or have the strength to break Britain in two at noon? Could Lancelot always copy people’s powers and abilities? You seem to have been thrown into an anime adaptation of Arthurian Britain which is going through major shonen power escalation. What you (and your companions) have gotten here won’t be getting any better, but you can expect everyone here to be vastly more powerful than they were in the stories, and only growing stronger with each passing moment.

I'm Bored, Let's Fight to the Death (+200 CP): Seriously what's wrong with some of the knights around here. Gawain is bored with not enough excitement in the Grail Quest so he starts jousting random, unidentified people to the death. And now… well you're bored. And apparently you've decided that your boredom means you should pick exciting fights. And battles where people are holding back just aren't as exciting.

Incestuous Child (+200 CP): You have spawned a dreadful child that even you must fear. Somewhere in this world exists a child who is both your son (or daughter) and your nephew (or niece). You will not know or recognize this child till it is already too late to stop them from beginning their usurpation of who you are. They possess powers and abilities similar to your own, including your perks and similar more narrative or meta abilities. They do not, however, possess your companions, and items. This is of limited benefit to you however as they excel at usurping whatever is yours, able to take from you and make theirs even such things as the loyalty of your people, your weapons, or other things that belong to you. At some point during this decade they will finally decide to strike, usurping the greatest parts of your power that they can, and attempting to kill you and take your chain. They are not necessarily your equal, but you will not know who will strike or when until it is too late, and they will take some of the greatest treasures you possess to strike you down with them; do not trust things that would normally prevent others from using what is yours against you from saving you here.

Promised a Fairy (+200 CP): Or at least one of the ladies of the lake. You have sworn a promise to one of these mysterious ~~water fae~~ enchantresses. At some point in the jump she will come to you with a request and, unlike Arthur, you will have to live up to your end of the bargain and fulfill it to the best of your ability; even if you let one of your knights murder her in the middle of your court you'll still have to complete the request. Expect it to be something you don't want to do.

Unworthy Lord (+300 CP): You have sworn yourself to a king similar to Mark, Mordred, or maybe the Roman Emperor Lucious. Whoever your king is they are a man of no morals, a sinful king driven by their own greed and pride. And you will serve them loyally. They do seem to have enough sense not to directly try and destroy you, but you will spend your full decade here the servant of a petty tyrant with all your powers and loyalty directed towards him.

Scenario - The Grail Quest

You must pay 400 CP to take this scenario, unless you are taking the Endjump version.

By taking this scenario you are pledging yourself to quest for the Holy Grail. To find the grail you will have to undergo many fantastic and mystical quests, pitting yourself against the temptations and forces of the seven deadly sins and the Devil himself. While the Devil has no power in the face of God, still you must face your own sinful desires and overcome them. This will include facing great temptations, and things that promise to fulfill your sinful desires – promises of ease, of treasures to fulfill your wildest dreams, gluttonous feasts, and ladies of the greatest beauty and carnal skill – and more physical manifestations of the sins as knights or perhaps even monsters. We are not told all that Galahad, Percival, or Bors faced on their quest, or even the majority of it.

You can expect to face hazards as great as any in this world, and have your personal weaknesses and sins exploited. Should you be able to resist these temptations, you will also be forced to undergo penance for any and all sins you have committed in the past. Thankfully the Holy Grail is of this world it is only judging you as you are of this world. Your sins in past jumps will not be held against you, or cast in this judgment. It should be noted, the grail seems to hold a special hatred for the sin of lust. Of the three who succeeded the quest 2 were virgin maidens, and the third had repented his one failure in chastity, paid penance for it, and it was only forgiven then because it had served to produce a worshipful knight.

The Grail's judgment is not limited to your present, however. Launcelot truly repented his 24 years of service to the Devil in sinful lust. However, he was certain to return to it when the Grail was no longer presenting to him the sheer magnitude of his sins, and as such he was never to be worthy of the Grail. You can expect the same. It will read your heart and you must truly forswear your sins. The Grail is still limited to this world, or at least choosing to judge you by your life only in this world, but if you are planning while in this world to return to sin once you leave for another it will know; if you're simply too weak (or too inclined to be dragged by background memories or drawbacks into a role) you may be able to be accepted by it.

