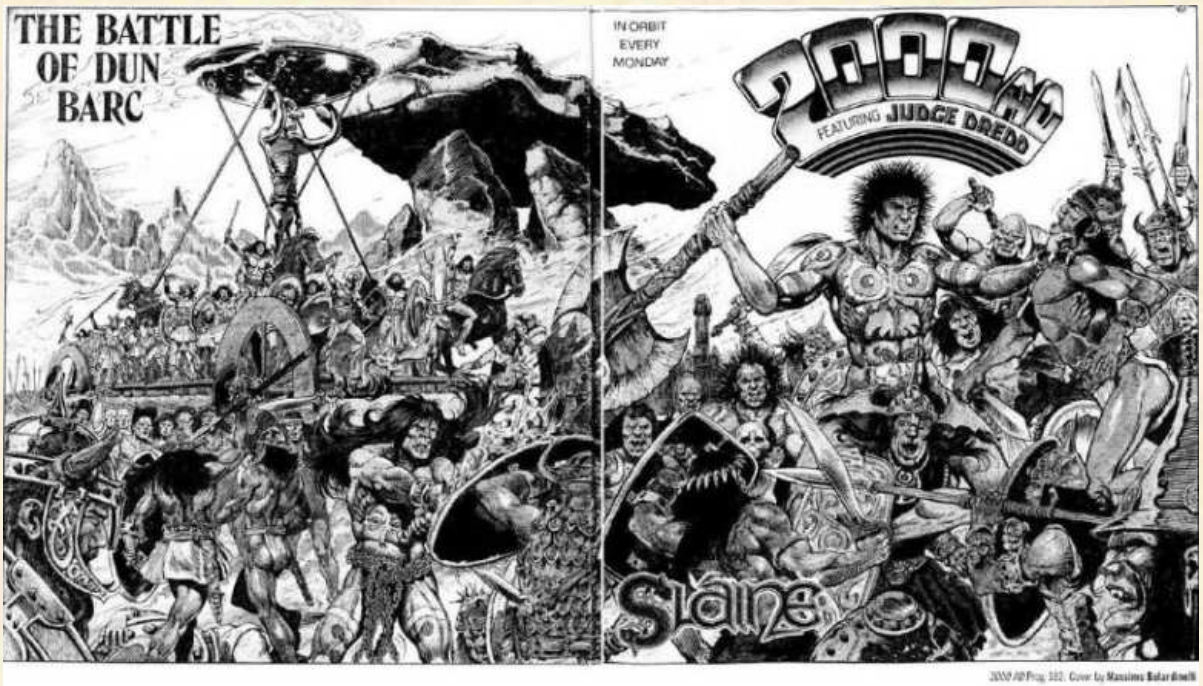
Slaine

And so it begins...the saga of Slaine mac Roth of the Sessair – mercenary, cattle rustler, and battle-smiter, who rose to become the legendary King of the Tribes of the Earth Goddess. It starts in the realm of the Drune Lords whose dark sorcery had cast a shadow over the land of the Young, and whose use of the weird stones warped time itself.

Welcome jumper to the world of Slaine, a comic series written by Pat Mills and first serialized by "2000 AD comics" in 2005. Taking place in the ancient land of Young, Tir nan Og (though you may know it in your future time as "Doggerland"), you shall spend the next 10 years here in this brutal world of barbarians, druids, and otherworldy menaces, teeming with nods to celtic mythology and a smattering of the author's not-so-subtle political rantings and preferences. Take these 1000 choice points (1000 CP) and proceed to the next sections.



Location

First, let us determine where your story shall be starting in this world. Roll 1d10 to randomly choose a starting region, or pay 50CP to select one of your choosing. You may start in any open spot in your starting region that would not be closed off to you based on your background. Each background also has a region they may choose to start in for free instead. By default, the time period when you start your jump here will be at the same time as when the comic itself starts: whilst Slaine is adventuring across the Drune Lands.



1. THE NORTHLANDS: The lands that would one day become the realms of Eiru and Scotland, sprawling and mostly underdeveloped. These sprawling plains, gentle hills, and dense woods are home to the tribes of the Earth Goddess: the Sessair, the Growling Shields, the Shadowmen, and the Finians. Those who take the Dannan background may choose to start here in this land, at the city associated with their chosen tribe.
2. CAMBRIA: Also known colloquially as the Glamourlands, or Wales in our modern era, a land of gorgeous mountains and thick pine trees. The locals are a surly and superstitious lot, distrusting of outsiders, though despite that this is one of the few places left in the world where dragons still dwell. Granted, most of the wild dragons are extinct, though some are domesticated and raised on farms, where their crystal skulls and gemstone eyes are harvested and sold for a great profit. Nestled deep within Cambria can also be found Dinas Emrys, the fortress of the Eternal Ones. If you take the Eternal One background, you may choose to start your jump here with your fellow Eternals.
3. ALBION: East of Cambria is Albion, once the heart of the civilization of the Titans, before they fell to their own ennui and indolence and went extinct. Nowadays it is a relatively peaceful land, though that shall soon change once the events of Ragnorok bring strange outlanders like Fomorians and Trojans to their shores. Those with the Outlander background may choose this milder land as their starting choice for free

4. SOUTHLANDS: BE WARNED, FROM THE TIP OF LYONESSE AND SOUTHWARD LIES NOT THE LANDS OF THE EARTH GODDESS, BUT THE REALM WHERE CARNUUN AND CROM CRUARCH ARE FEARFULLY REVERED BY THE LIKES OF THE FIR BOLG AND DRUNES. THIS CURSED LAND, ONCE RICH AND BOUNTIFUL, HAS HAD THE EARTH POWER DRAINED FROM IT BY THE DRUNES' DOLMENS, TURNING ALL THESE LANDS INTO SOURLANDS. SHOULD YOUR BACKGROUND BE THAT OF A DRUNE, YOU MAY CHOOSE TO START IN DRUNEMETON, CAPITAL OF THE DRUNES' LEADER: THE LORD WEIRD SLOUGH FEG!
5. MIDGARD: THE LAND OF BERSERKERS, NOT MUCH IS KNOWN OF THIS STRANGE LAND FAR TO THE EAST, SAVE THAT ITS WARRIORS ARE FIERCE AND MERCILESS, FEARING NAUGHT BUT THE STRAW-DEATH OF THE BED. THESE ANCESTORS OF THE NORSE AND THE SAXONS ARE NO LAUGHING MATTER, AS THEIR WORSHIP OF THEIR GOD VODEN GRANTS THEM THE DREAD POWER OF THE BERSERKERGANG.
6. LOCHLANN: THE FOMORIAN'S DREAD BEACHHEAD INTO OUR REALITY, LOCHLANN IS THE NAME OF THE POLAR ICE SHEETS SPREADING INTO TIR NAN OG BY WAY OF DRUNE MAGIC. HERE MANY SLAVES AND OTHER PILLAGED LOOT ARE BROUGHT BACK BY FOMORIANS RAIDS ON THE SOUTH TO THEIR DREAD GLACIAR FORTRESSES. THOSE WHO CHOOSE THE FOMORIAN BACKGROUND MAY START THEIR ADVENTURE HERE, STANDING IN FROM OF THE PALACE OF BALOR ONE-EYE.
7. CYTHRAWL: WHEN THE CYTH LOST THEIR GREAT INTERSTELLAR WAR AGAINST THE ARCHONS, THE TERMS OF THEIR SURRENDER SAW THEM IMPRISONED ON A MEAGER PLANET, BARREN AND LIFELESS, TO LIVE OUT THEIR ETERNAL SENTENCE. THIS IS CYTHRAWL. THOSE WHO CHOSE TO BECOME ONE OF THESE MONSTERS IN THEIR BACKGROUND MAY START THE JUMP IN THIS DREADED REALM, SPECIFICALLY IN THEIR CAPITAL CITY OF GULAG, THE HEART OF THEIR WICKED EMPIRE.
8. ELS-WHERE: THE ELS, GREAT COSMIC MACROBES WHO REPRESENT THE DRIVING METAPHYSICAL CONCEPTS BEHIND REALITY. THEY EXIST HERE IN THE ELS-WHERE, AN EXISTENCE ON A DIFFERENT DENSITY OF REALITY THAN OUR OWN, IN WHICH TIME FLOWS DIFFERENTLY, WHERE ONE CAN OBSERVE THE PAST AND FUTURE, AND WHERE CONCEPTS LIKE LOGIC TEND TO JUST BE POLITE SUGGESTIONS. IF YOU END UP HERE, I SUGGEST FINDING A WAY BACK TO THE HUMAN WORLD BEFORE YOU BECOME THE HAPLESS VICTIM OF A DEV-EL OR OTHER INSCRUTABLE ENTITY.
9. THE UNDERWORLD: THE BOWELS OF THE EARTH, AND BY EXTENSION THE EARTH GODDESS HERSELF. THE UNDERWORLD LEADS TO MANY PLACES AND REALMS ACCORDING TO THE WHIMS OF THE GODDESS, FROM THE REALMS OF THE DEAD, HER PERSONAL REALM, AND EVEN ACROSS TIME ITSELF. BY ARRIVING HERE, YOU WILL BE AT THE WHIMS OF THE GODDESS, AS SHE WILL DECIDE TO USE THIS OPPORTUNITY TO SHUNT YOU SOMEWHERE, OR PERHAPS SOMEWHEN (AS SHE CAN SEND YOU TO ANY TIME PERIOD AS WELL), ELSE ACCORDING TO HER DESIGNS. PRAY SHE IS IN A GOOD MOOD AT THE TIME.
10. FREE PICK: CHOOSE ANYWHERE FROM ANY OF THE PREVIOUSLY LISTED LOCATIONS.

Background

But who are you in this fantastical world? Choose from one of the following backgrounds to determine your nature and history in this world. If you do not wish to be burdened with memories or histories connected to this world, you may instead choose to "drop-in" using any of the backgrounds.

Dannan



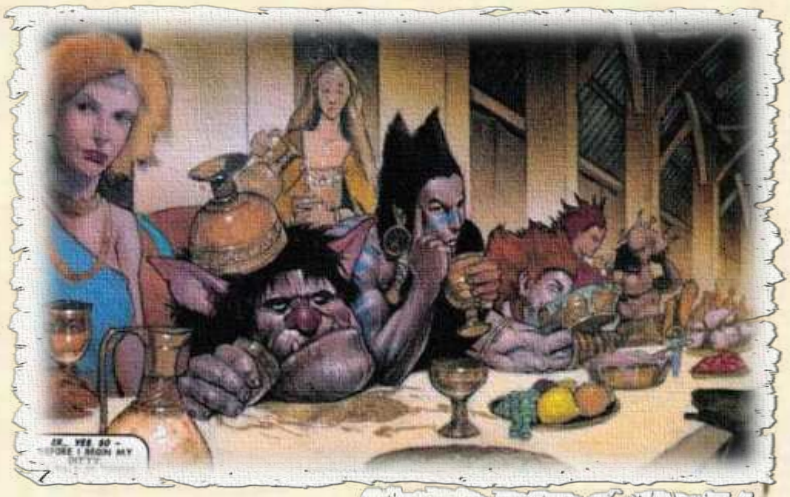
The northern tribes, the worshippers of the earth goddess Dannu and the sky god Lugh, who would one day become known as the Tuatha De Dannan. Savage and untamed, these four tribes are constantly embroiled in war and battle, whether it's against the Fomorians, Southlanders, or each other. On choosing this background, choose which of the four tribes you are a member of: the Shadowmen of Falias, the Shield Growlers of Gorias, the Tribe of Finias, or the Sessair of Murias. Each have their own customs and ways, though they all swear fealty and reverence to their mother the earth goddess, as well as a shared culture of ritualistic sacrifice and a strange sense of duty and honor about such things.

Drune

The followers of the Slough Cult, fearful devotees of Carnuun the Lord of Beasts and the Time Worm Crom Cruarch, and the earthly servants of the Cyth Race. They are the collected peoples of the Southlands, ruled by tyrant known as the Lord Weird Slough Feg, the Old Horned God. Though not all are as loyal to the rotting old druid as he would hope. Many of his subjects chafe under brutality of his Skullswords, resent the conversion of their lands into Sourlands, and even some of Lord Feg's own plot behind his back. Tell me Jumper, will you fall in line or rise up against the immortal madman and his masters?



ETERNAL ONE



DINAS EMRYS WAS FOUNDED IN TIMES LONG SINCE PASSED, ESTABLISHED BY THE ATLANTEAN WIZARD MYRDDIN (NOT TO BE CONFUSED WITH MERLIN) AS A REFUGE FOR THOSE WHO FLED THE SINKING OF ATLANTIS, AS A REPOSITORY OF THE TRUE HISTORY AND WISDOM OF THE WORLD, AND AS A VIGIL TO OBSERVE AND PROTECT MANKIND FROM THE ACTIONS OF THE CYTH. IT IS FROM HERE THAT YOU HAIL, EITHER AS ONE OF THE ORIGINAL ATLANTEANS (KEPT ALIVE THROUGH THE AGES BY THE CONSUMPTION OF THE ANGUINAM), ONE OF THEIR DESCENDANTS, OR AS ONE OF THOSE WHO JOINED THIS INSTITUTION AT A MUCH LATER DATE.

OUTLANDER



WHILE KEY ACTORS AND MOVERS IN THESE LANDS ARE OF THE PREVIOUSLY LISTED TRIBES, THEY ARE NOT THE ONLY ONES WHO DWELL HERE. TIR NAN OG IS A LARGE PLACE, INHABITED BY VILLAGES AND TRIBES OF ALL DIFFERENT SORTS, FROM THE SAVAGES OF MIDGARD AND THE PASTORALISTS OF ALBION, TO THE BOGDWELLERS OF KARELLIA AND EVEN TROJANS FLEEING THEIR FALLEN HOME. FOR ALL OTHER HUMAN TRIBES THAT WOULD BE HERE, THIS IS THE BACKGROUND FOR YOU, AND WHILE YOU MAY NOT HAVE A DIRECT STAKE IN THE GOINGS ON OF THE MORE NOTABLE TRIBES, THAT DOES NOT MEAN THAT YOUR SKILLS AND PERSPECTIVE CANNOT HAVE VALUE AS WELL.

FOMORIAN (100CP)



SEA DEVILS IS WHAT THEY ARE CALLED, FOR THE FOMORIANS ARE VISCIOUS AND DISGUSTING CREATURES BORN IN THE DARK ABYSS OF THE OCEAN WHERE THEY WERE SHAPED BY AND WORSHIP THEIR FATHER, THE EXILED HIGH CYTHRON DAGON. WICKED, DISGUSTING, AND WITHOUT HUMANITY OR LOVE, THERE ARE FEW IN THE LANDS OF TIR NAN OG WHO WOULD SHED A TEAR AT THE DEATH OF A FOMORIAN, WHICH IS FITTING AS THERE IS NOTHING A FOMORIAN LOVES MORE THAN TO DRINK THE TEARS OF LAND-DWELLERS AS ONE WOULD A FINE WINE, SAVE IT BE THE CHANCE TO CAUSE SUCH TEARS AND ANGUISH TO FLOW, FOR FOMORIANS ARE INCAPABLE OF CRYING THEMSELVES.

CYTH (200CP)

THE MASTERS AND PRISONERS OF CYTHRAWL, THE RACE OF THE CYTH ARE BEINGS OF GREAT EVIL AND WICKED HEARTS. THE CYTH DESPISE ALL LIFE OTHER THAN THEMSELVES, SEEING EVEN HUMANS AS NAUGHT MORE THAN BASE ANIMALS AND LIVESTOCK, EXISTING TO ONLY BE HARVESTED FOR THEIR PRANA AND SLAVE LABOR, AND TO "UPLIFT" TO CIVILIZATION SO THAT THEY MAY MORE EFFICIENTLY CONTROL AND COW THE POPULACE. THESE OTHERWORLDLY DEVILS ARE FEARED BY ALL SAVE FOR THEIR AGENTS AND THRALLS, SUCH AS THE DRUNES, AND VERY FEW WOULD EVER PUT THEIR TRUST INTO SUCH ALIEN MONSTERS. (BEFORE YOU ASK: CYTH FOR THE RACE COLLECTIVELY, CYTHRON AS AN ADJECTIVE AND FOR A SINGLE MEMBER, CYTHRONS FOR MULTIPLE INDIVIDUALS)



Perks

Perks are divided below based on their associated background. If you possess a certain background, then the perks associated with it are discounted at 50% off, with the 100cp perks being free instead.



Undiscounted

Guest Artist (50 each): Slaine has had a great number of different illustrators and comic artists work on this long running series, and each one has had their own design ideas and sensibilities when depicting the people and creatures of this world. With this perk, you may choose a particular art style or artist to influence the aesthetics of this world, and may even invoke it in future jumps. People won't notice any difference or change the world's artistic aesthetic, unless you bring it up to them. You may take this perk multiple times, each time choosing a different artist or style. You may swap between these different styles, or turn off your current style, once every day. Other than appearances and aesthetic, this doesn't really affect anything else in the world.

Dannan

Kiss My Axe! (100): Scarcely will you ever find a member of the Northern tribes who has not at least passing familiarity with war and battle. This perk grants you the training and experience one would expect of your kind in the basic weapons of war: spears, axes, swords, shields, bows, tathlum (a type of flail made from three skulls filled with brains and primitive lime cement), and even how to properly throw a gae bolga.

Battle Poet (100): Imminently skilled are you in the wielding of your tongue, for it cuts as surely as the blade in your hand. Just like the eponymous hero of this series, you are adept at weaving prose and speech together, especially whilst in the throes of combat. The more dire and epic the battle, the better your verbiage, ushering forth a string of words, boasts, and insults in the same manner as one would find in the Tain or the Eddas.

Skyclad (200): The sun has no fear of winter's cold, and neither should a warrior. Traditionally the tribes of the earth goddess would wage important battles skyclad, meaning to be dressed in naught but woad, so as to earn the respect and protection of the earth goddess. With this perk, you'll find that such superstitions are more than just that, for when you go into battle skyclad you will feel invigorated, and be able to fight just a bit faster, stronger, and have a near-supernatural instinct for how to avoid attacks that would be lethal to your unclothed form.



TRIBAL TALENTS (200 EACH): THOUGH THEY ALL WORSHIP THE SAME GODS, THE NORTHERN TRIBES ARE EACH DIFFERENT AND UNIQUE, HAVING THEIR OWN TALENTS AND SKILLS ASSOCIATED WITH THEM. UPON TAKING THIS PERK, SELECT ONE OF THE TRIBES OF THE GODDESS (MUST BE YOUR CHOSEN TRIBE IF YOU ARE A DANNU) TO GAIN MASTERY OF THE SKILLS OF. YOU MAY TAKE THIS PERK UP TO FOUR TIMES, EACH TIME CHOOSING A DIFFERENT TRIBE TO BE TRAINED IN THE WAYS OF.

