The Divine Timewheel of Ice and Fire

An **A Song of Ice and Fire** Jump by SpiritualStill
Version 0.4



Ah…Jumper. I didn't see you there, hello. Welcome to…ah, dear, what is the name that you would use for this world? I believe it is actually called Earth, but that's not particularly useful. Planetos is definitely also a name that many say, but I doubt that's the real name. Poetically, it is the World of Ice and Fire. Yes, it is that world, with Westeros, Essos, the Seven Kingdoms, dragons, the Long Night, and so much more.

Ah, but this world is not like the one you are familiar with - not truly. You see, this world is considerably more…magical. The things that go bump in the night aren't just present; they are far worse. Stories of bloodless men. Lizard-like beasts. Something wicked that comes this way. Nobles that bathe in blood. And magic borne of chaos. This world is one of wonder and terror, that slept for some time, but shall now be awakened.

Who am I, you ask? Well, I suppose I'm something more than an observer, but no longer an active figure. It matters little, so for right now, please take this:

+1000 King Points (KP)

Race

There are many races that exist in this world. Please select the one that you wish to be for the duration of this Jump. After this Jump, you can take it as an alt-form.

Human [Free]
Currently, the dominant race on the planet, though not the sole one, as you'll likely discover. They are not especially powerful, but they are plentiful, being able to have many children. They've also got some of the greatest potential, being capable of forging mighty weapons and casting powerful sorceries.

Child of the Forest [Free]
Once the dominant race of Westeros, *those who sing the song of earth* have been reduced to pockets beyond the Wall. They are very skillful with nature and blood magic, being able to call down the Hammer of the Waters with enough sacrifices. You can also choose to dwell in Essos, in the Forest of the Ifequevron.

Centaur [Free]
One of the oldest races of the Known World, said to have lived in the grasslands of Central Essos. The origins of centaurs are unknown, though the leading theory is that they were created by some sorcerer in the ancient past - though the Dothraki claim the Horse God created centaurs as the perfect human. Whatever the case, you are swift-footed and incredibly sharp-eyed. Your only penalty, although it is a considerable one, is that your legs are vulnerable. You won't literally die like a regular horse if it breaks, but it takes far longer to heal than any other bone.

Harpy [Free]
Another race of the ancient world, having lived in what is now known as New Ghis. They have the torsos of women, the wings of a bat, the legs of an eagle, and the tail of a scorpion. You have great blessings, but as a result, you are considerably more fragile than most sapients.

Sea Peoples [Free/200 KP]
Who wouldn't want to go down where it's wetter? "Sea Peoples" is a catch-all term referring to any race that lives predominantly in the water, though they can go on land. These include selkies, merlings, walrus-folk, and even creatures like the squishers.

For **200 KP**, you can choose to be one of the Deep Ones. These beings are fearsome indeed - hailing from a land beyond the Sunset Sea, they colonized the Iron Islands in the

past, and even destroyed the Lorathi Mazemakers. As a Deep One, you can swim in even the deepest parts of the ocean, kill giants, and move on land as easily.

Giant [100/200 KP]
Among the mightiest races in the world, living in Westeros at the same time as the children. Standing at ten feet tall, they are incredibly strong and can even throw boulders.

For **200 KP**, you can choose to be one of the Jhogwin, a race of Essosi giants that once dwelled in the Bone Mountains, who were twice the size of their Westerosi cousins.

Optionally, you can choose to have *Giant's Blood*. You are a human, but retain the strength you would have as a giant. That way, your form won't be a considerable logistical issue.

Vampire [100 KP]
Now this is an interesting group - a race of creatures not hailing from the World of Ice and Fire that you are familiar with. The origins of vampires are unclear, even to the oldest surviving members of the race. One common story holds them as being born from a curse by the Black Goat of Qohor for drinking meant for their sacrifice. Another idea postulates that they were born from sinister experiments in Gogossos, where slave women were mated with the great pale bats in the Green Hell of Sothoryos.

Whatever the case is, vampires are a race of powerful beings that are capable of consuming the blood of a human in just a few minutes, are somewhat stronger than a baseline human, and can even fly. As a consequence, however, lesser vampires require large amounts of blood to live until they can better regulate themselves, and are weakened by sunlight. You don't need human blood exclusively, but it is the most filling.