Should you manage to overcome these trials, purge yourself of sin, and hold the fortitude to continue on your virtuous path, there is one more thing that must be done to reach the Grail. The Grail Knights had to travel on a ship of faith, a ship which if one did not have unwavering and true faith in the God and his Son sent to redeem mankind would

immediately break apart and let one drown. This faith is essential to reach the Grail or meaningfully claim it. You must have true and unwavering faith in Christ.

Should you manage to reach the Grail and be entrusted, like Galahad, Percival, and Bors (or in place of), with the task of healing the Maimed King and his kingdom, and preparing for the departure of the Grail from the godless and wicked realm of Logres to somewhere more deserving of the honor of hosting it, you will be, like the other Grail Knights, granted the chance to experience the presence and words of Jesu Christ Himself. Unlike the other Grail Knights you will also receive a copy of the Sangrael granted you by the LORD. Yours will not serve to summon Jesu Christ, but will still maintain miraculous powers of healing.

Copy Sangrael (Reward): This serving dish is an object of unparalleled sanctity. A perfect copy of the one used by Christ during the Last Supper and receiving His blood at His crucifixion.

The sheer sanctity of it is such that Launcelot, the mightiest of men (save perhaps for Galahad), could not rise to approach it due to the sheer spiritual weight of his 24 years of adultery, and Gawain would likely have fared no better with his murders and overweening pride if he'd even been allowed to see the Grail uncovered. Suffice it to say that this artifact counts as exceedingly holy.

It is also capable of great works of healing. The blood held in the Grail – which replenishes itself – can be used to heal any wound, any illness, or even to shatter curses and dark enchantment, so long as the recipient is not too mired in sin and wickedness. It will not, however, resurrect the dead.

Endjump Variant

You may alternatively take this as a Spark scenario. This does not cost CP. However, the Grail, or really Jesu Christ who is behind and controlling its actions, will no longer hold back to merely judging you by this life.

The adventures and challenges you face will scale to match you, and will truly test your powers to their limits seeing if you will maintain morality in even the hardest of situations. You must show yourself to be virtuous and righteous, in His eyes, in the face of great tribulations; though do not think this means that virtue is all you need to show, you must also demonstrate wit, cunning, resourcefulness, skill, and prowess.

Similarly your sins from your previous jumps, your pre-chain life, and even in jump backgrounds must be repented and paid penance for. You must purge yourself of sin and conquer, now and forever, the powers of sinful temptation. Your faith too must extend beyond this world. You need not have always served Christ and God in the past – conversion and redemption are core aspects of the Faith – but you must faithfully dedicate yourself, now and forever, to the service of God.

Upon finding the Grail you must showcase this devotion by serving as its keeper and Grail King until the Millenium. Yes your stay will extend till 1000 years after the Passion of Christ and His resurrection. Don't worry about dying of old age, the LORD will grant you agelessness.

Should you serve dutifully and faithfully, your heart and soul truly pledged to the LORD and His Faith – don't expect any perk or power or ability to help you overcome his omnipotence and omniscience – you will come face to face with Jesu Christ again. This time the Lamb of God will not merely bestow upon you the grail as above, but ignite your Spark so that you can carry forth His, and your, mission across the omniverse as agent of His will.

You will also be given all the powers and abilities associated with even the holiest of saints if you haven't acquired them already in your time here.

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.

King from the Hill: 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.

Camelot Eternal: 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.

To Avilion: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

Fisher King… Well the trope is such a thing associated with the Grail Quest, even though we only really see the negative here. That is to say we see two maimed grail kings who were struck by holy weapons and left with an unhealing wound which carried over to their kingdom. But we don't see any benefits from this link. Still it's a 600 CP Drop-In (you know the outside of setting background) perk so I felt alright playing a bit with the trope in its larger usage and implications and not being strict about it being from/faithful to Mallory's work. And maybe I am just permanently poisoned by *Excalibur* and how the King is the Land and the Land is the King. Also the world is a dragon.