SESSAIR: OF THE TRIBES, THE SESSAIR BOAST THE GREATEST PHYSICAL SKILL AND ACHIEVEMENT. YOU MAY NOW PERFORM THE GREAT ATHLETIC FEATS OF THE RED BRANCH. THESE INCLUDE, BUT ARE NOT LIMITED TO, THE SALMON LEAP, WHERE YOU JUMP THE FULL HEIGHT OF YOUR BODY WHILST STANDING OR IN THE WATER, THE CHARIOT FEAT, WHERE YOU RUN ALONG THE YOKE POLES OF A CHARIOT TO FIGHT, THE SHIELD FEAT, WHERE YOU KICK UP AND RIDE ATOP YOUR ENEMY'S SHIELD TO DELIVER A DEATHBLOW, OR THE SPEAR RETURN, WHERE YOU USE THE MOMENTUM OF A THROWN PROJECTILE TO REDIRECT IT BACK AT THE THROWER AT FULL FORCE.



SHADOW WARRIORS: THE TRIBE OF SHADOWS ARE CURRENTLY AMONGST THE UNDISPUTED MASTERS OF STEALTH AND DARKNESS IN TIR NAN OG. LIKE THEM YOU KNOW HOW TO MAKE AND APPLY THE TRADITIONAL BLACK PAINT THAT ALLOWS YOU TO BLEND IN WITH THE NIGHT, AND KNOW HOW TO MARCH UPON ENEMY LINES WITHOUT MAKING A SINGLE NOISE:, AS WELL AS HOW TO WAGE WAR AND TERROR MOST EFFECTIVELY UNDER THE COVER OF DARKNESS, FURTHER, YOU HAVE INHERITED A BENEFIT OF THE CURSE OF THE MOON CURRENTLY PLAGUING FALLIAS, ALLOWING YOU TO SEE PERFECTLY AT NIGHT AND ADOPT A NOCTURNAL LIFESTYLE WITHOUT ANY DISCOMFORT OR DISRUPTION TO YOUR SLEEP CYCLE OR CIRCADIAN RHYTHMS.

SHIELD GROWLERS: WHEN THE TRIBE OF GORIAS JOIN BATTLE, THEY DO NOT DO SO IN A CHARGE OR SPRINT, FOR THEY BELIEVE RUNNING IN BATTLE IS A SIGN OF COWARDICE AND FEAR, AND THEREFORE WEAKNESS. INSTEAD, THEY MARCH SLOWLY AND MENACINGLY INTO THE FIGHT, SNARLING FRIGHTFUL NOISES AND USING THEIR SHIELDS TO AMPLIFY THE CACOPHONY. JUST LIKE THEM YOU KNOW HOW TO INDUCE FEAR AND TERROR IN OTHERS WITH YOUR VOICE AND MOVEMENTS, AND YOU POSSESS AN IRONCLAD DISCIPLINE TO ALLOW YOU TO CONFIDENTLY MARCH INTO BATTLE WITHOUT BREAKING FORMATION OR BEING FORCED INTO A CHARGE.

FINIANS: THE DOUR AND UNCREATIVELY NAMED PEOPLE OF THE CITY OF FINIAS MAKE UP WITH PERSEVERANCE WHAT THEY LACK IN IMAGINATION. SITUATED OUT OF A GREAT FORTRESS CITY, YOU LIKE THE REST OF YOUR KIND ARE SKILLED AT DESIGNING AND BUILDING DEFENSES AND USING THEM TO YOUR ADVANTAGE. YOU HAVE A KNACK FOR LIVING THROUGH SIEGES AND, DUE TO ISSUES REGARDING A LACK OF LIVESTOCK, ARE ABLE TO SURVIVE ON A MUCH LEANER FARE THAN YOUR TYPICAL WARRIOR, ABLE TO GET BY ON JUST A DIET OF ROOT VEGETABLES FOR A PROLONGED PERIOD OF TIME.

DRUIDISM (400): DRUIDS, THE SPIRITUAL LEADERS AND ADVISORS OF THE DANNAN, ARE ALL TRAINED IN THE MYSTIC ARTS OF HARNESSING THE EARTH POWER, ALSO KNOWN AND THE SERPENT, FOR JUST AND BENEFICENT ENDS. YOU TOO HAVE BEEN TRAINED IN THE DRUIDIC ARTS, POSSIBLY BY EITHER THE SEMINARY OF DURRINGTON, FROM THE ETERNAL ONES OF DINAS EMRYS, OR BY YOUR OWN TRIBE'S VERY OWN DRUID. DRUIDISM IS A STRANGE, SUBTLE, AND UNEXPLAINED ART, ONE THAT RELIES ON RITUAL, CHANTING, AND SYMBOLISM TO EFFECT TO CREATE DIFFERENT MAGICAL EFFECTS SUCH AS PERFORMING AUGURIES, COMMUNICATING WITH THE GODS, AND EVEN FIERY TRANSFIGURATIONS AND BLASTS FOR PARTICULARLY POWERFUL DRUIDS. FOR NOW THOUGH, YOU START WITH A BASIC PROFICIENCY IN DRUIDCRAFT, BEING AKIN TO SOMEONE LIKE CATHBAD OR NEST, THOUGH WITH YEARS MORE TIME AND EXPERIENCE YOU MAY EVENTUALLY BECOME AS POTENT AND PROFICIENT AS YOUNG KAI MAC SLAINE. OR, IF YOU POSSESS THE MEANS TO WARP SPASM YOU CAN COMBINE THE TWO ARTS IN THE SAME WAY SLAINE EVENTUALLY LEARNS TO DO.

REMEMBER THY ANCESTORS (400): ONE'S ANCESTORS NEVER TRULY DIE, THEY LIVE ON IN THE SOULS OF THEIR DESCENDANTS, WATCHING OVER THEM THROUGH THE WEB OF WEIRD. THROUGH EITHER A DRUIDIC TALENT OR EXPOSURE OF THE MAGIC OF THE STARS, YOU ARE NOW IN TOUCH WITH THE VOICES AND WILLS OF YOUR ANCESTORS. AT TIMES THEIR VOICES WILL REACH YOU TO GIVE YOU ADVICE AND GUIDANCE THROUGH THE WEB OF WEIRD, AND MAY EVEN TEACH YOU'RE A FEW TRICKS, AND OTHER TIMES YOU MAY RECITE THEIR NAMES AND APPELLATIONS, INVOKING THEIR POWER AND MIGHT SUCH THAT YOU MAY BECOME STRONG ENOUGH TO CLEAVE EVEN A DRAGON IN TWAIN. KEEP IN MIND YOU MUST BE IN TOUCH WITH THE WILL AND DESIRES OF YOUR ANCESTORS, DISPLEASING THEM WILL SEE THEM WITHDRAW THEIR AID AND MAYBE EVEN GIVING YOU VISIONS OF THEIR DISAPPOINTMENT.

WARPED ONE (600): THE WARP SPASM, ALSO KNOWN AS THE RIASTRAD, IS THE GREAT BATTLE TECHNIQUE OF THE SESSAIR. YOU TOO ARE NOW WHAT IS KNOWN AS A "WARPED ONE", ABLE TO DRAW AND CHANNEL THE SERPENT POWER THROUGH YOUR BODY, SHIFTING YOU INTO A GREAT MONSTROUS EXISTENCE. WHEN IN THE THROES OF A WAR SPASM, YOUR BODY WILL GROW TO UP TO THREE TIMES YOUR NORMAL HEIGHT, YOUR MUSCLE AND JOINTS WILL SHIFT AND TURN BENEATH YOUR SKIN, BLACK TAR WILL SPEW FROM YOUR HEAD ATOP YOUR NOW SPIKED CROWN OF HAIR, AND YOU WILL GAIN IMMENSE STRENGTH TO DEFEAT YOUR FOES AS YOU SNEER YOUR STRETCHED HERO'S MAW. IN SHORT, THIS IS AN ABSOLUTELY TERRIFYING TRANSFORMATION TO BEHOLD, BUT THE SHEER AMOUNT OF POWER YOU RECEIVE FROM IT WILL BE WORTHWHILE.

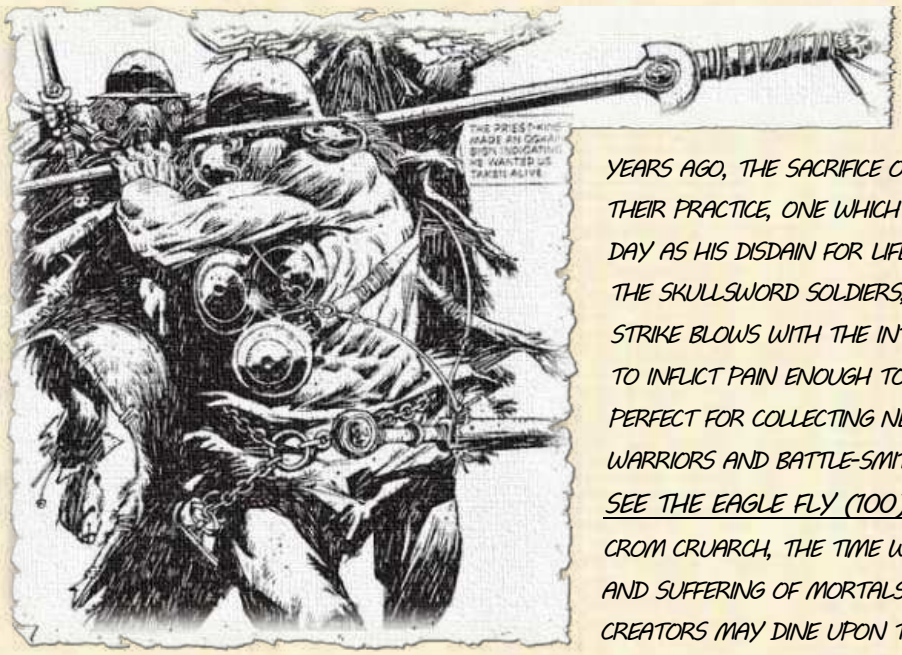
WHEN YOU GAIN THIS PERK, YOUR CAPACITY FOR WARPING WILL BE EQUAL TO SLAINE'S AT THE BEGINNING OF HIS JOURNEY. YOU WILL NOT HAVE MUCH CONTROL OVER YOUR STRENGTH AND SPASMS, AND YOU CANNOT CHANGE BACK WITHOUT BEING DOUSED IN COLD WATER. FURTHER IF YOU DRAW IN TOO MUCH POWER INTO YOURSELF YOU RUN THE



VERY REAL RISK OF SUFFERING A WARP-OUT, WHERE YOUR BODY WARPS SO HARD THAT IT TEARS YOU TO PIECES. HOWEVER WITH TIME, EXPERIENCE, AND TRAINING, YOU CAN GAIN GREATER CONTROL AND PROFICIENCY IN YOUR WARP SPASM, ALLOWING YOU TO EVENTUALLY REDUCE HOW MUCH YOU PHYSICALLY SHIFT, GRANT YOU THE ABILITY TO CHANGE BACK WHEN NEEDED, AND ALLOW YOU TO CHANNEL GREATER AMOUNTS OF EARTH POWER WITHOUT THE THREAT OF A WARP-OUT.

SUN KING (600): WHEN THE TITANS STILL RULED MUCH OF TIR NAN OG, THEY WERE BLESSED WITH GREAT KNOWLEDGE AND WISDOM, YET AS THEY BEGAN TO DECLINE ONE OF THE LAST TITAN KING DIRECTED THE DRUIDS OF GLASTONBURY TO CONSTRUCT THE GREAT TEMPLE OF THE SUN, AND WITH IT CREATED THE VARIOUS TESTS THAT WOULD DETERMINE WHO AMONG THE HEROES OF MEN WOULD BE WORTHY OF THE TITLE OF SUN KING, THE LIVING CHAMPION OF THE SKY GOD LUGH. WHILE THIS PERK MAY NOT GRANT YOU THE OFFICIAL RANKING OF SUN KING, IT GETS YOU CLOSE. WITH THIS PERK, YOU ALWAYS HAVE AN UNDERSTAND OF WHAT CHOICES AND QUALITIES ARE BEFITTING OF A "GOOD KING", KNOWING HOW TO HAVE THE RIGHT BALANCE OF WISDOM, TENACITY, PERSEVERANCE, FORBEARANCE, AND SUCH. MORE IMPORTANTLY HOWEVER, THIS PERK GRANTS YOU A SENSE OF HUMILITY AND WILL GIVE YOU AN UNDERSTANDING OF HOW TO BALANCE YOUR SENSE OF PRIDE AND YOUR SENSE OF DUTY, SO THAT YOU DO NOT LET YOUR POWER AND AUTHORITY GO TO YOUR HEAD, FOR SUCH THINGS ARE ULTIMATELY FLEETING COMPARED TO THE ETERNAL GLORY OF THE SKY AND THE EARTH.





DRUNE

TAKE THEM ALIVE (100): WHEN SLOUGH FEG FIRST ESTABLISHED THE DRUNE CULT 20,000 YEARS AGO, THE SACRIFICE OF HUMANS AND ANIMALS WAS A KEY FEATURE OF THEIR PRACTICE, ONE WHICH HE STILL ENTHUSIASTICALLY ENCOURAGES TO THIS DAY AS HIS DISDAIN FOR LIFE AND LIVING HAS DEEPENED. JUST LIKE MANY OF THE SKULLSWORD SOLDIERS, YOU KNOW HOW TO WIELD YOUR WEAPONS AND STRIKE BLOWS WITH THE INTENT TO INCAPACITATE INSTEAD OF KILL, AND HOW TO INFLICT PAIN ENOUGH TO STUN AND COW MOST OF YOUR WOULD-BE PREY. PERFECT FOR COLLECTING NEW SACRIFICES FOR SAMHAIN OR CAPTURING WARRIORS AND BATTLE-SMITERS FOR YOUR LORD.

SEE THE EAGLE FLY (100): THE PRIMARY GOD THE DRUNES WORSHIP IS CROM CRUARCH, THE TIME WORM, WHO SUCKS UP AND FEEDS ON THE PAIN AND SUFFERING OF MORTALS, SENDING IT BACK TO CYTHRAWL SO THAT ITS CREATORS MAY DINE UPON THE HARVESTED PRANA. AS SUCH, TO FACILITATE THIS, THE DRUNES ARE TRAINED IN ALL MANNER OF TORTURE AND PAINFUL EXECUTION TO GIVE PROPER FEED TO THEIR GOD. YOU ARE TRAINED AND SKILLED IN THE ART OF TORTURE AND CRUEL EXECUTION, FROM HOW TO PROPERLY FLAY SOMEONE TO MAKE A BLOOD EAGLE, WHERE TO DRIVE THE NAILS IN FOR CRUCIFIXION TO MAXIMIZE THE SUFFERING, TO EVEN HOW TO PROPERLY CONSTRUCT A WICKERMAN AND HOW BEST TO CHAIN UP PRISONERS INSIDE BEFORE LIGHTING IT AFLAME. YOU ALSO GET A GOOD SENSE FOR WHAT KIND OF TORTURE WOULD BE BEST USED ON A PARTICULAR INDIVIDUAL TO GET THE MOST PAIN AND SUFFERING FROM THEM AS POSSIBLE.



SHOGGY BEAST (200): WHEN THE DRUNES CONSTRUCTED AND ERECTED THEIR WEIRDSTONES AND DOLMENS ACROSS THE LANDS, SOME PEOPLE WERE STRICKEN AND TAINTED BY THEIR ENERGIES, BEING CURSED WITH THE POWER TO SHIFT AND TURN INTO ANIMAL FORM, BECOMING WHAT IS COMMONLY KNOWN AS A SHOGGY BEAST. YOU YOURSELF ARE NOW A SHOGGY BEAST, AND POSSESS AN ADDITIONAL FORM AS THAT OF A BIPEDAL MONSTER REMINISCENT OF A MORE COMMON TERRESTRIAL ANIMAL (SUCH AS A BOAR OR A WOLF). AT FIRST, YOU WILL HAVE NO CONTROL OVER YOUR CHANGING, TURNING INTO YOUR BESTIAL FORM INVOLUNTARILY AT NIGHT AND LOSING YOURSELF TO YOUR BASER INSTINCTS. HOWEVER NOT ALL SHOGGIES ARE COMPLETELY LOST TO THEIR BESTIAL SHAPE, AS WITH TIME, EXPERIENCE, EXPOSURE, AND GREAT MENTAL FORTITUDE YOU CAN LEARN TO KEEP YOUR MIND CLEAR AND IN CONTROL DURING YOUR CHANGE, JUST LIKE A CERTAIN FAMILY OF SHOGGY WOLVES OVER IN ALBION. ALTERNATIVELY, YOU CAN POSTPONE YOUR TRANSFORMATIONS BY KEEPING YOURSELF FROM SLEEPING OR DREAMING, BUT ATTEMPTING SUCH THINGS IS DREADFULLY UNHEALTHY AND TAXING ON YOUR BODY AND MIND.



AM I NOT A CANDIDATE FOR FAME? (200): DESPITE BEING ROTTING, STINKING, INSANE, AND IMPOTENT, THE LORD WEIRD SLOUGH FEG IS SURPRISINGLY CHARISMATIC AND GREAT AT CHARMING PEOPLE, ESPECIALLY THE DRUNESS WITCHES WHO SERVE HIM DIRECTLY, MANY OF WHOM LIKE MEDB ARE EQUALLY SKILLED IN SUCH WHILES AND SUGGESTIONS. YOU YOURSELF ARE NOW ABLE TO DRAW THE INTRIGUE AND INTEREST OF OTHERS WITH YOUR WORDS AND MOVEMENTS, ABLE TO CHARM, CONVINCE, AND GASLIGHT PEOPLE INTO DOING WHAT YOU WISH WITH GREAT EFFICIENCY. KEEP IN MIND THAT THIS ISN'T MIND CONTROL, AND THOSE WITH STRONGLY HELD CONVICTIONS AND BELIEFS COUNTER TO YOU CAN TURN DOWN YOUR MORE EXTREME SUGGESTIONS. BUT JUST AS HOW MEDB BROUGHT RUIN TO THE SESSAIR YOU CAN, WITH THE RIGHT INCENTIVES AND JUSTIFICATIONS, STRING ALONG OTHERS TO DANCE TO YOUR TUNE FOR A SIGNIFICANT AMOUNT OF TIME BEFORE THEY GATHER THE NERVE TO CONFRONT YOU ON IT.



WEIRDCRAFT (400): YOU CALL UPON THE MAGIC BEYOND THOUGHT, BEYOND WORDS, BEYOND UNDERSTANDING, THAT CANNOT BE LEARNT BUT ONLY SUCKED AND SPEWED! WHILE THE DRUIDS OF THE NORTHLANDS HAVE THEIR OWN TRADITIONS OF MAGIC, THE MAGIC OF THE DRUNES IS AN OLDER AND DARKER FORCE, BEING LEARNED BY THE LORD WEIRD MANY MILLENNIA AGO BACK DURING THE AGE OF WITCHES. THIS FORM OF WITCHCRAFT DRAWS MORE SO ON THE DARKER HALF OF THE EARTH POWER THAN IS PREFERRED BY THE DRUIDS, AND CAN DO THINGS SUCH AS DRAIN AND DIRECT THE EARTH POWER FROM OTHERS, WEAVE AND CREATE PHYSICAL GLAMOURS OVER CREATURES AND PLACES, AND OPEN TEARS IN THE WORLD'S DENSITY THROUGH WHICH MONSTERS OF THE ELS-WHERE CAN CROSS OVER. THIS DARK POWER IS NOT FREE HOWEVER, AS EXTENSIVE USAGE AND MORE COMPLEX SPELLS WILL OFT REQUIRE A SACRIFICE OF THE LIFEBLOOD OF OTHERS, OR EVEN RESULT IN THE DRAINING OF THE SURROUNDING EARTH, LEAVING NAUGHT BUT SOURLANDS BEHIND.

DOLMEN DIRECTOR (400): OF COURSE, THE MAGIC OF THE DRUNES IS MORE THAN JUST THE CONJURING OF SPELLS AND INVOKING OF SPIRITS. THE GREATEST ACHIEVEMENT OF THE DRUNES IS THE CREATION OF WEIRDSTONES AND THE RAISING OF THE GREAT DOLMEN ARRAYS. YOU TOO NOW KNOW THE SECRETS OF THIS PROCESS, NOT JUST HOW TO CRAFT WEIRDSTONES BUT ALSO HOW TO READ THE LAND FOR LEY LINES TO DETERMINE HOW AND WHERE TO ARRAY STONES AND MENHIRS TO CREATE MONUMENTS OF SORCERY, LIKE THE ONES THE DRUNES USED TO TURN THE LANDS SOUR, CREATE HUBS FOR SKY-SHIPS, AND MELT THE ICE CAPS TO BRING FORTH RAGNORAK. HOPEFULLY YOU'LL USE THIS KNOWLEDGE FOR LESS SINISTER MEANS. OR NOT.



<u>SLOUGH JUMPER (600):</u> AMONG THE DRUNES, THE GREATEST OF THEIR NUMBERS ARE THE SLOUGHS, THE HIGH PRIESTS AND PERSONAL DISCIPLES OF THE LORD WEIRD, AND NOW YOU MAY COUNT YOURSELF AMONG THEIR NUMBER. AS A SLOUGH, YOUR SKIN HAS STARTED TO ROT OFF YOUR FRAME, AND YOU NOW GIVE OFF A POWERFUL STENCH KNOWN AS YOUR "MYSTIC AURA" WHICH NATURALLY DRIVES OFF FERAL BEASTS AND SHOWS YOUR POWER TO OTHERWORLDY BEINGS. YOU MAY NOW CONSUME AND LIVE OFF OF ROTTING AND POISONOUS FOOD AND DRINK WITH NO DETRIMENT, AND SINCE YOUR BODY IS ALREADY ONE OF ROT AND DECAY YOU FIND YOURSELF FOREVER UNBOTHERED BY ILLNESS OR DISEASE, AND EVEN YOUR LIFESPAN, ALLOWING YOU TO LIVE TWICE AS LONG AS YOUR TYPICAL MORTAL (THOUGH WITH SOME EXTRA HELP AND RITUAL YOU CAN EXTEND THIS NEAR INDEFINITELY, MUCH LIKE HOW SLOUGH FEG USES THE POOL OF SLIME IN HIS CAVE TO REGENERATE HIMSELF).



<u>AMBER KEEPER (600):</u> AMBER IS SUCH A FASCINATING MATERIAL, PREHISTORIC RESIN THAT PRESERVES ITS CONTENTS FOR MILLIONS OF YEARS. WELL, APPARENTLY ITS POSSIBLE TO USE THIS SUBSTANCE IN VARIOUS RITUALS TO STORE AND PRESERVE LIVING BEINGS AS WELL. YOU KNOW THE MAGICAL AND TECHNOLOGICAL PROCESSES NEEDED TO MELT AND PROCESS AMBER, STORE ANY OBJECT OR CREATURE WITHIN IT, AND THEN SHRINK IT DOWN TO PORTABLE SIZES. OBJECTS STORED WITHIN AMBER IN THIS WAY ARE PERFECTLY PRESERVED AND HELD IN A SORT OF STASIS, ALLOWING A LIVING ORGANISM TO PERSIST IN SUSPENDED ANIMATION FOR OVER MILLIONS OF YEARS AND BE RETRIEVED FROM THE RESIN LATER TOTALLY UNSCATHED. THIS KNOWLEDGE BASE ALSO COVERS HOW TO RESIZE ANY SHRUNKEN AMBER BACK TO NORMAL SIZE BEFORE RELEASING ITS CONTENTS. JUST KEEP IN MIND YOU'LL NEED LOTS OF AMBER TO SIZE THIS PRACTICE UP TO INDUSTRIAL SCALES LIKE A CERTAIN MERCHANT WAS ABLE TO, SO I SUGGEST EITHER FINDING YOURSELF A GOOD QUARRY OR START RAISING LOTS OF RESIN TREES FOR PROCESSING. ALSO, PLEASE BE RESPONSIBLE WITH WHAT YOU REANIMATE FROM THE AMBER, ITS ALL FUN AND GAMES UNTIL SOMEONE STARTS TRYING TO BRING BACK THE DINOSAURS-ER, SORRY, I MEAN "TIME BEASTS".

ETERNAL ONE



THE WORST POISON (100): IS OF COURSE WORDS AND LITERATURE, FOR LANGUAGE IS MAGIC AND WRITING IS ITSELF A HEX. YOU ARE NOW LITERATE, CAPABLE OF FLUENTLY WRITING IN THE ALPHABET OF THE OGHAM RUNES. IN ADDITION, YOU HAVE A KNACK FOR LANGUAGE AND LETTERS, ABLE TO DECIPHER AND RECOGNIZE HIDDEN MEETINGS IN WRITING AND WORDS, FROM ANAGRAMS TO CIPHERS AND OTHER ETYMOLOGICAL MANIPULATIONS.

POET OF TIME (100): MANY MYSTICS AND DRUIDS IN THESE LANDS ARE WELL KNOWN FOR THEIR POETRY AND PROSE, AND WILL WRITE MANY SONGS AND RHYMES TO ACT AS FOCUSING AIDS IN THEIR MAGIC. THIS MINGLING OF SPELLCRAFT AND LITERATURE HAS GRANTED THOSE WHO DELVE INTO THE MYSTERIES OF TIME A CERTAIN INSIGHT INTO EVENTS YET TO COME. YOU WILL, ON OCCASION, BE STRUCK BY SOME MANNER OF FORESIGHT INTO THE FUTURE IN THE FORM OF SONGS AND POEMS DEDICATED TO EVENTS THAT HAVE YET TO TRANSPIRE, PROSE FROM ANOTHER TIME RUSHING TO YOUR OWN MIND IN A SORT OF TEMPORAL FUGUE. YOU WILL NOT GAIN ANY INHERENT INSIGHT INTO THE CONTEXT SURROUNDING THESE SONGS, NOR WILL YOU HAVE CONTROL ON WHEN YOU EXPERIENCE SUCH VISIONS, THOUGH YOU MAY VERY RARELY HEAR A GOOD TUNE THAT SUITS THE MOOD JUST FINE OR IS SLIGHTLY RELEVANT TO YOUR CURRENT SITUATION. I SUGGEST KEEPING SOME INK, A QUILL, AND SOME PARCHMENT ON HAND, IN CASE YOU WISH TO RECORD ANY OF THESE POEMS FOR LATER.



DUNGHERD'S CHARM (200): NOT ALL WHO DWELL IN DINAS EMRYS ARE BEAUTIFUL AND WISE, FOR TRUE WISDOM IS BEHELD IN THAT WHICH IS STUPID AND HIDEOUS, AS IS THE CASE WITH MOR RONNE, THE DUNGHERD. JUST LIKE MOR RONNE THOUGH YOU HAVE A STRANGE CHARM TO YOU IN SPITE OF YOUR DISGUSTING NATURE. NO MATTER HOW HIDEOUS, GROSS, OR DIMWITTED YOU ARE, YOUR BETTER NATURE SHINES THROUGH TO OTHERS, AND THESE NEGATIVE QUALITIES OF YOURS WILL NEVER OBSCURE THE BEAUTY OF YOUR HEART AND PERSONALITY, WHICH IF IT BE ADEQUATE CAN ALLOW YOU TO STILL FIND LOVE AND AFFECTION, JUST AS MOR RONNE FOUND IN THE DRUIDESS NEST.

LEYSER COMMANDO (200): LEY-SER, OR LEYSER, IS A TERM WHICH REFERS TO THE FORBIDDEN WEAPONRY CREATED BY THE ANCIENT ATLANTEANS TO DRAW POWER FROM THE LEY LINES OF THE WORLD TO SMITE ONE'S ENEMIES, FROM THE SIMPLE LEYSER SWORD TO THE SUSPICIOUSLY SCI-FI LEYSER CANNON. YOU HAVE ENOUGH OF A STRENGTH IN THE EARTH POWER TO PROPERLY WIELD SUCH WEAPONS AND TOOLS JUST LIKE MOGROOTH THE ATLANTEAN, AND ARE TRAINED IN THEIR OPERATION, SO THAT WHEN CORNERED BY YOUR FOES WITH NAUGHT BUT A LEYSER PISTOL, YOU'LL HAVE ENOUGH STRENGTH TO SHOOT YOURSELF OUT INSTEAD OF COWERING IMPOTENTLY LIKE A CERTAIN DWARF.



WIZARDRY (400): THERE WAS MORE TO ATLANTIS THAN JUST GREAT TECHNOLOGY, BUT ALSO ITS TRADITION OF WIZARDRY. YOU HAVE BEEN INDUCTED IN THESE RITES, PERHAPS BY THE HALF-CYTH SORCERER MYRDDIN OR SOME OTHER WIZARD LIKE MERLIN, AND KNOW HOW TO CHANNEL THE EARTH POWER TO WEAVE TOGETHER SPELLS. UNLIKE THE MAGIC OF THE DRUIDS AND THE DRUNES, YOURS IS MORE "DIRECT" ALLOWING YOU TO PERFORM ACTIONS SUCH AS CONJURING WAVES OF FLAME FROM THIN AIR, SUMMONING VIOLENT ELEMENTALS, ENTERING THE DREAMS AND MINDS OF OTHERS (EVEN THE NEAR DEAD), OR USING ARCANE REAGENTS TO CRAFT ALCHEMICAL GOLD. FURTHER, YOU ARE EVEN CAPABLE OF SACRIFICING YOUR OWN BLOOD OR LIFE TO FURTHER FUEL AND INCREASE THE MIGHT OF YOUR MAGIC. JUST KEEP IN MIND HOWEVER HOW YOU USE YOUR MAGIC, LEST YOU INADVERTENTLY SHIFT THE MACROCOSMIC BALANCE TOO FAR OUT OF YOUR FAVOR.

A GOOD SWINEHERD (400): IT IS THE DUTY OF THE SWINEHERD TO PROTECT HIS HERD FROM THOSE THAT WOULD DESPOIL THEM. YOU HAVE A GOOD MIND FOR UNDERSTANDING THE TRAJECTORY OF HISTORY AND EVENTS, HOW THE RESULTS OF CERTAIN BATTLES CAN ALTER THE FUTURE, AND WHAT CHANGES AND INFLUENCES YOU NEED TO ADD TO GET YOUR DESIRED OUTCOME. THIS IS ESPECIALLY USEFUL WHEN THERE ARE OTHERS MEDDLING IN THE TIME STREAM, FOR YOU HAVE THE TACTICAL GENIUS NEEDED TO THINK OF THE BEST WAYS TO COUNTER SUCH INTERLOPERS AND WHERE YOU CAN BEST APPLY YOUR OWN INTERFERENCE. A GREAT SKILL INDEED TO WAGE THE ETERNAL WAR AGAINST THE CYTH.

CYTH-BLOOD (600): IT APPEARS THAT MYRDDIN NOW HAS A SIBLING. JUST AS HE, YOU ARE OF HALF-CYTH BLOOD, SPECIFICALLY YOU ARE THE PROGENY OF THE DREADED GULEDIG AND ONE OF HIS SLAVES. BEING BORN WITH THE WICKED CYTH'S BLOOD IN YOUR VEINS GRANTS YOU SOME BENEFITS, SUCH AS THE CYTH'S IMMORTALITY, SUPERHUMAN INTELLECT, AND AN IMPROVED APTITUDE IN MAGIC AND SORCERY. FURTHER, YOU ARE ALSO CAPABLE OF PERCIEVING AND SENSING THE MACROCOSMIC BALANCE OF THE UNIVERSE AND CAN DETERMINE HOW MUCH YOUR OWN ACTIONS CAN AFFECT SUCH SYSTEMS OF KARMA IN BOTH THIS AND FUTURE UNIVERSES.

LEY-SER SMITH (600): WHEN ATLANTIS SANK, MUCH OF THE KNOWLEDGE OF ITS TECHNOLOGY WAS LOST AND FORGOTTEN, WHILE VERY LITTLE OF IT WAS KEPT SEALED AND SECRETED AWAY BY THE ETERNAL ONES. YOU, HOWEVER, ARE PRIVY TO ONE OF THESE LOST ARTS: THE CREATION OF LEYSER TECHNOLOGY. YOU KNOW THE MEANS, RITUALS, AND MANUFACTURING NEEDED TO CONSTRUCT ANYTHING FROM A LEYSER SWORD TO A DESTRUCTIVE LEYSER CANNON, AND CAN DO SO EVEN WITH ACCESS TO ONLY IRON AGE TECHNOLOGY. WHILE THIS IS UNDOUBTEDLY IMPRESSIVE IN THIS CURRENT WORLD, THE REAL POWER OF THIS PERK BECOMES APPARENT ONCE YOU GAIN ACCESS TO MORE ADVANCED TECHNOLOGY AND MANUFACTURING, FOR WITH ACCESS TO THIS LEYSER TECHNOLOGY YOU CAN CREATE TRULY GREAT AND POWERFUL TOOLS AND WEAPONS.



OUTLANDER

PARASITE (100): JUST AS UKKO IS FOR SLAINE, YOU HAVE THE MAKINGS OF BEING A GREAT PARASITE. THE ROYAL PARASITE WAS A COURTLY POSITION, WHOSE DUTIES WERE TO ANNOUNCE THEIR LIEGE AND LIGHTEN THE MOOD WITH WIT AND VENOM. YOU, JUST LIKE UKKO, HAVE A SCALDING SENSE OF HUMOR, ABLE TO MAKE BITING JOKES AND JABS AT THE EXPENSE OF OTHERS, AND CAN EASILY GET OTHERS TO JOIN IN ON LAUGHING AT YOUR HAPLESS TARGET, EVEN IF IT BE YOURSELF. ITS ALSO EXCELLENT FOR ENRAGING OTHER PEOPLE, JUST BE MINDFUL WHO YOU PISS OFF AND HOW LIABLE THEY ARE TO COLLECT YOUR BRAINBALL.

CHRONICLER (100): OF COURSE JUMPER, WITH ALL YOUR MANY ADVENTURES AND JOURNEYS, IT WOULD BE A SHAME IF THEY WERE LOST TO THE AGES. YOU HAVE A VERY SHARP MEMORY, ONE WHICH NOT EVEN THE PASSAGE OF TIME CAN FULLY ERODE. YOU ARE ALSO LITERATE IN THE OGHAM SCRIPT, AND ARE A DEFT HAND AT TRANSCRIBING YOUR EXTENSIVE MEMORIES INTO THE WRITTEN WORD.

VARLET, CUTPURSE, AND MENDICANT (200): BATTLESMITING? WOUNDFEASTS? GOREFESTS? HOW BARBARIC! SOMETIMES A DEFTER APPROACH IS NEEDED TO SOLVE PROBLEMS. YOU'RE VERY GOOD AT SNEAKING, AND KNOW ALL THE BEST WAYS TO INFILTRATE AND FILCH PEOPLE'S VALUABLES, FROM SIMPLE PICKPOCKETING TO STEALING SENSITIVE ARTICLES FROM SOME CANOODLING KNIGHT'S QUARTERS. THIS INCLUDES KNOWLEDGE IN HOW TO BEST USE COMMON TOOLS OF THE TRADE, FROM GLASS CUTTERS TO GRAPPLING HOOKS.



PATHETIC AND USEFUL (200): SOMETIMES, THE BEST WAY OUT OF A ROTTEN SITUATION IS TO GROVEL AND BARGAIN LIKE NO TOMORROW, AND THEN HOPE THAT LUCK AND FORTUNE FAVOR YOU. WHEN IN SITUATIONS WHERE YOU'RE IN DANGER OF BEING HARMED OR KILLED, YOU HAVE A KNACK FOR EXPLOITING YOUR LUCK AND PATHETIC BEGGING TO GET YOURSELF OUT OF THE SITUATION BY ANY MEANS. GRANTED, THIS WON'T GUARANTEE THAT THE ALTERNATE SCENARIO WILL BE MUCH MORE HOPEFUL, BUT YOU'LL AT LEAST FIND A WAY OUT OF IMMEDIATE DANGER, SUCH AS A CAPTOR CHOOSING TO LOCK YOU IN A WICKERMAN INSTEAD OF FLAYING YOU FOR A BLOOD EAGLE. IT MAY NOT SEEM LIKE A BETTER SITUATION, BUT AT LEAST YOU'LL HAVE MORE TIME TO PLAN AN ESCAPE.

ALREADY AWFUL (400): THERE ARE MANY SINS AND FOIBLES FOUND IN MAN, FROM GREED TO WRATH AND LUST. AND JUST AS THERE IS NO END TO MAN'S VICES, THERE IS NO END TO THE KINDS OF SORCERIES MEANT TO EVOKE AND MANIPULATE SUCH THINGS. YOU, HOWEVER, ARE ALREADY AWARE OF AND IN TOUCH WITH YOUR NASTIER QUALITIES, AND THUS ARE ABLE TO IGNORE ANY SUCH COMPULSIONS. WHENEVER A SPELL, POWER, OR TECHNOLOGY WOULD ATTEMPT TO MANIPULATE AND CONTROL YOUR MIND THROUGH YOUR BASER EMOTIONS AND IMPERFECTIONS, YOU CAN SHRUG IT OFF EASILY AND CONTINUE TO THINK CLEARLY, JUST AS UKKO (THROUGH HIS GREEDY NATURE) IS ABLE TO IGNORE THE MENTAL INTERFERENCE OF EVEN THE ELS AND CYTH.



DRAGONTAMER (400): WHY GO INTO BATTLE ALONE, WHEN YOU CAN DO SO ASTRIDE A FORMIDABLE BEAST? YOU HAVE A KNACK FOR THE RAISING, REARING, AND DOMESTICATION OF DANGEROUS BEASTS SUCH AS DRAGONS OR DINOSAURS OR LIZARDMEN. YOUR PRESENCE CAN COW MOST LESSER BEASTS, AND YOU KNOW JUST HOW TO READ THE DESIRES AND BODILY CUES OF ANIMALS TO PROPERLY WHIP THEM INTO SHAPE AND TRAIN THEM PROPERLY. FURTHER, YOU HAVE A GOOD HEAD FOR BREEDING AND EUGENICS, GIVEN ENOUGH TIME YOU CAN RAISE SOME PARTICULARLY NASTY SPECIMENS IN THE VEIN OF RATHRACH THE INVINCIBLE.