White Bull is an attempt to balance between helping you be Galahad, and permanently altering your personality in an absolutely horrifying way.

Power of Love is a little bit of a trope that's more in the narrative themes than power shown in the text. Despite Tristram's words we don't really see Tristram or Launcelot growing stronger due to love; they're the best in the world from when they're introduced, with Lamorak 3rd best before we hear anything about his fatal affair. However it also is called out that they're the best 2 in the world because they're also the most devoted lovers.

Lordly Grace is a bit of an asspull. Arthur isn't really noted for it, nor does he do a good job of demonstrating it. Though, some of the villainous kings are noted for lacking it in comparison to him.

Fay's Mystique is a bit of a pull. The magician figures are all mysterious and enigmatic, but it has more to do with non-Mallory depictions and the lack of detail about them. Though the arrival of the barge at the end does make the four enchantresses appear rather mysterious and inscrutable.

Merlin, Nimue and Morgan don't normally show a need for material components. Most spells, though, do seem to be too slow to use in combat – Nimue disarmed a man, but it took a long time while he was fighting Arthur, Merlin managed a quicker sleep spell once quick enough to save Arthur's life in a fight – and Morgan couldn't curse Arthur directly so had to send him a cursed cloak that'd kill the wearer but she could curse a lady though had another enchantress's help with it. Knights, typically the 'best knight in the entire world' can lift curses and spells, but despite almost always being Launcelot in the end, every knight has to try it and some enchantments are lifted by others so it seems like it

might just be sufficient martial prowess can lift it. Nimue did manage love spells, but Nimue is a Lady of the Lake and a good enough mage to seal Merlin in/under a rock so don't expect to be at the level of Nimue with just the Enchanter perk. Merlin also managed to go under a rock to show the marvels wrought in it by great enchantment, which then he got sealed under, but it might have been entering some fairy land within the rock.

The spears in harness are probably more like lances in modern parlance, but Mallory used the word spear.

Yvain's awesome magic lion might not make an appearance, but Percival's lion is a poor imitation (being obviously a retelling of Yvain's saving of the lion) even if it pretty much immediately disappears from the story. Yes, the lion item just exists as an excuse to get at least a store brand of Yvain's lion. You can tell this isn't actually intended as a Generic Arthurian Jump because I didn't include Yvain's awesome lion (or some form of dragon banner, or being a Green Knight).

The healing ointment managed to put a guy's head back together after it was in 100 pieces, but this apparently took some time. It might work with some pieces missing if it's enough to live, though, there's no guarantee that brain damage won't be caused. While it does seem to help with some of the brain damage from oxygen deprivation to the brain – it took at least days – you'll have to experiment to figure out how much rot can set in and you can still have the healing ointment work properly.

The silver item is a bit of a stretch I feel bad about. Money never really comes up in the story. Like it has to exist, and it felt appropriate enough for a villain item; Mark definitely had money. At the same time it doesn't come up. The same could be said for the Land Grant, but I feel less bad about that one.

The fairy boat is a bit of a guess work at what Morgan's did. She used it to reposition Arthur and 2 other knights overnight. They were a day away from Camelot (explicitly Cambridge in Mallory), and she put one in Camelot, and 2 days away from Camelot while they were in enchanted sleep. It actually seems to have been more teleporting them, but given the (possibly second) boat appearance out of nowhere at the battle of Camlann in response to Excalibur being thrown into the water, and the definitely different boat of Solomon which managed to reach a place normally impossible to reach I went with magical teleporting boat.

It's entirely possible that among the temptations of sin in the Endjump variant of the Grail Quest will be a means of getting your spark without submission onto God. Of

course this would be coming from the literal Devil, specifically a version of the Devil with no redeeming qualities, so it's probably not a good thing for the omniverse if you get it this way, but it's your story. Of course the Devil is qualitatively incomparable to God in power, so it's probably not as good. Then again if 'this would give me more power' is your reasoning, you're probably not obtaining the Grail in the first place.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Removed some duplicative text.