BERSERKER (600): THOUGH THE TUATHA DE DANNAN ARE WELL KNOWN FOR THEIR WARPED WARRIORS, THEY ARE NOT THE ONLY MONSTROUS WARRIORS AND BATTLESMITERS TO EXIST. THE WORSHIPPERS OF VODEN FROM FAR YGGDRASSIL, AND THEIR DESCENDANTS THE SAXONS AND NORSE, DEVELOPED THEIR OWN ART AND WAY OF CHANNELING THE SERPENT POWER THROUGH THEMSELVES: THE BERSERKERGANG. WHEN IN BATTLE YOU CAN ENTER A BERSERK STATE, TRADING SOME OF YOUR SENSE OF REASON FOR PRIMAL FURY AND IMPROVED STRENGTH. WHILE BERSERKING MAY NOT BE AS IMPRESSIVE AS A WARP SPASM, THE INCREASED MUSCULATURE AND BATTLE PROWESS IS STILL MORE THAN ENOUGH TO ECLIPSE A NORMAL SOLDIER. FURTHER, UNDER STRANGE CIRCUMSTANCES WHERE THE WORLD OF ELS AND SPIRITS BLEEDS INTO THE REAL WORLD, YOU CAN FIND YOURSELF BENEFITTING FROM THEIR INFLUENCE, GAINING STRENGTH AND SHIFTING YOUR BODY WHEN BERSERKING, MUCH LIKE HOW THE SAXON RAIDER HENGWULF TURNED INTO A DRACONIC BEING VIA THE INFLUENCE OF THE WHITE DRAGON OF ALBION.



SPECIAL EDITION (600): YOU'VE SPENT A LOT OF TIME AND PUT A LOT OF EFFORT INTO WRITING YOUR LEGENDS AND MEMOIRS, AND THERE'S NO WAY YOU'RE GOING TO LET SOME SELFISH TIME TRAVEL RUIN YOUR CREATIVE WORKS! YOU GAIN A SUPERNATURAL SENSE FOR HOW AND WHEN THE EFFECTS OF TIME DISTURBANCES AND INTERLOPERS WOULD ALTER YOUR WRITINGS AND OTHER CREATIVE PRODUCTS, DETECTING THEM BEFORE THEY SOLIDIFY IN THE TIME STREAM. WHEN THIS HAPPENS, YOU ARE NOT POWERLESS, FOR YOU CAN FIGHT BACK AGAINST THESE INTERLOPERS THROUGH YOUR CHOSEN MEDIUM. BY ADDING AND WRITING IN EDITS, OR CREATING YOUR OWN NEW SPECIAL EDITION OF SAID BOOK OR PIECE, YOU CAN DIRECTLY CHALLENGE AND FIGHT BACK AGAINST THESE THINGS FROM WITHIN THE CONFINES OF YOUR OWN STORY, ALLOWING YOU TO TURN THE TABLES ON TEMPORAL MISCREANTS THROUGH THE MIGHT OF YOUR PEN.

FOMORIAN

FORMOR PHYSIOLOGY (EXCLUSIVE· FREE AND MANDATORY FOR FOMORIANS): AS AN INHUMAN FORMORIAN, YOU WOULD OF COURSE HAVE THE PHYSIOLOGY OF YOUR FELLOW SEA DEVILS· YOU ARE A BIPEDAL FISH PERSON, ABLE TO BREATHE WATER AND AIR EQUALLY WELL, THOUGH YOUR SKIN WILL START TO BREAK AND CRACK IF YOU SPEND MORE THAN A DAY OUT OF WATER· YOU ARE INCAPABLE OF CRYING, THOUGH YOU MAY DRINK THE TEARS OF THE LAND CREATURES TO GIVE YOURSELF AN EMOTIONAL HIGH FROM DRINKING THE STRONG EMOTIONS STORED IN THOSE TEARS· YOUR BODY IS ALSO RESISTANT TO THE RIGOURS OF UNDERWATER PRESSURE, ALLOWING YOU TO LIVE COMFORTABLY IN YOUR RUINED CITIES BENEATH THE WAVES· AFTER THIS JUMP, YOUR FOMORIAN BODY BECOMES AN ALT-FORM· KEEP IN MIND THAT BY DEFAULT YOU ARE A MALE FOMORIAN, AND NEED THE APPROPRIATE PERK TO BECOME FEMALE·



TEARJERKER (100): THE COLLECTING AND CONSUMPTION OF HUMAN TEARS ARE THE MAIN REASON FOR THE FOMORIAN INVASION OF THESE LANDS, THUS YOU SHOULD HAVE AT LEAST SOME SKILL IN DRAWING THOSE TEARS OUT· YOU ARE SKILLED IN TORMENTING PEOPLE TO THE POINT OF BREAKING INTO TEARS, AND YOU HAVE A SENSE FOR HOW FAR YOU NEED TO BULLY SOMEONE TO BREAK THEIR SPIRITS AND GET THEM SOBBING THOSE DELICIOUS TEARS·

NOSETAKER (200): IT IS NOT THROUGH DEMONIC STRENGTH ALONE THAT MANY TRIBES HAVE FALLEN TO FORMOR HANDS, BUT ALSO THROUGH DECEPTION AND HONEYED WORDS FED TO FOOLS AND SLAVES· YOU KNOW HOW TO CONVINCE WEAK-WILLED PEOPLE TO SUBJECT THEMSELVES TO YOU, HOW TO PROPERLY GIVE THEM LIES AND ASSURANCES, FALSE APPEALS TO CIVILIZATION AND PROGRESS, TO TEMPT THEM INTO ABANDONING THEIR DIGNITY AND BOWING TO YOUR WICKED AIMS· EVEN AS YOU ABUSE AND TREAT THEM LIKE LITTLE MORE THAN LIVESTOCK, YOU KNOW JUST HOW TO GASLIGHT THEM ENOUGH SO THAT THEY WILL INSTEAD THANK YOU FOR UPLIFTING AND ENLIGHTENING THEM FROM THEIR PRIMITIVE ANIMAL WAYS·

SKINWALKER (200): WHILE FOMORIANS IN GENERAL HOLD HUMANS IN DISDAIN, THEY ARE NOT ABOVE TAKING ON HUMAN SHAPE TO ENGAGE IN DECEPTION· LIKE SOME FOMORIANS, YOU HAVE THE ABILITY TO DISGUISE YOURSELF AS A HUMAN BY WEARING THE SKIN OF ONE, LIKE A SUIT· YOU CAN COMPRESS AND SQUEEZE YOUR BODY ENOUGH TO FIT INTO THE EMPTY SKIN OF A HUMAN, AND CAN DISGUISE YOURSELF WITH IT WITH GREAT EFFICACITY, ENOUGH TO FOOL A KEEN-EYED WARRIOR LIKE SLAINE· HOW YOU GET AND MAKE SUCH A SKIN SUIT IS UP TO YOU THOUGH·



GLAMOURED (400): ONE OF THE GIFTS GRANTED TO THE FOMORIANS BY THE LORD WEIRD SLOUGH FEG WAS THE BLESSING OF GLAMOUR MAGIC, WHICH YOU YOURSELF ARE NOW CAPABLE OF PERFORMING. YOU CAN USE MAGIC TO WEAVE A PHYSICAL ILLUSION AROUND YOURSELF THAT ALLOWS YOU TO TAKE ON ANIMALISTIC TRAITS AND DISGUISE YOURSELF AS ANOTHER RACE ENTIRELY. DON'T EXPECT TO EASILY PASS AS A FILTHY HUMAN HOWEVER, NO MATTER HOW YOU CRAFT THIS GLAMOUR IT IS A FLAWED AND IMPERFECT MAGIC, AND THERE WILL ALWAYS BE SOME KIND OF TELL THAT WILL SUSS YOU OUT AS AN IMPOSTER TO THOSE YOU SEE YOU.

OUINOTAUR (400): YOU ARE NO MERE FOMORIAN FOOT SOLDIER, BUT ARE A NOBLE OUINOTAUR, ONE OF THE GREAT PARASITIC FOMORIANS. USING A UNIQUE APPENDAGE, YOU ARE ABLE TO INTERTWINE YOUR BODY WITH THAT OF A HOST ORGANISM (THE TERM FOR WHICH IS A "GOLAMH"), ALLOWING YOU TO CONTROL THE NERVOUS SYSTEMS AND ORGANS OF YOUR POOR VICTIM (OR SQUEEZE THEM TO TORTURE THEM WITH UNIMAGINABLE PAIN), AND MAKING THEM UNABLE TO HAVE YOU REMOVED WITHOUT KILLING THEM AS WELL. YOU CAN EVEN PARASITIZE A DEAD HEADLESS BODY IF YOU WISH, THOUGH IT MAY BE LESS EFFECTIVE IN MANY SOME WAYS COMPARED TO A LIVING HOST, AS A DEAD NERVOUS SYSTEM CONSIDERABLY SLOWER THAN A LIVING ONE. KEEP IN MIND THAT BEING BONDED TO A GOLAMH DOES NOT REMOVE YOUR NEED TO RETURN TO WATER AND REHYDRATE, THOUGH ON THE PLUS SIDE YOUR CONNECTION WILL MAKE YOUR GOLAMH ABLE TO BREATHE UNDERWATER WITH YOU.



ROYAL ALBINO (600): YOU ARE AN ALBINO FOMORIAN, AN AUSPICIOUS CREATURE BORN INTO ROYALTY BY VIRTUE OF YOUR APPEARANCE. YOU ARE FASTER, STRONGER, AND MORE EFFICIENT AT SLAUGHTER THAN A NORMAL FOMORIAN, POSSESSING INHUMAN DEXTERITY AND ALLOWING YOU TO BE UNMATCHED IN COMBAT BY MOST MORTAL FOE, SAVE PERHAPS THE LIKES OF SLAINE MACROTH. FURTHER, AS AN ALBINO WHITE YOU POSSESS A TRAIT THAT CAN BE TRACED BACK TO YOUR PROGENITOR THE CYTH GOD DAGON: YOU CAN FEED DIRECTLY ON THE EMOTIONS EMANATING FROM OTHERS, ALLOWING YOU TO BE INVIGORATED BY THE HATE, DESPAIR, AND EXCITEMENT ROLLING OFF OF THE MEN YOU FIGHT AND SLAY.

A HUGE BITCH (600): THE VAST MAJORITY OF FOMORIANS FOUND INVADING THE LANDS OF TIR NAN OG ARE THE VARIOUS LESSER MALES, MUTANTS, AND MIXED-BREEDS OF THE RACE. THE REASON BEING THAT THE FEMALES ARE TOO MASSIVE TO RELIABLY MOVE THROUGH THE PORTALS LEADING FROM THEIR TEXTURE OF REALITY. AS A FRESHLY MATURED FEMALE YOURSELF YOU ARE HUGE, EASILY 3 STORIES IN HEIGHT AND TWICE THE LENGTH, WITH A GULLET FILLED ALL THE WAY DOWN WITH ROWS OF SABER-LIKE TEETH AND A BODY LINED WITH SEVERAL MANTIS-LIKE LIMBS. FEMALES, IN ADDITION TO THEIR SIZE, ALSO HAVE MANY OTHER TRAITS, SUCH AS THE CAPACITY FOR TELEPATHY, THE ABILITY TO PRODUCE NUMEROUS TENTACLES THAT CAN BE LINKED TO OTHER INDIVIDUALS (OFTEN TO PROVIDE THEM AIR UNDER WATER), AND THE ABILITY TO PRODUCE AND GESTATE INNUMEROUS NUMBERS OF PARASITIC YOUNG. AND THAT'S JUST WHAT A YOUNG AND NEWLY GROWN FEMALE LIKE "MAGENTA CHILL" IS CAPABLE OF. WITH TIME AND AGE, YOU MAY POSSIBLY GROW MORE DANGEROUS AND IMPRESSIVE, THOUGH HOW EXACTLY ONLY TIME WILL TELL.

CYTH

CYTH PHYSIOLOGY (EXCLUSIVE· FREE AND MANDATORY FOR CYTH): THE CYTH ARE AN ALIEN RACE FROM BEYOND THE STARS, BANISHED TO OUR EARTH AS A TERM OF SURRENDER IN THEIR WAR AGAINST THE ARCHONS· AS A CYTHRON, IT IS ONLY NATURAL FOR YOU TO HAVE THE BODY OF ONE OF YOUR RACE· IN ADDITION TO THE OBVIOUS ALIEN APPEARANCE YOU HOLD, YOU ARE AGELESS AND IMMORTAL (BUT YOU MAY STILL BE KILLED BY MUNDANE THREATS LIKE AN AXE TO YOUR BRAIN), THOUGH TO FUEL THIS LONGEVITY YOU MUST CONSUME PRANA, WHICH NOT ONLY SUSTAINS YOU BUT ALSO STRENGTHENS AND INVIGORATES YOU, ALLOWING YOU TO BE HEAL YOURSELF GRADUALLY AS YOU FEED· TO FACILITATE THIS, THE CYTH ALSO POSSESS SEVERAL FEEDING TENDRILS, USUALLY KEPT WITHDRAWN WITHIN THEIR BODIES, WHICH ALLOW THEM TO DIRECTLY CONSUME THE PRANA FROM THE AURA OF A MORTAL BEING (THOUGH FEEDING DIRECTLY FROM "LIVESTOCK" BEFORE PROCESSING AND PREPARING THE PRANA BEFOREHAND IS VIEWED AS LOWBROW AMONGST MOST CYTH IN THE SAME WAY HUMANS VIEW EATING UNCOOKED MEAT)· CYTH ALSO ALL POSSESS A SHARP SPIKED TONGUE, WHICH CAN EASILY PIERCE THE SKULLS OF MEN· AFTER THIS JUMP, YOU GAIN YOUR CYTH FORM AS AN ALT-FORM



SLAVEKEEPER (100): TO THE CYTH, ALL OTHER LIFE ASIDE FROM THEMSELVES IS NO BETTER THAN LIVESTOCK, AND THUS IS HOW THEY'VE STRUCTURED THEIR SOCIETY· YOU KNOW THE BASICS OF SLAVE KEEPING, HOW TO INTIMIDATE AND COW LESSER BEINGS TO FOLLOW YOU, HOW TO USE HARM TO COERCE THEM WITHOUT KILLING OR DAMAGING THEM TOO MUCH, AND HOW TO BEST GET THE MOST WORK AND VALUE FROM EACH INDIVIDUAL SLAVE OF YOURS, AND HOW TO APPRAISE AND TRADE YOUR SLAVES FOR A GOOD PROFIT·



FEED, SEED, AND BLEED (200): OF COURSE, ANY OLD FOOL CAN PUSH A SLAVE AROUND AND USE THEIR OWN LIVESTOCK· BUT A TRULY GREAT MIND, LIKE THAT OF A CYTHRON, CAN PLAN FOR LONG-TERM LIVESTOCK PROSPECTS· YOU HAVE A GOOD MIND FOR MEASURING AND PREDICTING POPULATION DYNAMICS· YOU KNOW HOW TO EASILY AND EFFECTIVELY CALCULATE HOW MUCH OF A POPULATION OF "LIVESTOCK" YOU CAN CULL OR "HARVEST" SUSTAINABLY TO GET AS MUCH PRANA YOU NEED WHILE STILL ALLOWING THEM TO REPOPULATE QUICK ENOUGH TO MAINTAIN A CONSISTENT HARVEST·

IAHU'S GIFT (200): WHEN THE CYTH STARTED TO TUNNEL ACROSS TIME, THEY INTERFERED WITH THE DEVELOPMENT OF MANKIND· THEY REPLACED THE TRUE COMMUNICATION ONCE TAUGHT TO THEM BY THE EARTH MOTHER WITH THEIR OWN SLAVE LANGUAGES AND PRISONER PROSE, WHICH BECAME THE BASIS FOR ALL SPOKEN AND WRITTEN LANGUAGE OF HUMANITY (WITH THE EXCEPTION OF OGHAM RUNES)· THESE SLAVE TONGUES WERE BASED OFF OF THE TRUE NAME OF ONE OF THE HIGH CYTH, IAHU THE BLOOD GOD, WHO'S TRUE NAME AND NATURE MEANS "LIAR"· THROUGH THE GIFTS OF IAHU, YOU HAVE MASTERED THE SLAVE TONGUES OF MEN, GIVING YOU PERFECT KNOWLEDGE OF EVERY HUMAN LANGUAGE (BOTH SPEAKING AND WRITTEN) IN THIS WORLD AND THE LANGUAGES DERIVED FROM THEM (FOR THEY ARE ALL ROOTED IN THE EXPRESSION OF IAHU'S LIES)· IN FUTURE JUMPS, THIS WILL ALSO GIVE YOU SIMILAR INSIGHT INTO THE LANGUAGES OF OTHER HUMANS ACROSS THE MULTIVERSE·

DARK SCIENTIST (400): THE CYTH HAVE MORE THAN JUST MALICE AND WICKEDNESS TO THEIR NAME, THEY ARE MASTERS OF DARK SCIENCES AND WICKED EXPERIMENTATIONS, TO THE EXTENT THAT PRIMITIVE RACES SUCH AS HUMANS ONCE VIEWED THEM AS GODS AND DEVILS. YOU NOW HAVE AN EDUCATION IN THE DARK SCIENCES OF THE CYTH, SUCH AS HOW TO DESIGN AND CREATE AND MODIFY SERVITOR RACES AND BIOLOGICAL ROBOTS LIKE ORGOTS AND DILLUVIALS AS WELL AS THE CONSTRUCTION OF DILLUVIAL SONIC WEAPONRY AND THE LEYSER TOOLS AND WEAPONS COMMONLY SEEN USED BY CYTH GUARDS.

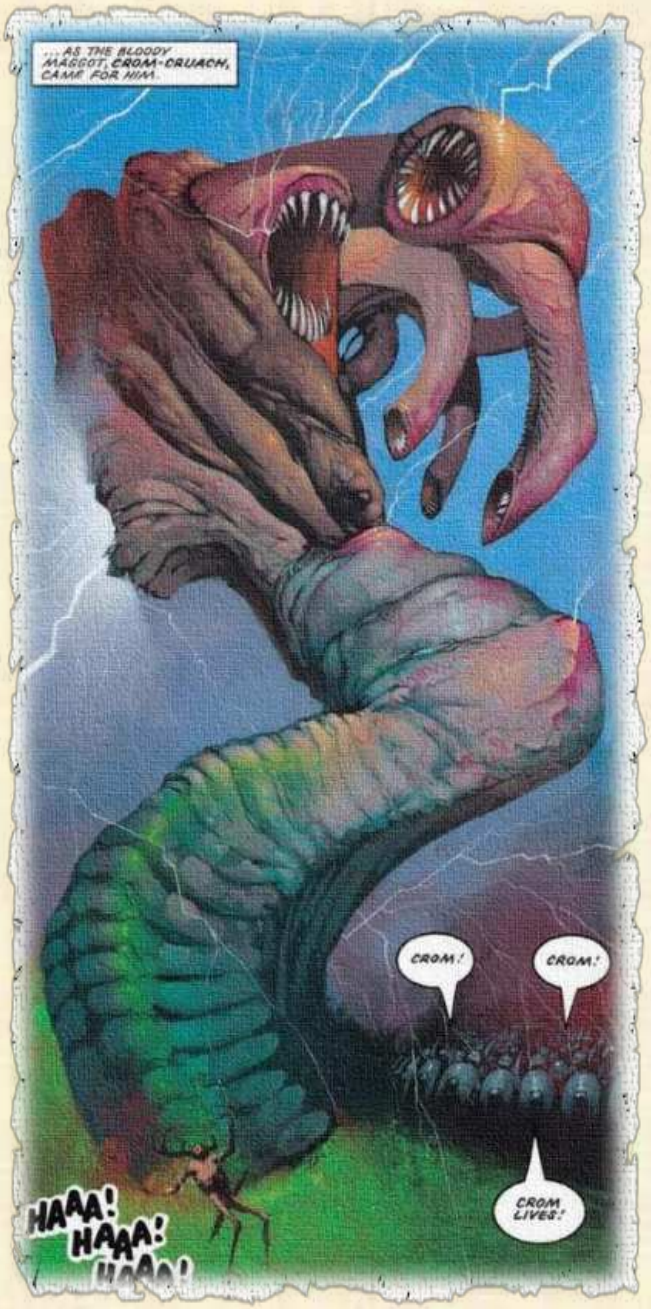


POSSESSION (400): MOST OF THE CYTH FIND THE ACT OF INHABITING THE AGE AND LANDS OF EARTH TO BE DISTASTEFUL, YET SOMETIMES NECESSITY REQUIRES THEIR PERSONAL TOUCH AS OPPOSED TO LEAVING IMPORTANT MATTERS TO IMBECILIC LACKEYS. LIKE SOME CYTH, YOU ARE CAPABLE OF POSSESSING THE BODY OF HUMANS AND OTHER LIVING BEINGS, TURNING INTO A SPIRITUAL MASS TO DWELL WITHIN THE POOR FOOL'S MIND AND BODY. WHILE YOU CAN EASILY PASSIVELY INHABIT MOST MORTALS, YOU CAN ALSO CHOOSE TO EITHER INFLUENCE THEIR ACTIONS OR TAKE DIRECT CONTROL OF THEIR BODIES, THOUGH DOING SO REQUIRES THAT YOUR WILL BE STRONGER THAN THEIRS AND SOMETIMES A STRONG ENOUGH EMOTIONAL SHOCK TO THE HOST CAN UNSEAT YOUR CONTROL OF THEM. KEEP IN MIND THAT IT IS POSSIBLE FOR YOU TO BE EXORCISED FROM THE BODY OF YOUR VICTIM WITH THE RIGHT RITES AND INCANTATIONS, THOUGH DOING SO WON'T PROTECT THEM FROM YOUR IRATE WRATH ONCE YOU MATERIALIZE IN THE PHYSICAL REALM IN FRONT OF THE HAPLESS FOOL.

PRAISE BE TO ME! (600): ONE OF A DEARLY DEAD BREED, JUST LIKE DAGON AND THE GULEDIG YOU ARE NOW ONE OF THE HIGH CYTH, THE PHYSICAL GODS OF YOUR RACE. AS A HIGH CYTH YOU EXIST ON A HIGHER PLANE OF REALITY THAN MOST BEINGS. WHILE YOU CAN BE INJURED BY THE PRIMITIVE BEINGS OF THE WORLD, YOU CANNOT BE EASILY KILLED, ANY PHYSICAL WOUNDS LEVIED AGAINST YOU WILL HEAL ON THEIR OWN OVER TIME, WITH EVEN THE LOSS OF A LIMB OR EYE NEEDING NO MORE THAN A DAY'S TIME. FURTHER, UNLIKE MANY OTHER CYTHRON, YOU HAVE CONTROL OF YOUR OWN FORM AND BIOLOGY, ALLOWING YOU TO TAKE ON WHICHEVER PROFANED SHAPE YOU DESIRE, WHETHER IT BE THE UNBODIED HEAD OF THE GULEDIG, THE GREAT MOLLUSCOID FORM OF DAGON, OR THE WRETCHED WARFORMS OF THE UNNAMED HIGH CYTH SEALED BEHIND THE GREAT GONG. FURTHER, AS AN IMMORTAL BEING YOU NO LONGER NEED TO FEED ON PRANA OR OTHER SUSTENANCE TO SURVIVE, THOUGH YOU MAY STILL ENJOY AND RELISH IN THE CONSUMPTION OF THE PRANA OF THE LESSER RACES IF YOU WISH.



<u>TIME TUNNELER (600):</u> THE GREAT SCIENTIFIC ACHIEVEMENT OF THE CYTH, WHICH ALLOWED THEM TO CONTINUE TO FEED AND GROW IN POWER DESPITE THEIR IMPRISONMENT BY THE ARCHONS, WAS THE CREATION OF THE GREAT TIME WORM CROM CRUARCH, WHO'S GREAT POWER ALLOWS IT TO BURROW THROUGH TIME ITSELF TO FEED AND GATHER PRANA AND SOULS FOR ITS CYTH MASTERS. IN A FEAT OF GREAT CYTH BIOTECHNOLOGY YOU TOO HAVE BEEN IMBUED WITH THE POWER TO TUNNEL HOLES INTO THE FABRIC OF TIME, ALLOWING YOU TO FREELY CREATE SHORT LIVED PASSAGES THAT LEAD YOU FROM ONE ERA TO ANOTHER. THIS TRAVELING IS NOT LIMITED TO TIME EITHER, AS YOU MAY ALSO USE IT TO TRAVERSE GREAT DISTANCES TO ANYWHERE ON THE PLANET WITH JUST A SHORT JAUNT. FOR THE DURATION OF THIS JUMP, THIS DISTANCE WILL BE HARD LIMITED TO JUST ANYWHERE UPON THE PLANET EARTH, HOWEVER AFTER THIS JUMP WHILE THE DISTANCE ITSELF WON'T CHANGE BY DEFAULT, YOU WON'T BE RESTRICTED TO STAYING WITHIN THE IMMEDIATE ORBIT OF THE PLANET.



Items

Items are divided below based on their associated background. If you possess a certain background, then the items associated with it are discounted at 50% off, with the 100cp items being free instead.

Undiscounted



Leyser-Disc Set (50 each, x3): Did you know that there's a somewhat popular heavy metal band who named themselves after this comic? The Lord Weird Slough Feg (or just Slough Feg) is a group who's first several albums were either tributes to or inspired by the Slaine comic series, and now you can enjoy the sounds yourself. This purchase will give you a collection of thin and round weirdstones (small enough and shaped to fit in a CD player) each one containing a full album of music performed by the band themselves. These stones can be activated (with either a small drop of blood, using a small amount of earth power or similar magical energy, or by placing them in a CD player) and they will play the music recorded on them loud enough to be heard in a dinning hall full of rambunctious Celts. What kind of music is on these? When you first purchase this item you can choose to either gain the complete collection of the works of the band Slough Feg, or you may instead gain an album based on your advetnures in each jump you visited (which will update itself into future jumps). You can purchase this item again to gain the other option, or you can instead gain the ability to hear whichever music you've chosen as internal background you can cycle through or turn on and off as you see fit.

Dannan

Nounverber (100): The tribes of the goddess place great value in martial prowess, and what is a warrior without a weapon to wield. Here you have a simple weapon such as a spear, bow, sword, axe, tathlum, or club; made from a primitive material like wood, stone, copper, bronze, bone, or flint. It is a simple and mundane weapon, of not special nature and quality, and should you end up breaking it in battle you can expect to easily fine a close-enough replacement for it by the end of the week. Comes with a suitably barbaric name similar to Slaine's Brainbiter or Bloodprow. May come with a matching door-shield or targe as part of a matching set.

Brainball Bag (200): The Celts are, as a rule, a bloody and grim people, prone to collecting the body parts of enemies for use in trophies, ceremonies, provings, craftworks, or for sports like Murderball. However, hauling around viscera and dismembered parts can be a bit bothersome, especially if you have to transport them across long distances, which is where this plain leather sack comes in. Any severed limb placed in this bag (which is large enough to comfortably hold an adult human's head) will not spoil or putrefy for a year and a day. Perfect for either keeping a head ready for Murderball, or bringing the severed tongues of your enemies back home to prove your right to the champion's portion





<u>HERO HARNESS (400):</u> THE WARPED ONES ARE THE MIGHTIEST WARRIORS OF THE TUATHA DE DANNAN, THOSE MEN WHOSE BODY WARPS AND SHIFTS INTO MONSTROUS SHAPES, THOUGH NOT ALL WARPED WARRIORS ARE ABLE TO FULLY CONTROL THEIR WARP OUTS, AND SOME JUST PREFER TO NOT CONSTANTLY RIP THROUGH AND DESTROY THEIR CLOTHES WHILST SPASMING OUT. THAT IS WHERE A HERO HARNESS COMES IN, A HARNESS MADE FROM VARIOUS STRAPS AND BUCKLES AND BLESSED BY DRUIDIC MAGIC. WHILST WEARING THIS HARNESS YOUR WARP SPASMS WILL BE MORE CONTROLLED, YOUR FORM WILL STATE REASONABLY CLOSE TO YOUR HUMAN SHAPE, AND YOU WON'T GO BURSTING VIOLENTLY OUT OF YOUR CLOTHES. FURTHER, THE HARNESS ALSO GRANTS YOU SOME CLARITY OF MIND, ALLOWING YOU TO RETAIN MOST OF YOUR MENTAL FACULTIES UNCLOUDED OR IMPEDED BY THE NORMALLY RAGE-FILLED SPASM.

<u>SACRED TREASURE (600 EACH):</u> THE SWORD OF THE MOON, THE SPEAR OF THE SUN, THE CAULDRON OF BLOOD, AND THE STONE OF DESTINY. THESE ARE FOUR SACRED TREASURES OF THE EARTH GODDESS, POWERFUL AND IRREPLACEABLE ARTIFACTS BROUGHT TO THE LANDS OF THE EVER YOUNG BY THE ATLANTEANS FLEEING THE DESTRUCTION OF THEIR HOMELAND. BY PURCHASING THIS OPTION, YOU WILL SOON FIND YOURSELF IN OWNERSHIP OF ONE OF THESE GREAT TREASURES, TAKING IT WITH YOU EVEN WHEN YOU LEAVE THIS JUMP FOR GREENER PASTURES. YOU MAY PURCHASE THIS ITEM CHOICE MULTIPLE TIMES, ONE FOR EACH OF THE TREASURES, BUT IF YOU TOOK THE DANNAN BACKGROUND YOU MUST FIRST CHOOSE THE TREASURE ASSOCIATED WITH YOUR TRIBE. FOR MORE INFORMATION ON THESE TREASURES, SEE THE NOTES SECTION.

DRUNE



SKULLSWORD (100): THE SYMBOL OF THE DRUNES AND THEIR SHAGGY-CLAD ENFORCERS, YOU NOW OWN AN IRON SWORD WITH THE SKULL EMBLEM OF THE DRUNES ON IT. THOSE WHO SEE YOU BRANDISH IT WILL KNOW THAT YOU SPEAK WITH THE AUTHORITY OF THE SLOUGHS, AND THOSE OF WEAKER GRIT WILL EASILY BE COWED BY YOUR PRESENCE. IF YOU ARE NOT A DRUNE, BE CAREFUL ABOUT SHOWING THIS OFF TOO MUCH, AS THEY WON'T TAKE TOO KINDLY TO SOMEONE PRETENDING TO THEIR MAJESTY.

STENCH MASK (200): THE HIGHER PRIESTHOOD OF THE DRUNES ARE WELL KNOWN FOR THEIR POTENT "MYSTIC AURA" WHO'S STENCH CAN EASILY MAKE NORMAL MEN SICK FROM PROXIMITY. FOR THOSE DRUNES WHO HAVE NOT MADE IT TO THAT LEVEL YET, THIS MASK IS AN ESSENTIAL TOOL. WHILST WEARING THIS PRIMITIVE GASMASK, YOU CAN BLOCK OUT ALMOST ALL GREAT STENCHES, EVEN THOSE OF A LORD WEIRD'S MYSTIC AURA, AND CAN EVEN WITHSTAND MOST NATURAL TOXIC FUMES AND VAPORS.

SKYSHIP (400): AT THE HEIGHT OF THEIR POWER, THE DRUNES WOULD USE THEIR MASTERY OF THE WEIRDSTONES TO LEVITATE GREAT VESSELS IN THE AIR FOR TRANSPORTING WARRIORS AND RESOURCES ACROSS THE ENTIRE BREADTH OF TIR NAN OG. YOU NOW HAVE YOURSELF ONE SUCH SKYSHIP, BUT WITH A TWIST. THIS SHIP'S WEIRDSTONE, THROUGH SOME HIDDEN AND ARCANE RITE, HAS BEEN BONDED TO YOU, AND WILL ONLY RAISE THE SHIP INTO THE SKY IF FED A SAMPLE OF YOUR OWN BLOOD FIRST. THIS SHOULD HOPEFULLY PREVENT IT FROM BEING STOLEN AWAY BY SOME BARBARIANS OR NORTHMEN.

FETID CAVE (600): SLOUGH FEG RULES THE DRUNES FROM DEEP IN THE CAVE OF BEASTS, WHERE HE PAINTS AND DESTROYS STRANGE CAVE PAINTINGS AND BATHES IN THE BIZZARE SLIME THAT KEEPS HIM IMMORTAL. UNBEKNOWNST TO HIM, THERE IS A SECOND CAVE LIKE HIS, ONE WHICH IS KNOWN TO YOU. IT IS A DEEP CAVE, GOING DOWN 60FT INTO THE EARTH, AND AT THE BOTTOM AND HIDDEN IN AL ALCOVE IS A STINKING AND GLOWING POOL OF STRANGE SUBSTANCE. BY BATHING IN THIS POOL, YOU CAN STAVE OFF THE HAND OF DEATH AND KEEP YOUR SOUL CLEAVED TO YOUR BONES, THOUGH IT WILL DO NOTHING FOR YOUR AGING. SHOULD YOUR BODY BE DAMAGED, OR SHOULD YOU BE SLAIN, IF YOUR REMAINS ARE DUMPED INTO THE POOL, THEN IT WILL REGENERATE YOU AND BRING YOU BACK TO LIFE TO HOW YOU WERE BEFORE YOUR UNTIMELY END. IT DOES NOT MATTER IN WHAT STATE YOUR BODY IS RETURNED, EVEN SHOULD YOU HAVE REDUCED TO A PUDDLE OF SLIME THE POOL WILL RESTORE YOU, THOUGH YOU MUST HAVE EVERY SCRAP OF YOU GIVEN TO THE POOL, SHOULD YOU BE MISSING ANY FLESH OR REMAINS THEN THE POOL'S MAGIC CANNOT FULLY RESTORE YOU.



ETERNAL ONE

SCRAPS OF BARK (100): IN THESE LANDS, DRUIDS AND OTHER LITERATE FOLK ARE OFTEN TRAINED AND WRITE NOT ON PAPER OR PARCHMENT, BUT ON SCRAPS OF PAPERY BARK. THIS LEATHER SCROLL CASE CONTAINS A LARGE SHEAF OF THEM, AROUND 100 PAGES TO BE PRECISE, AND REFILLS ITSELF AT THE BEGINNING OF EACH MONTH. OCCASIONALLY YOU MAY FIND A PAGE WITH SOME OLD ENGLISH POETRY WRITTEN IN OGHAMS ON IT, A LITTLE LEFTOVER OF THE DRUIDIC MAGIC USED TO MAKE THIS ITEM.

LEYSER WEAPON (200/400): TECHNOLOGY ONCE USED BY THE ATLANTEANS, AND PASSED ON TO THEIR SUCCESSORS IN DINAS EMRYS, YOU ARE NOW THE OWNER OF A LEYSER WEAPON OF YOUR OWN: EITHER A SMALL BLASTER, A STAFF, OR A LEYSER VARIANT OF A MELEE WEAPON LIKE A SWORD OR AXE LIKE THE SWORD BLOODPROW. LEYSAR WEAPONS ARE EMPOWERED BY ONE'S CAPACITY FOR CHANNELING THE SERPENT POWER, THUS IN THE HANDS OF A TRAINED DRUID OR WARPED ONE YOU CAN EASILY CARVE THROUGH METAL WITH THE POWER OF YOUR LEYSER WEAPON. WHEN PURCHASING THIS OPTION YOU MAY PAY TWICE ITS VALUE INSTEAD, ALLOWING YOU TO YOU INSTEAD OWN A LEYSAR CANNON INSTEAD, A MASSIVE SHOULDER-MOUNTED WEAPON THAT CAN RELEASE GREAT BLASTS AS WIDE AS A MAN'S TORSO.



TALISMAN OF VENUS (400): A COPPER RING ENGRAVED WITH SYMBOLS EVOKING PLANETARY POWER, THIS TALISMAN ALLOWS THE WEARER TO INFLUENCE ANOTHER BEING, MAKING THEM SUSCEPTIBLE TO SUGGESTION AND GIVING THEM A KINDLY AND FAVORABLE TO THE WEARER. WITH THIS RING THE DRUIDESS NEST WAS ABLE TO CHARM THE CYTHRON SCIENTIST OEAHOO TO SPARE HER LIFE AND NOT TURN ON SLAINE AND HIS TEAM, AND SHOULD LIKEWISE ALLOW YOU TO TURN A SINGULAR FOE INTO AN ALLY OF YOURS GIVEN ENOUGH TIME AND ENERGY.

ANGUINUM (600): THOSE WHO DWELL IN DINAS EMRYS ARE KNOWN AS THE "ETERNAL ONES" FOR IT IS THEIR HARVESTING AND CONSUMPTION OF THE ANGUINUM, THE EGGS OF THE TIME-WORM, THAT ALLOWS THEM TO STAVE OFF THE MARCH OF TIME. BY PURCHASING THIS OPTION, YOU ARE GIVEN A SMALL WOODEN CHEST, CONTAINING A SINGLE ANGUINUM EGG INSIDE IT. THE BOX KEEPS THE EGG IN STASIS, PREVENTING IT FROM HATCHING, AND BY CONSUMING THE EGG YOURSELF YOU ARE ABLE TO REVERT THE EFFECTS OF AGE ON YOURSELF UNTIL YOU RETURN BACK TO YOUR PRIME. AFTER CONSUMING THE EGG, THE BOX WILL REFILL ITSELF WITH A NEW ONE AFTER A YEAR HAS PASSED. IT IS RECOMMENDED TO NOT DALLY IN USING THE EGG AFTER REMOVING IT FROM THE BOX, AS OUTSIDE OF ITS STASIS IT MAY EVENTUALLY HATCH INTO A NEW STARVING AND MALICIOUS TIMEWORM, AND YOU REALLY DON'T WANT THAT TO OCCUR.



OUTLANDER



METHEGLIN (100): HAVING SOME TROUBLES KEEPING YOUR COOL? TOO MANY GUILTS AND ISSUES CLOUDING YOUR JUDGEMENT? THEN THIS CHALICE OF METHEGLIN (A TYPE OF MEAD OF WELSH ORIGIN) MIGHT HELP YOU. UNLIKE YOUR TYPICAL LIBATION, THIS METHEGLIN HAS BEEN TREATED WITH BEE'S VENOM (AND EVEN HAS A FEW FLOATING IN IT) , WHICH ENHANCED ITS NATURAL TRANQUILIZING PROPERTIES, IMBUING YOU WITH A SERENE CALM AND SOOTHING YOUR NERVES. THIS CHALICE REFILLS EACH NIGHT, AND MAKES FOR A GOOD SLEEP MEDICINE TO STAVE OFF BAD DREAMS AND NIGHT TERRORS.

DUNGEONS YEARLY (200): A MINOR QUIRK OF THE SLAINE COMIC BOOK SERIES WAS THAT, FOR A TIME AT LEAST, THEY WOULD LISENCE OUT THE NAME AND SETTING TO DICEMAN GAMES AND WOULD PUBLISH SMALL TTRPG GAMES AND SCENARIOS AT THE END OF EDITIONS OR HAVE SOME CHAPTERS OF SLAINE'S STORY BE RELEASED AS "ROLL YOUR OWN ADVENTURE" MODULES (SUCH AS THE "THE RING OF DANNU", "THE TOWER OF GLASS", "THE TOMB OF TERROR", AND "DRAGONCORPSE)\). BY PURCHASING THIS OPTION, YOU'LL BE SIGNING UP FOR A SUBSCRIPTION OF TABLETOP ADVENTURES BASED ON YOUR OWN JUMPS AND ADVENTURES. EVERY YEAR YOU WILL BE DELIVERED A SMALL LITTLE RULEBOOK OR MODULE BASED ON AN ADVENTURE YOU YOURSELF WENT ON, AND WHILE THIS MAY BE FUN FOR A LAZY AFTERNOON WITH FRIENDS, IT CAN ALSO GIVE YOU INSIGHT AS TO HOW THINGS COULD'VE HAPPENED DIFFERENTLY BASED ON CHOICES YOU COULD'VE MADE DURING YOUR PAST TRIALS.

BOOK OF POSSESSIONS (400): DESPITE HIS CHARLATAN NATURE, UKKO IS SURPRISINGLY ADEPT AT EXORCISING EVIL SPIRITS FROM PEOPLE, PROVIDED HE KNOWS THE RIGHT WORDS TO SAY. THIS BOOK CONTAINS THE NAMES OF EVIL BEINGS AND CHANTS NEEDED TO DRAW THEM OUTSIDE OF THE BODIES OF THEIR VICTIMS, SO THAT THEY CAN BE SLAIN VIA MORE CONVENTIONAL MEANS. THIS BOOK UPDATES ITSELF WHENEVER YOU JUMP TO A NEW SETTING, FILLING ITS PAGES WITH THE NAMES OF LOCAL POSSESSORS, HOW TO IDENTIFY THEM, AND HOW TO DRAW THEM OUT.

WAR FLAME (600): A DREAD WEAPON THAT WOULD NORMALLY NEVER BE COMPLETED, DESIGNED BY THE DWARF DOMNALL USING METHODS AND TEACHINGS HE STOLE FROM THE TITANS, THIS GREATSWORD HAS BEEN MADE FROM THE IRON EXTRACTED FROM CELTIC WARRIORS AND QUENCHED IN THE BLOOD OF A WARPED WARRIOR, CAUSING THE EARTH POWER FLOWS THROUGH IT AS STRONGLY AS ONE. WHILE WIELDING WARFLAME, YOU CAN TAP INTO THE POWER OF THE EARTH, ALLOWING YOU TO GAIN ENHANCED STRENGTH AND POWER EQUAL TO A WARRIOR IN THE MIDST OF A WARP SPASM, BUT WITHOUT ANY OF THE SIDE EFFECTS TO THE MIND OR BODY THAT WARPRING USUALLY BRINGS.



FOMORIAN



TEAR BOTTLE (100): THIS CLAY BOTTLE IS USEFUL FOR A FOMORIAN ON THE ROAD, AS ITS ABLE TO KEEP ANY TEARS (OR OTHER LIQUIDS) PLACED IN IT FRESH AND POTABLE. OCCASIONALLY, YOU MAY EVEN FIND A DELICIOUS EYEBALL WITHIN THE BOTTLE OF TEARS, A NICE REWARDING TREAT AFTER A HARD DAY'S WORK.

BOX OF EGGS (200): CONGRATULATIONS ON BEING A PARENT. THIS BOX CONTAINS MANY SMALL FOMORIAN EGGS. WHEN HATCHED, THEY WILL TURN INTO A SWARM OF SMALL PARASITIC FOMORS THAT WILL BURROW INTO AND INFECT THE CLOSEST LIVING THINGS, TURNING THEM INTO LOYAL AMPHIBIOUS HALF-FOMORIANS. THESE VICTIMS WILL VIEW THEMSELVES AS YOUR CHILDREN AND WILL SHOW YOU THE LOYALTY OF A CHILD TO A PARENT, THOUGH BE MINDFUL THAT THIS TRANSFORMATION WILL MAKE THEM RELIANT ON SUBMERGING THEMSELVES IN WATER EVERY SO OFTEN TO SURVIVE. THERE ARE ENOUGH EGGS IN THIS BOX TO INFEST A SMALL VILLAGE, AND THE BOX REFILLS ITSELF ONCE A MONTH.



EYE OF BALOR (400): AN EXAMPLE OF CYTH TECHNOLOGY, THIS PROSTHETIC WAS GIFTED TO THE FOMORIAN KING BALOR BY THE LORD WEIRD SLOUGH FEG. THIS FUTURISTIC EYEPATCH COMES WITH AN INTERFACE RELAY THAT RESTS BEHIND THE EAR. WHEN ACTIVATED, IT REVEALS THE CYBERNETIC EYE BENEATH, WHICH WILL THEN USHER FORCE A BURNING LASER BEAM UPON WHATEVER IT IS YOU GAZE UPON. THE BEAM IS STRONG ENOUGH TO BURN A HOLE THROUGH A HUMAN BODY IN AN INSTANT, AND HOT ENOUGH TO CAUSE THEM TO IMMEDIATELY COMBUST, AND CAN BE USED CONTINOUSLY WITHOUT ANY NEED TO REST OR COOLDOWN.

BLACK PYRAMID (600): A PROFANE WEIRDSTONE, CRAFTED FROM A BLACK STONE THAT FELL FORM THE HEAVENS. THE BLACK PYRAMID IS CAPABLE OF OPENING PORTALS TO DIFFERENT DENSITIES AND DIMENSIONS, SUCH AS WHEN IT WAS USED TO BANISH THE SKYFLEETS OF EIRE TO THE DENSITY OF REALITY WHERE THE GODDESS DWELLS, AND CAN EVEN BE USED TO TRAVERSE GREAT DISTANCES LIKE FROM EIRE TO THE ISLE OF HY-BRASIL, IN A NEAR INSTANT. IN FUTURE JUMPS, THIS WILL ALLOW YOU TO TRAVEL TO OTHER SIMILAR ADJACENT REALMS AND DIMENSIONS, SUCH AS LOCAL AFTERLIFES OR ELEMENTAL PLANES.

CYTH

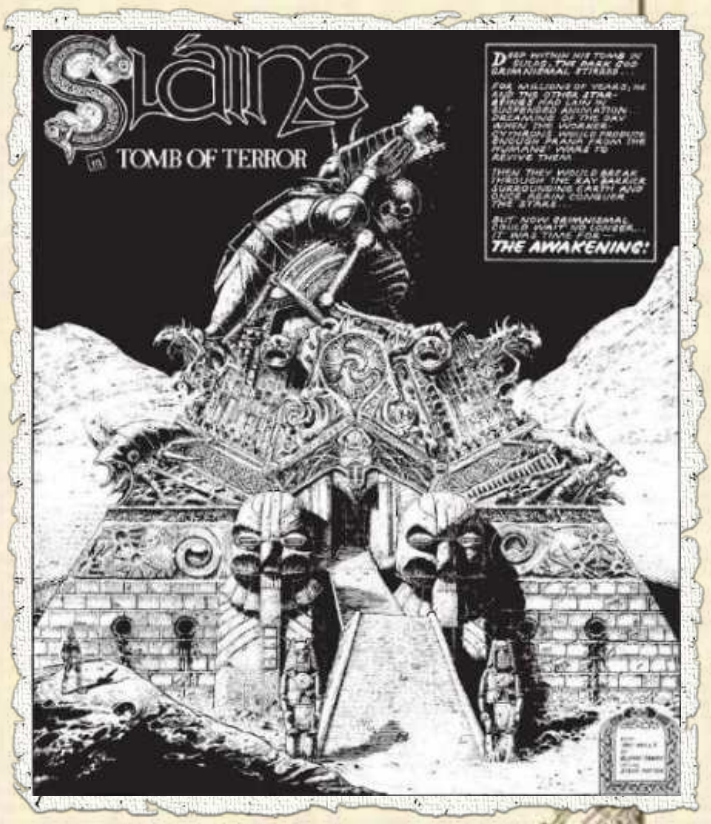
DILLUVIAL HORN (100): THE CYTH USE MANY STRANGE AND ESOTERIC WEAPONS, SOME OF WHICH THE ARHCONS BANNED THE OWNERSHIP OF. AMONG THOSE IS THE DILLUVIAL HORN, WHICH WOULD LATER BE USED AS THE BASIS IN THE CREATION OF THE DILLUVIAL RACE. THIS HORN EMITS A SHORT-RANGED SONIC BLAST THAT CAUSES THE MOLECULAR BONDS OF INANIMATE MATTER, PARTICULARLY STONE, TO LOOSEN AND "MELT" APART. THIS HORN CAN ALSO CAUSE LIVING FLESH TO MELT, BUT IT TAKES SIGNIFICANTLY LONGER TO DO SO, DURING WHICH THE WARRIOR YOU'RE TRYING TO MELT MAY JUST RUN UP AND LODGE HIS AXE INTO YOUR SKULL TO SAVE HIMSELF.

LOUNGE ORGOT (200): THE ORGOTS, AS THEIR NAME SUGGESTS, ARE ORGANIC ROBOTS USUALLY MADE TO PERFORM MENIAL LABOR FOR THE CYTH, THOUGH SOME ARE DESIGNED FOR MORE SPECIALIZED TASKS. THIS PARTICULAR MODEL, WHICH LOOKS LIKE A GIANT HAND, IS DESIGNED TO FUNCTION AS A PERSONAL LOUNGE CHAIR AND TRANSPORT FOR A CYTHRON OVERSEER. WHILE IT CAN BE ORDERED TO ATTACK SOMEONE, THE PROGRAMMING IS RUDIMENTARY AND ITS RANGE OF MOTION LIMITED TO WHAT A SINGLE DISEMBODIED HAND IS CAPABLE OF, SO IT'S BEST TO LEAVE COMBAT TO MORE GENERAL UNITS AND HAVE YOUR LOUNGE ORGOT STICK TO ITS TYPICAL DUTIES.



COMBAT SUIT (400): WHEN A CYTHRON DEIGNS TO ENTER THE FIELD THEMSELVES, THEY DRESS THEMSELVES IN A HIGHLY ADVANCED COMBAT SUIT LIKE THIS. FUELED BY A MIXTURE OF LEY POWER AND AURA, THIS SUIT HAS MANY FUNCTIONS SUCH AS FLIGHT, LASER EYES, AND TELEPORTATION (WHICH CAN BE USED TO TELEFRAG SOMEONE, THOUGH THIS FUNCTION DOES HAVE A COOLDOWN BASED ON DISTANCE TRAVELED), ALL OF WHICH IS POWERED AND DIRECTED BY THE THOUGHTS OF THE WEARER. IT IS ALSO STRONG ENOUGH TO TURN BACK THE MUNDANE METAL WEAPONS OF MOST OF THE LESSER RACES (PROVIDED SAID BARBARIAN ISN'T A LUDICROUSLY STRONG SPECIMEN LIKE A CERTAIN SESSAIR)

GREAT TOMB (600): THE ARCHITECTURE OF THE CYTH CAPITAL OF GULAG IS DOMINATED BY THE GREAT TOMBS OF THE HIGH CYTH, MASSIVE PRISON MAUSOLEUMS ORIGINALLY MEANT TO HOLD THE NOT-WHOLLY-DEAD BODIES OF THE GREATEST COSMIC CRIMINALS OF THE CYTH. YOU NOW HAVE YOUR OWN TEMPLE COMPLEX, FASHIONED AFTER GRIMNISMAL'S AND FURNISHED WITH GOLD, RARE GEMS, AND WICKED TRAPS. THE GREATEST PART ABOUT THE TOMB THOUGH IS THE GREAT SEPLUCHURE IN THE DEPTHS OF IT, MADE JUST FOR YOU. WHILE INTERRED WITHIN IT, YOU MAY GRADUALLY REGENERATE AND RESTORE YOURSELF OVER TIME, EVEN FROM ESOTERIC/MULTIDIMENSIONAL WOUNDS AND DEATH ITSELF, PROVIDED YOU'RE GIVEN ENOUGH TIME AND ARE FED ENOUGH NUTRIENTS. KEEP IN MIND THAT THE GREATER THE DAMAGE THE LONGER IT WILL TAKE TO FULLING BRING YOU BACK TOGETHER. HOPEFULLY YOU HAVE ENOUGH LOYAL SLAVES AND SYCOPHANTS WILLING TO WATCH OVER YOU IN CASE OF SUCH TIMES.



Companions

Listed are some options for either bringing along or acquiring your own companions. Some companions will list a background next to their price, allowing you to gain the companion at a discount if you possess the corresponding background.

Import/Create (50each/200): For every purchase of this option you may either create a new companion or import and existing companion using this jump document. This companion has a budget of 800cp and cannot take any drawbacks or companion options themselves. For 200cp you can buy a bulk order of up to eight companions, saving you some cp if you want to import the whole squad.



Loyal Parasite (50): For many chiefs and rulers in the lands of Tir nan Og, it is tradition to keep a "royal parasite", a comedic buffoon who can entertain your subjects and act as a handy punching bag, and now you have your own. This odious little dwarf has decided to take his chances and follow you around. He (or she, you weirdo) is useful, shrewd, and cunning, but his personality leaves much to be desired and will often grate your nerves. Luckily if you can curb your desire to beat him too much and can tolerate his many character faults, you may find a lifelong friend in this runty reprobate.

Mighty Mount (200, Dannan): The lands of the Forever Young are not lacking in great and mighty beasts, from the prehistoric megafauna brought into the world through rifts in time to crystal-eyed dragons like Slaine's faithful steed Knucker. You yourself now also have such a beast to serve you as your loyal mount. It can be a dragon like Knucker or any type of dinosaur or ancient megafauna, so long as it is large enough for you to ride on.

Sturdy Half-Dead (200, Drune): The Drunes are well known for all sorts of dark magics, such as the conjuring of half-dead to use as battle fodder. This particularly thick and burly corpse seems to have some kind of attachment to you, and has taken to following you around and obeying your orders. As a half-dead (essentially a zombie) its intelligence is severely lacking, though its body remembers enough to know how to carry a club and hit things with it, and its loyalty to you is totally unquestioning. Further, if its ever dismembered, then after a night it will slowly shamble and reassemble itself back together so as to continue serving you.

THE LAST TITAN (200, ETERNAL ONE): IN THEIR HEYDAY, THE TITANS OF OLD BUILT MANY GREAT WONDERS INCLUDING THE GREAT TEMPLE OF THE STARS, BUT NOW MOST OF THEM ARE DEAD, SLAIN BY A COMBINATION OF ENNUI AND BRAVE WARRIORS. SAVE FOR THIS ONE. THIS TITAN IS ONE OF THE LAST LIVING MEMBERS OF HIS KIND. EASILY AS TALL AS THREE MEN, AND WITH EXCEPTIONAL STRENGTH TO MATCH, HE IS A GENTLE SOUL WHO IS MORE INTERESTED IN BUILDINGS AND ARCHITECTURE THAN COMBAT, AND WISHES TO STUDY AND LEARN MORE OF THE GREAT WORKS HIS ANCESTORS WROUGHT.

DRAGON'S HOST (200, OUTLANDER): ON RARE OCCASIONS, THE GREAT TIME DRAGON WILL BLESS SOMEONE TO BE THEIR LIVING AVATAR AND HOST, TO DISPENSE THEIR WORDS AND VISIONS WHEN THE TIME CALLS FOR IT. THIS COMELY WARRIOR OF YOUR PREFERRED SEX, ADORNED WITH A LARGE DRAGON TATTOO ALONG HER BACK, IS ONE SUCH VESSEL. WHILE THEY ARE AN OTHERWISE MUNDANE WARRIOR AND SOLDIER, ON OCCASION THE GREAT TIME DRAGON WILL POSSESS THEM TO DELIVER WORDS AND MESSAGES TO YOU, PROVIDED YOU MANAGE TO STAY IN THE GOOD GRACES OF THIS ASPECT OF THE EARTH MOTHER. THIS POSSESSION IS SOMEWHAT ONE-SIDED THOUGH, AS THE HOST WILL REMEMBER NOT WHAT THE DRAGON SAYS WHILE POSSESSING THEM, NOR WILL THEY HAVE ANY SPECIAL INSIGHT INTO THEIR WORDS AND INTENTIONS.



CUMAL COLLECTION (200, FOMORIAN): FOMORIANS ARE QUITE FOND OF LEVYING TAXES ON HUMANITY, AND WHAT THEY CANNOT COLLECT IN GOLD THEY COLLECT IN FLESH. CUMAL IS A TERM USED TO REFER TO FEMALE SLAVES, AND YOU NOW HAVE YOURSELF A BATCH OF FOUR OF THEM WITH THIS PURCHASE. THEY ARE NOT ESPECIALLY STRONG OR SKILLED SLAVES, BUT THEY ARE YOUNG, HEALTHY, AND THE TASTE OF THEIR TEARS IS OF EXCEPTIONAL QUALITY AND FLOW IN GREAT ABUNDANCE. TOGETHER THEY MAKE UP ONE COMPANION SLOT, UNLESS IMPORTED SEPARATELY AS DIFFERENT COMPANIONS IN THE FUTURE.



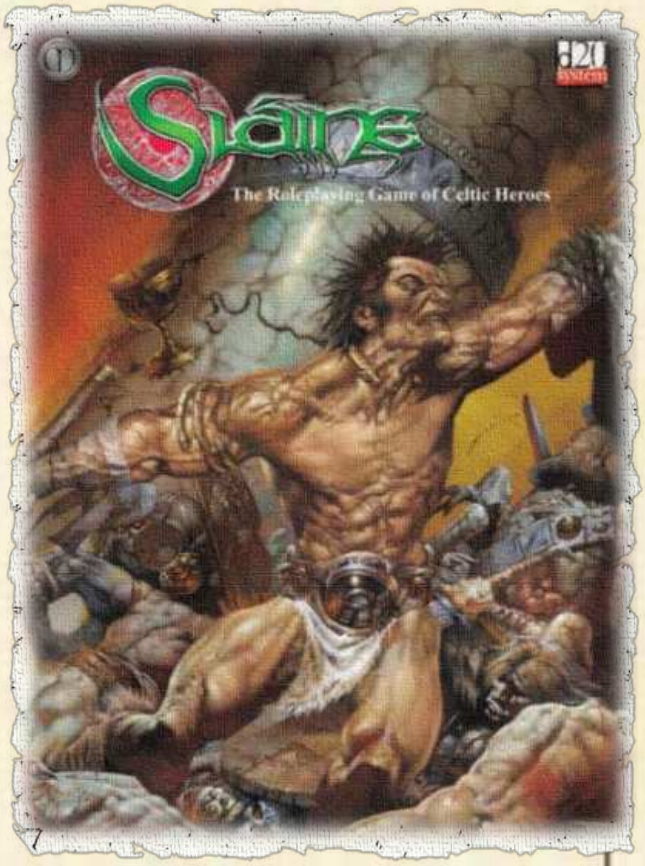
ADVANCED BATTLE ORGOT (200, CYTH): PERHAPS MYRAAKOTHKA OWED YOU A FAVOR, OR MAYBE THE GULEDIG GIFTED IT TO YOU AS A REWARD FOR SOME DEED. REGARDLESS, YOU KNOW OWN FOR YOURSELF A POWERFUL PROTOTYPE TYPE THREE BATTLE-ORGOT. THIS THREE-ARMED CREATURE IS MUCH MORE INTELLIGENT, CUNNING, AND FIERCE THAN OTHER ORGOTS. IT HAS THE REFLEXES AND SKILL TO ARTFULLY WIELD A TRIPLE-SLACAN, ITS SWIVEL EYES CAN EASILY TRACK MULTIPLE OBJECTS AT ONCE EASILY, ITS TWICE AS STRONG AND AS FAST AS A MORTAL MAN, AND DAMAGED LIMBS CAN BE EASILY REPLACED WITH GRAFTED ON REPLACEMENTS AND ADDITIONS. A PERFECT MINION AND ENFORCER FOR ANY ASPIRING VILLAIN.

JUMPER'S CARNIVAL (300): THIS WORLD AND LAND HOLDS MANY WEIRD AND BIZARRE PEOPLE IN IT. FROM BLUE-SKINNED ROOTMEN TO SNAKE PEOPLE AND SHOGGIES OF ALL STRIPES, TO EVEN JUST ABERRANT INDIVIDUALS AND OUTCASTS. BY PURCHASING THIS OPTION, YOU BECOME THE OWNER OF YOUR OWN CARNIVAL AND CIRCUS TROOP. SOON, YOU WILL HAVE A GREAT NUMBER OF SUCH WEIRDO AND SOCIETAL REJECTS COME JOIN AS CARNIES, EACH ONE SEEKING TO FIND SOME SORT OF LIFE TO FLEE AND LEAVE BEHIND. TREAT THEM WELL, AND THEY'LL CHOOSE TO STAY SIGNED ON FOR YOUR CARNIVAL AS FOLLOWERS INTO FUTURE JUMPS, HOPING TO LEVERAGE AND ENJOY THEIR CARNIE LIFESTYLE ENTERTAINING PEOPLE IN NEWER AND STRANGER WORLDS, OR MAYBE JUST HOPINH FOR A RIDE TO SOMEWHERE TO START WITH A CLEAN SLATE. STILL, SHOULD ANY SUCH FOLLOWERS CHOOSE TO RETIRE FROM CARNIE LIFE, YOU'RE SURE TO FIND SOME MORE WEIRDOS AND FREAKS TO JOIN YOU IN THE FUTURE, DRAWN BY THE ALLURE OF THE CARNIVAL.



Drawbacks

Listed are some drawbacks and toggles to grant you come extra choice points in exchange for some increased trials and tribulations. You may take as many as you are comfortable with, but keep in mind that drawbacks cannot be easily circumvented and override perks.



OGL Compatible (0): Did you know that Slaine had an officially licensed D20 OGL roleplaying game? It's true, and the game introduced new lore, maps, story ideas, and concepts for the setting that weren't present in the comics. With this option, you may choose to make these changes and additions canon to your stay here in this setting. If you want to know more about it, know that the company who published the rulebooks was Mongoose Publishing, from there I think you can find it either from reputable RPG sources or the usual pirate bays.

2000AD (0): The Slaine comic books are published by the British comic book company "2000AD comics", the creators of classic series like Judge Dredd, Strontium Dogs, and Nemesis the Warlock. While never appearing in an official crossover, Slaine has made a rare occasional appearance in tertiary materials such as Judge Dredd boardgames and the like. With this option, you may make the universe of Slaine part of the larger multiverse of 2000AD comics. While this might not change anything at first, you can expect the occasional crossover event to happen in the future and cause unprecedented amounts of drama and strangeness, from Slaine getting sent to Megacity One, to Torquemada and Slough Feg teaming up, and other crazy hijinks. If you have already been to any of these other worlds, then you may also maintain your "continuity" from your previous visits to there.

A Jumper's Reign (0): According to the tradition of the Celts, a king is only allowed a reign of seven years before he must be sacrificed to the earth. Unless you're Slaine, in which case your time allowed to live on the earth is a bit...flexible. So too is your time permitted on this jump flexible. You may choose to either end your jump here early at seven years instead of ten, or extend it further. The maximum amount of time you can extend it is 70 years, and if less than that it must be extended by a multiple of 7. Seems weird? Don't blame me, blame these Celts and their goddess's obsession with this number and sacrificing their rulers.

UGLY (100): YOU DIDN'T JUST GET BEAT WITH THE UGLY STICK, BUT THE WHOLE TREE, WHETHER YOU'RE SIMPLY AS HIDEOUS AS MOR RONNE THE DUNGHERD, SCARRED LIKE TLATCHGA THE ATLANTEAN, OR DEFORMED LIKE PRINCE ALBAN, YOUR APPEARANCE WILL DISGUST AND DETER OTHERS WHO LOOK UPON YOU, ESPECIALLY THOSE OF THE SAME RACE/TRIBE AS YOU.



SOTH DWARVES! (100): DWARVES ARE NOT WELL LIKED IN TIR NAN OG, AND FOR GOOD REASON. UNFORTUNATELY, YOU YOURSELF ARE NOW ONE OF THESE ODIOUS CREATURES: A CHILD-SIZED, WEAK, POTBELLIED LITTLE PRICK ABOUT AS INTIMIDATING OR LIKEABLE AS A BITING GNAT. DON'T EXPECT TO GAIN MUCH RESPECT ANY TIME SOON, ALMOST EVERYONE IN THESE LANDS DESPISES YOUR KIND AND WOULD SOONER HAVE YOUR NIGHTSOIL THAN SUFFER YOUR PRESENCE. ON THE PLUS SIDE, ONCE YOUR TIME IN THIS JUMP IS OVER YOU WILL GAIN THIS DWARVISH FORM OF YOURS AS A NEW ALT-FORM!

GREEDY GIT (100): YOU SEEM TO HAVE CONTRACTED A SEVERE CASE OF GREED WITH A SIDE OF KLEPTOMANIA. THERE IS VERY LITTLE YOU WOULDN'T DO FOR COIN AND RICHES, FROM FRAUD TO EMBEZZLEMENT, AND THAT'S IF YOU'RE NOT CAUGHT PICKING POCKETS AND ROBBING GRAVES FIRST. EXPECT YOUR GREED TO GET YOU IN HEAPS OF TROUBLE OFTEN.

DIDN'T THINK IT TOO MANY (200): ACCORDING TO THE DRUNES, BRAVERY AND HEROISM ARE CONSIDERED TO BE DISEASES THAT DRIVE ONE TO DEATH, AND THEY MIGHT NOT BE TOO FAR OFF IN YOUR CASE. THIS DRAWBACK WILL MAKE YOU MORE HEADSTRONG AND HOTBLOODED, WHEN YOU SEE HORDES OF ENEMIES YOU WILL NOT THINK THEIR NUMBERS TOO MANY, AND WILL CHARGE AND FIGHT THEM WHETHER THEY BE 5 OR 50 IN NUMBER. WHEN LOOTERS AND MARAUDERS DESECRATE YOUR HOLY SITES, EVEN IF YOU RECOGNIZE IT AS A TRAP, YOU CANNOT HELP YOURSELF FROM THROWING YOURSELF INTO THE FRAY TO RIGHT THEIR WRONGS. BETTER PRAY THAT YOU HAVE SOMEONE TO BAIL YOU OUT WHEN YOU GET TOO DEEP IN THE TROUBLES.

FOLLIES OF MEN (200): IF YOU THOUGHT YOU COULD ENTER THIS WORLD AND HIDE AWAY FROM ITS TROUBLES IN SOME FOREST OR CAVE, THINK AGAIN. WITH THIS DRAWBACK THE WEB OF WEIRD WILL CONSPIRE TO ENSNARE YOU IN MAJOR EVENTS AND TROUBLES, YOU WILL BE DRAWN, GOADED, AND COERCED TO GET INVOLVED IN GREAT CONFLICTS AND THE TROUBLES OF THE WORLD, AS WELL AS THE FOLLIES OF MEN WHO CREATE SUCH TROUBLES. MAY YOU LIVE IN INTERESTING TIMES, JUMPER.

GEAS'D (200): WHEN A KING IS INAUGURATED, HE WILL OFTEN TAKE UPON HIMSELF CERTAIN MYSTICAL TABOOS OR "GEAS" UPON HIMSELF THAT HE MUST UPOHOLD OR RECEIVE PUNISHMENT FOR. OFTEN THESE TABOOS ARE VERY SPECIFIC AND LIKE "THOUGH SHALT NOT CONSUME THE FLESH OF DOG" OR "YOU ARE FORBIDDEN FROM WEARING A CLOAK OF MANY COLOURS ON A DAPPLED HORSE ON THE HEATH OF LONRAD". UPON TAKING THIS DRAWBACK, YOU MUST TAKE FIVE TABOOS OF SIMILAR SPECIFICITY AS SLAINE'S. IF YOU EVER BREAK ANY ONE OF THESE TABOOS, YOU WILL BE STRUCK WITH BIRTHING PAINS FOR AN HOUR AND FEEL WEAKENED FOR THE REST OF THE DAY. FOR EACH TABOOS YOU BREAK WITHIN A SHORT PERIOD OF TIME THE SEVERITY OF YOUR PAIN AND WEAKNESS WILL INCREASE, AND IF YOU MANAGE TO BREAK ALL FIVE WITHIN RAPID SUCCESSION ITS POSSIBLE TO RESULT IN YOUR DEATH. LUCKILY YOUR TABOOS ARE GOING TO BE VERY SPECIFIC, BUT PLEASE KEEP VIGILANT REGARDLESS.





MOONTOUCHED (400): IT SEEMS YOUR MIND HAS NOT SURVIVED THE JUMP UNSCRATCHED. YOUR SANITY HAS STARTED TO SLIP FROM YOU, FILLING YOUR PERCEPTIONS AND THOUGHTS WITH PARANOID DELUSIONS, HALLUCINATIONS, AND DISASSOCIATIONS. ENJOY YOUR TIME HERE AS A COMPLETE MADMAN, THOUGH ON THE PLUS SIDE, MADMEN ARE UNIVERSALLY EXEMPT FROM SACRIFICIAL RITES.

THE WILD HUNT (400): THE INVISIBLE WALLS BETWEEN THE DIFFERENT DENSITIES OF THE WORLD HAVE STARTED TO THIN WITH YOUR ARRIVAL TO THIS WORLD. ELS AND OTHER SPIRITS NOW HAVE AN EASIER TIME ENTERING INTO THE WORLD, SLIPPING BETWEEN THE CRACKS OF REALITY TO CAUSE HAVOC, POSSESS PEOPLE, AND OVERALL MAKE THEMSELVES A NUISANCE, ESPECIALLY FOR YOU. SHOULD YOU TAKE THIS DRAWBACK WITH MACROSCOPIC INFECTION, THEN THE EL ENEMY FROM THAT DRAWBACK WILL NOW HAVE HIS OWN WILD HUNT, WITH RIDERS AND CRONIES TO SERVE THEM AS THEY HUNT YOU DOWN RECRUITED FROM THESE RENTS IN REALITY.

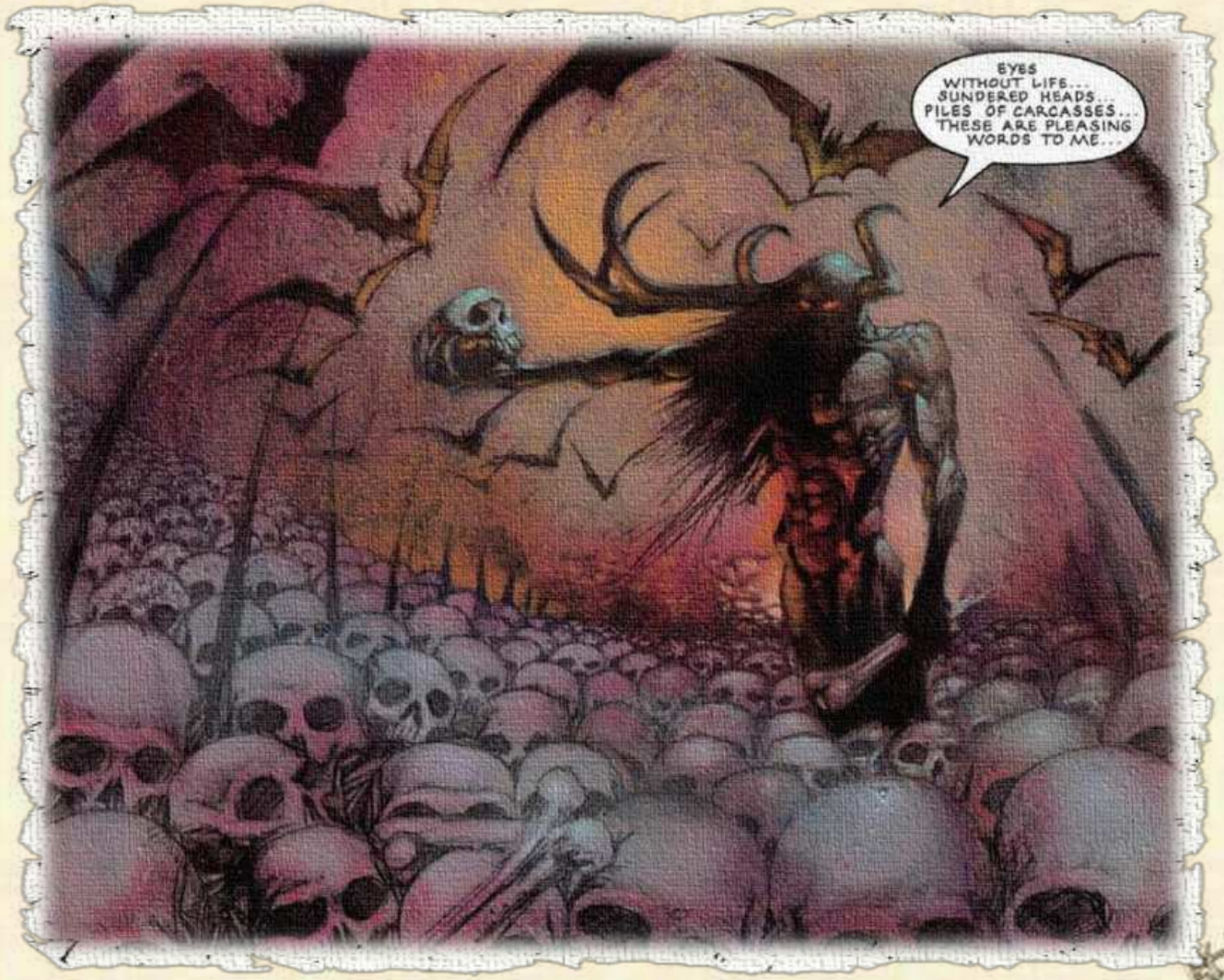
MACROSCOPIC INFECTION (400): ONE OF THE EL'S HAS TAKEN A LETHAL INTEREST IN YOU. WHETHER IT BE ELFRIC OR SOMEONE ELSE OF HIS KIN, AN EL HAS SWORN TO SEE YOU KILLED AND DESTROYED. EVEN SHOULD YOU KILL THIS EL, HE WILL RETURN TO THE ELSWHERE AND REFORM HIMSELF AND RETURN AGAIN AT A LATER TIME TO EVEN THE SCORE. FURTHER, SHOULD YOU WIN THREE CONFLICTS WITH HIM, THE MACROCOSMIC BALANCE WILL SHIFT, ENSURING THE NEXT ENCOUNTER AGAINST HIM WILL SEE HIM A VICTOR UNLESS YOU MANAGE TO FIND A WAY TO DEVELOP A MACROBIAL IMMUNITY TO HIM. SHOULD YOU ALSO TAKE THE WILD HUNT DRAWBACK, THIS EL WILL ALSO LEAD THE WILD HUNT OFTEN AGAINST YOU

ARCHON'S IRE (600): THE ARCHONS, A POWERFUL ALIEN FORCE WHO DEFEATED THE CYTH IN A GREAT INTERSTELLAR WAR AND BANISHED THEM TO EARTH. DO NOT MISTAKE THEM AS ALLIES TO MANKIND, FOR THEY ARE BEINGS OF RIGID STONE AND ORDER, INCAPABLE OF FEELING LOVE, KINDNESS, OR HOPE, WHO WOULD RATHER SEE THE SQUIRMING MEATY DIRTWORSHIPPER OF EARTH MADE COLD AND PERFECT STONE EVEN LIKE UNTO THEM. YOU HAVE SOMEHOW ATTRACTED THEIR ATTENTION, AND THEY SEE THE DAY OF YOUR DEATH AS PREFERABLE TO THE DAY OF YOUR BIRTH. DURING THE DURATION OF YOUR JUMP THE ARCHONS WILL TRY AND DESTROY YOU, FIRST THROUGH AGENTS AND INTERMEDIARIES, THEN THROUGH WARRIORS (AND LATER ARMIES) OF STONE, AND EVENTUALLY ONE OF THE ARCHONS MAY ATTEMPT TO DESCEND UPON EARTH THEMSELVES TO WIPE YOUR PRESENCE CLEAN FROM THE UNIVERSE. GOOD LUCK JUMPER, YOU'RE GOING TO NEED IT.



A SIMPLE ANIMAL (600): THAT'S IT, NO MORE USING YOUR FANCY POWERS AND PERKS AND ITEMS. FOR THE DURATION OF YOUR JUMP YOU WILL NOT HAVE ACCESS TO ANY PERKS, ITEMS, PROPERTIES, OR COMPANIONS THAT YOU HAVE NOT ALREADY ACQUIRED OR IMPORTED HERE IN THIS JUMP. THIS RESTRICTION LIKEWISE APPLIES TO ANY COMPANIONS YOU CHOOSE TO IMPORT, CAN'T HAVE YOU GETTING AROUND THE CHALLENGE FOR FREE CP AFTERALL.

THESE ARE PLEASING WORDS TO ME (600): EYES WITHOUT LIFE...SUNDERED HEADS...PILES OF CARCASSES. UPON THE START OF THIS JUMP RAGNORAK WILL START EARLY, FLOODING THE LANDS OF TIR NAN OG AND CATCHING ALL THE POWERS THAT BE BY SURPRISED AND CAUSING A GREAT AMOUNT OF DESTRUCTION AND DEVASTATION, THE EFFECTS OF WHICH WILL RIPPLE OUT FROM TIR NAN OG TO ACROSS THE HUMAN WORLD. THE EFFECTS OF THIS EVENT WILL HAVE LONG REACHING CONSEQUENCES, NOT JUST TO THE RACES OF MAN. IN THE CHAOS AND CONFUSION, KING BALOR WILL DIE AND THE FOMORIANS WILL DESCEND INTO ANARCHY AND CIVIL STRIFE, GRIMNISMAL WILL EXPERIENCE A VIOLENT WARP-OUT IN HIS TOMB, CAUSING MASSIVE DAMAGE ACROSS ALL OF CYTHRAWL AND GRAVELY INJURING THE TIME WORM OF CROM CRUARCH. AND AS THE WEB OF WEIRD IS THROWN INTO DISARRAY AND CONFUSION, NOTHING IS CERTAIN IN THIS NEW CHAOTIC AGE. ENJOY TRYING TO SURVIVE FOR THE NEXT TEN YEARS.



Scenarios

The following are some optional scenarios you may take, each providing an additional challenge in exchange for a unique benefit. Which scenario you may take depends on which background you possess. You do not need to take a scenario if you do not wish.

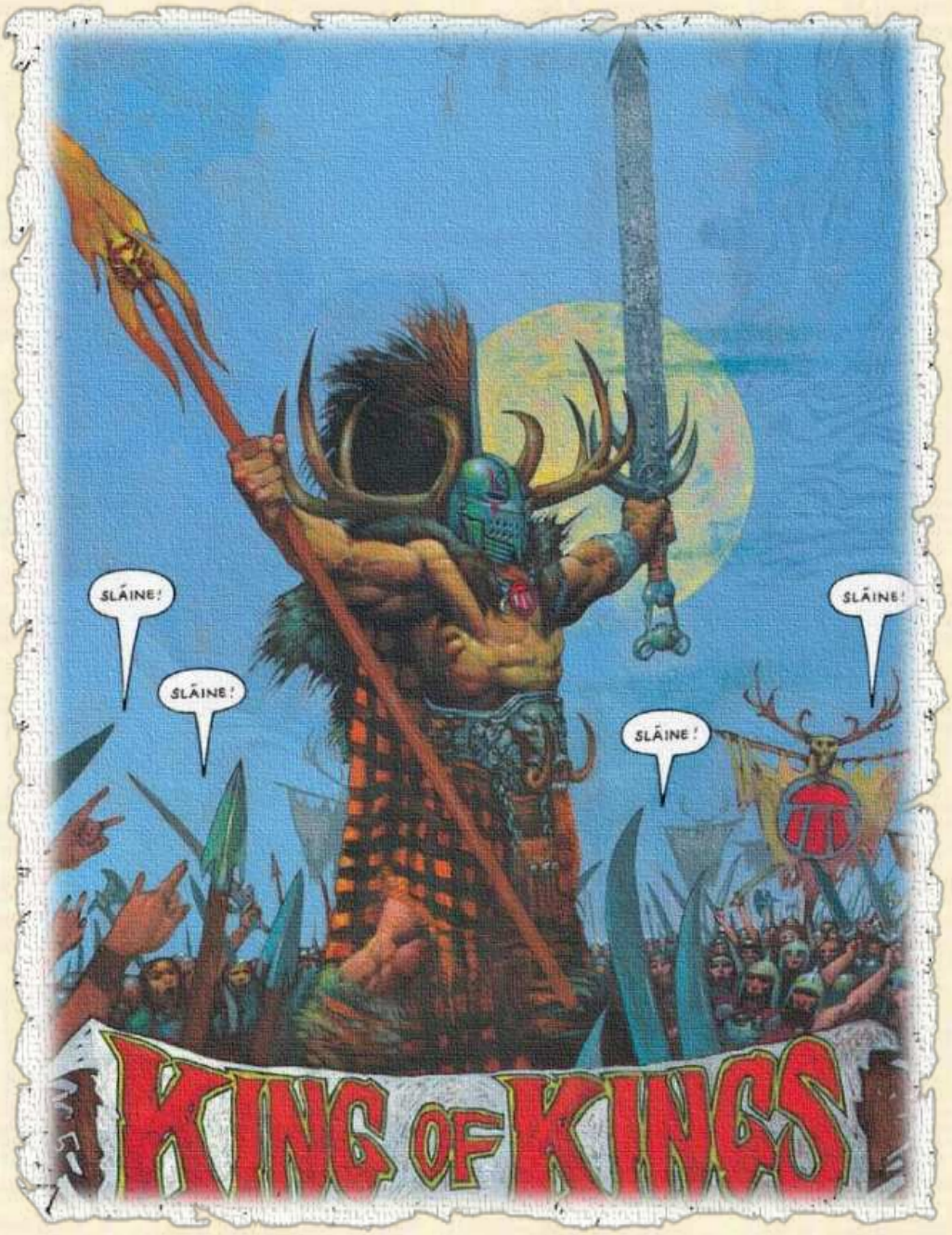
The Horned God (Dannan and Drune)



The Lord Weird Slough Feg has held the mantle of the Horned God for a long time, longer than the Goddess ever desired for a man to hold it. Here, there is an opportunity for you to take the mantle for yourself. During your time here you must undertake many trials to prove yourself worthy of the mantle of Carnnun. First, you must enter the Tower of Glass and pass its many puzzles and challenges. Don't think this will be easy, the layout and occupants will be different than what was shown in the original adventure, and will instead be designed to challenge you and whoever you take with you to enter the tower. You must surmount these tribulations and make your way to the peak of the tower, defeat its master Slough Grunsgul, and obtain the Cauldron of Blood. With the Cauldron in your possession, you must then enter the Cauldron and descend in to the Otherworld. Once in the Otherworld, the Earth Goddess will put you through a series of tests (not too dissimilar to Slaine's mystic quest for the Ring of Dannu) to prove yourself possessing the qualities of the Horned God and worthy of an audience with her. Once you have gained an audience with the Goddess and make your intentions to become the next Horned God clear, she will give you a mission to accomplish, whether it be uniting the tribes of the Goddess together, reclaiming the Southlands from the Slough cult, or slaying Slough Feg in ritual combat, and you must do so via a means fitting of the Horned God. Once you have accomplished these things, you will be crowned the Horned God and favored consort of the Earth Goddess

This title is more than just honorary, as it will come with many benefits. Firstly, you will be granted the Horned Helm as an item that will travel and grow with you across your chain, a badge of office this will make your nature and divinity clear to any mystical or magical beings who gaze upon you whether they be fey, devils, or angels. Secondly, the Earth Goddess will bless you with service as she did Slaine: Should you die or be sacrificed or interred in a way that is ritually pleasing to the Goddess (such as via a three-part death or green man sacrifice) she will preserve your soul and transport you through the Otherworld and revive you in another time and place where she feels you are needed most. Yes, this does mean that you can die this way and not fail your chain. Just remember, this is all dependent on her love and approval of you and your ability and desire to fulfill your duties as the Horned God.

SO REMEMBER TO BE HARDY, BUT NOT HARD· BE STRONG, BUT NOT BRUTAL· LOVE AND BE LOYAL TO YOUR MOTHER EARTH, BUT DO NOT ABUSE HER· RULE NOT FOR POWER, BUT FOR PLEASURE, FOR SINGING AND DANCING AND MAKING MERRY· ALWAYS REMEMBER THAT THOUGH YOU HOLD THE CURSE OF CONSCIOUSNESS YOU ARE STILL A BEAST, NEVER SEPARATE FROM NATURE· BE THE LAUGHTER IN THE WOODS, BE UNAFRAID OF WEAKNESS AND COOPERATION· FIND JOY IN THE JOKE THAT IS LIFE AND DEATH, BUT DO NOT TAKE THE JOKE TOO FAR AS SLOUGH FEG DID·



THE TOMB OF TERROR (CYTH AND FOMORIAN)

THE STARS HAVE ALIGNED, AND ENOUGH PRANA HAS BEEN HARVESTED FROM THE ANIMAL RACES OF MAN. GRIMNISMAL SHALL AWAKEN SOON, HE JUST NEEDS A BIT MORE TIME TO FINISH FEEDING AND REGENERATING FROM DEATH, AND THEN WILL HE AWAKEN AND FREE THE CYTH FROM THIS MISERABLE PLANET PRISON! JUST ONE SMALL PROBLEM, THOSE DAMNABLE ATLANTEANS AND DRUIDS ARE AWARE OF THIS AND ARE PLANNING TO STOP THE MAD GOD FROM AWAKENING. THIS IS WHERE YOU COME IN, AS YOU HAVE BEEN APPOINTED AS THE NEW CASTELLAN OF GULAG AND ARE IN CHARGE OF IMPROVING AND DEVELOPING THE DEFENSES AROUND GRIMNISMAL'S TOMB. I HOPE YOU LIKE DUNGEON DEFENSE GAMES AND SIMULATOR'S BECAUSE, YOUR JOB FOR THE NEXT DECADE WILL BE TO REBUFF CONSTANT INVASIONS FROM VARIOUS HEROES AND CHAMPIONS THAT MYRDDEN AND HIS WIZARDS CAN THROW AT YOU. IT WILL START OFF SMALL, WITH A FEW INCURSIONS FROM VARIOUS SCOUTS AND DRUIDS SUMMONED TO POKE HOLES AT YOUR DEFENSES, THEN IT WILL RAMP UP AS DINAS EMRYS STARTS SUMMONING GREAT HEROES AND VILLAINS FROM ACROSS TIME AND SPACE TO ASSAULT AND INVADE GULAG TO KILL THE SLEEPING GOD IN HIS TOMB, WITH A MASSIVE WAVE OF WARRIORS LEAD BY A MIGHTY CHAMPION SUCH AS SLAINE OR ARTHUR OR SETANTA AT LEAST EVERY YEAR.

AND WHAT BOON SHALL YOU GAIN AT THE END OF THIS DECADE OF FIGHTING OFF BARBARIANS AT THE GATE? ONCE GRIMNISMAL IS AWOKEN, HE SHALL UPLIFT YOU, TURNING YOU INTO A 9-DIMENSIONAL STAR BEING JUST LIKE HIM. AS SUCH AN ENTITY YOU ARE IMMUNE TO MOST MUNDANE FORMS OF ATTACK, EVEN A LEYSER SWORD WIELDED BY A WARPED WARRIOR LIKE SLAINE IS NO MORE THAT A LIGHT TICKLE, AND WHO'S VERY PRESENCE AND APPEARANCE CAN DRIVE MORTAL MINDS TO UTTER MADNESS AND RUINATION. YOU WILL ALSO FIND YOURSELF POSESSING OTHER STRANGE AND ELDRITCH POWERS THAT SHALL ALLOW YOU TO COMMIT GREAT COSMIC CRIMES WITH YOUR HIGH CYTH BRETHREN, BUT WHAT THEY ARE OR SHALL BE ONLY TIME WILL TELL.



THE BOGATYR (ETERNAL ONE AND OUTLANDER)

IN MANY PLACES, CERTAIN BUILDINGS AND CITIES ARE ORGANIZED A CERTAIN WAY TO EVOKE SYMPATHETIC MAGIC, WHETHER IT BE THE TEMPLE OF THE STARS'S TERRESTRIAL STAR MAP OR THE BRAIN-SHAPE OF NEW TROY. ANOTHER EXAMPLE ARE THE GREATE STONE LABYRINTHS OF KARELIA, WHICH ARE SHAPED AND DESIGNED TO CREATE CONNECTIONS TO THE OTHERWORLD AND HELP TRAP MALEVOLENT ELS, SPIRITS, AND ZMEI AWAY. UNFORTUNATELY ONE OF THESE IMPORTANT LABYRINTHS HAVE LOST THEIR KEYSTONE, AND SO IT FALLS TO YOU, EITHER AT THE INSISTENCE OF THE ETERNAL ONES OR OTHER FOREIGNERS, TO FIND THE KEYSTONE, BRAVE THE LABYRINTH, AND PLUG UP THE TEAR IN REALITY BEFORE IT CAN NO LONGER BE CONTAINED TO THE LABYRINTH AND SPREADS FROM KARELIA (ROUGHLY WHERE MODERN FINLAND IS) ALL THE WAY TO TIR NAN OG.

TO ACCOMPLISH THIS, FIRST YOU MUST FIND THE KEYSTONE, A LARGE GOLDEN IDOL THAT WAS ONCE HOUSED WITHIN THE LABYRINTH BEFORE IT WAS STOLEN BY A PARTICULARLY GREEDY DWARF (WHO MAY OR MAY NOT BE UKKO) CURRENTLY LOCATED HERE IN TIR NAN OG. SADLY, HE IS NO LONGER IN POSSESSION OF THIS IDOL, SO YOU MUST GET THE LAST KNOWN LOCATION OF THE IDOL FROM HIM, AND FOLLOW WHERE THE TRAIL LEADS ACROSS THE LENGTH AND BREADTH OF THE LAND OF THE EVER YOUNG TO FIND THE IDOL, ENCOUNTERING ALL MANNER OF STRANGE AND DANGEROUS PEOPLE AND BEINGS. ONCE FINALLY FOUND, YOU MUST THEN TRAVEL ALL THE WAY TO KARELIA (I SUGGEST TAKING A SKYSLED) AND PLUMB THE DEPTHS OF THE STONE LABYRINTH. THE LABYRINTH IS DANGEROUS, INFUSED WITH ALL MANNER OF WEIRDINGS, SPIRITS, GOBLINS, ELS, PUZZLES, TRAPS, MISDIRECTIONS, AND OTHER TRIBULATIONS. ONCE YOU REACH THE CENTER OF THE LABYRINTH THOUGH, THERE YOU MUST CONTEND AGAINST THE UNDEAD EL-DRAGON GUARDING THE ALTAR, WHO HOPES TO WIDEN THE RIFT BETWEEN WORLDS AND ESCAPE THE LABYRINTH TO REIGN TERROR ACROSS THE MORTAL WORLDS.



ONCE YOU SLAY THE DRAGON AND RESTORE THE IDOL TO ITS ALTAR, THE TEAR IN REALITY WILL MEND AND START TO CLOSE, THOUGH NOT BEFORE BABA YAGA, THE BLACK CRONE AND DREAD ASPECT OF THE EARTH GODDESS GRANTS YOU A BLESSING FOR RESTORING HER ALTAR. YOU WILL FIND YOURSELF TURNED INTO A POWERFUL ZMEI, A DRACONIC SPIRIT IN THE BODY OF A MAN. DEATHLESS AS KOSCHEI SHALL YOU BE, CAPABLY OF REGENERATING WOUNDS AND REATTACHING LIMBS, EQUAL IN STRENGTH A WARPED ONE. FURTHER, BY CHANNELING THE WEB OF WEIRD THROUGH YOUR OWN BODY YOU CAN TRANSFORM YOURSELF INTO A POWERFUL DRAGON (COMPLETE WITH HYPNOTIC JEWELED EYES, JUST LIKE NIDHUG). IN ADDITION TO ALL THESE SUPERNATURAL GIFTS, YOU CAN HELP YOURSELF TO THE EL-DRAGON'S HORDE (A MASSIVE COLLECTION OF COIN, JEWELS, AND ARMS) WHICH IS ROUGHLY THE SIZE OF 10 WOOL-LADEN SHEEP.

Conclusion

It seems your time in this realm is at an end, and so ends this chapter in the story of your life. Your drawbacks are henceforth revoked from you, and any abilities once lost by them are restored. Furthermore, you must now make a choice as to what to do next with the story of your life.

Book of Invasions

So you've taken a shine to this new world? With this you have chosen to end your chain and remain here in this world. Remember, Tir nan Og is a brutal and beautiful place, and while it might be hard living you can atl east find some joy and purpose in this simpler time...unless you blew the planet up of course, you monster.



Song of the Return

Perks? Drawbacks? Jumps!? You've had quite enough of all this insanity and wish to see an end to it. With this you have chosen to end your chain and return back to your home dimension. You can keep all your perks, items, and properties you have acquired on your chain, though this is still the end of your journey across the chain.

Táin Bó Jumpchain

Though one chapter of your adventure ends, another one opens. You have chosen to keep going on your journey across the multiverse with your chain. Proceed to the next jump on your chain, and may the blessing of your gods be with you.

Notes and FAQ

Where can I read Slaine?

If you've had any interests in the series, you probably noticed that not all the chapters and issues can be easily found in one place, as even scan sites like readcomicsonline or sharesites like libgens tend to not hold the complete collection (as of me writing this note, it may change at some point in the future). Luckily for now you can find every issue over at Https://getcomics.org/other-comics/slaine-collection/ . Further, you can find links to just the Diceman choose-your-own-adventure tabletop games over at https://archive.4plebs.org/tg/thread/49741000/#q49744124

When in history does Slaine take place?

While Tyr nan Og's sinking does echo to the sinking of Doggerland in our real world history, do not be fooled into believe it happened during that page of prehistory. This series instead has two things which allow us a clearer view of when this story takes place: the character of Princess Meritaten, who is the daughter of Pharoah Akhenaten, and the presence of Trojans invading Albion following the destruction of their city. With these two factors in mind, we can assume that this series takes place at some point during the mid-to-late 1300's BC.

What are the four sacred treasures of the Earth Goddess?

First there is the sword of the moon, or as it would be later known as "Excalibur", held by the tribe of Gorias. It is a massive greatsword that can cut through any solid material, whether it be metal, wood, or flesh...actually that is a misnomer. The sword itself doesn't "cut" through those things per say. Rather, the magic of the sword compels that which it cuts towards to split and rip itself open to accept its blade. Further, such wounds caused by the lunar magic of the sword cannot be cured or mended by traditional means.

Second is the spear of the sun, held by the tribe of Finias. The spear is a living thing, bareing a screaming woman's face on its head, and is constantly hungry for blood and slaughter, and when not in battle will often try to lunge at living beings on its own. When wielded in battle, you can command it with the phrase "Ibar" and it will fly off on its own to impale through and ravage your enemies, and with the phrase Athibar it will return to your hand, making sure to take the route that involved impaling as many more foes on its way back. When not in battle though it is recommended to keep it restrained and keep pouring blood and sleeping droughts on it, let it try and start murdering things on its own.

Third is the stone of destiny, also known as the navel of the goddess, currently held by the people of Falias, who themselves acquired it when they slew the peaceful beaver folk and conquered their lands. This stone can be considered to be the most sacred of the four relics, for it is a piece of the goddess herself. It curses those unworthy of keeping it with nightmares and visions of madness and it shines and acts as a beacon to signal who is the rightful kind of the Earth Goddess's tribes. More practically, it is also a large chunk of "holy ground" that provides those that are deemed worthy with an unfetter connection to the earth power, allowing one to draw for the power of the serpent for druidry and warp spasms even in the midst of sourlands and cursed grounds. Just keep in mind the stone is a massive boulder nearly as large as a man, so carrying it around may be inconvenient.

And finally the last treasure is the Cauldron of Blood, also known as the Cauldron of Plenty. No man who thrusts his fork or spoon in the Cauldron will find it empty, for it will create a near infinite amount of food for even the grandest of feasts. Of course, the real power of the Cauldron comes from the fact that it is a direct portal to the Underworld and the realm of the Goddess. Those dead and dying offered up into it shall return as an army of half-dead soldiers, and those who live may climb into the Cauldron's depths to enter into the bowels of the Earth Goddess's realm. Just keep in mind that, on rare occasions, something may try to climb its way up from the Cauldron, though this can be prevented with some generous offerings deposited in from time to time.

What about the Ancestors?

So, the existence of the Ancestors, the former race of bestial men who once lived in the world, was a very weird retcon and one that was never mentioned again or mattered in the long run. Canonically though, those who are born with the natural capacity for the warp spasm are descended from the Ancestors who mingled with humanity. Therefore, if for whatever reason you want to be descended from these beast-men, then you'll need to be a human who has taken the Warped One perk. Otherwise you're just a normal man.

Why no Beaverfolk racial option?

Honestly, because its kinda hard to find a good place to put it, and very little is known about the Beaverfolk. We know they also worshiped the Earth Goddess, and are poor at verbal communications. We also know they're capable of mental communication, and are capable of hearing and communing with the spirits of the dead. Otherwise, not much else is known since the only living example we currently have in the series is Avanc. If you want more Beaverfolk, I suggest eitehr saving Avanc or finding a way to clone him.