Serpent Kindred [100/200 KP]
A mysterious race of beings born from the acolytes of the Serpent God of Lyber. Well, after the city had fallen, the acolytes scattered throughout and have not been seen a long while, not until you, at any rate. As a blessing of your god, you are stronger than the average human, are able to move with terrifying grace, and coiling around a man in full castle steel can crush them like an insect.

For **200 KP**, you are a Feathered Serpent, a special one of your kind, with prehensile wings that can be used for both fighting and for flight and gliding.

Spider Kindred [100/200 KP]
A mysterious race of beings born from the acolytes of the Spider Goddess of Lyber. Well, after the city had fallen, the acolytes scattered throughout and have not been seen a long

while, not until you, at any rate. Like all of your kind, you have a spider bottom half that is terrifyingly fast, and can be used to climb and impale any poor bastard unlucky enough to be caught in your path. You are also capable of creating very durable spider silk that can be used to create webs and trap unfortunate souls.

For **200 KP**, you are one of the Atlacha, a revered mutant of your race. Beyond being considerably powerful, you are capable of interfering in dreams.

Other [300 KP]
A mysterious race of lifeforms that came from the darkness of the Long Night, who harried all life in Westeros, before being at last repelled. Like them, you possess a deep pale skin and an inhumanly beautiful visage. Your power over the cold is incredible, being able to revive the dead into loyal zombies, and causing all weapons, saved for those born from the fires of the Earth (including obsidian and Valyrian Steel), to freeze and break upon them. Unlike the rest of your kind, you are not bound.

Demon [300 KP; Varies]
From the Seven Hells itself, you have arrived - or maybe you did anyway. Demons come in all shapes and sizes. “Natural Demons” hail from the Underworld, born from strong desires coagulating together via the Malefic Energies present in that environment. There are also “Demonic Beasts”, which are creatures, sapients, and even plants and objects that have been transformed into demons via overexposure to Malefic Energies. By their very nature, demons are absurdly powerful, able to juice a human like an orange, and are outright immune to most forms of attack, save for spiritual blows.

For **300 KP** alone, you are considered to be a Natural Demon. Optionally, you may choose to be a Demonic Beast by selecting another race along with this one, which grants you their powers in addition to the power of a Demon. Others are not compatible with this option.

Dragonoid [400 KP]
Known as the *blood of the dragon* - no relation to the Valyrians that any Dragonoid would truly acknowledge. You are the blessed child of some ancient dragon god. All of your parameters related to this can be found in the **Dragonoid Customization** section.

Starting Locations



Westeros [Free]
Known also in the east as the sunset kingdoms. The vast majority of Westeros is ruled by the Iron Throne, and is known colloquially as the Seven Kingdoms - though there are nine major territories. The far north of it, separated by the 8000-foot ice wall, is simply known as the Lands Beyond the Wall. Beyond the wall are the wildlings, or "Free Folk" as they prefer to be named - along with worse things, such as the Heart of Winter.

Essos [Free]
Also known as the east - though weirdly enough, the name itself is never uttered in the books. Anyway, Essos is a whole different ballpark than Westeros, as it's filled with more systems of government, a fuckton of slavery, several barbarous hordes, magic and mystery to the far east, and generally just a lot more to go.

Summer Isles [Free]
A set of lovely islands situated in the aptly named Summer Sea. These islands are inhabited by dark-skinned people who value love and peacefulness. According to certain sources, they revered a sixteen-breasted goddess of tits and wine.

Sothoryos [+100 KP]
This place fucking sucks. Why would you ever go here? To the south of Essos is the darkest continent - a jungled hell of disease, cursed cities, lethal wildlife, and…dinosaurs?

Here There Be Dragons [+100 KP]
Not literal dragons, maybe. This is for the incalculable amount of lands beyond what is known by the maesters. Maybe it's lovely, and maybe it's hell. Who knows?

Origin Selection

You may choose whatever sex, gender, and age that you desire, so long as it fits with your origin selection. You may start anytime from 262 AC.

For your selected origin, you receive a 50% discount on all related perks and items. For **100 KP** perks and **50 KP** items, they are free instead.

Voyager from the Sea of Stars [Free]
You are not from this world, and are instead from a place beyond. You might not literally be from space, but your arrival here was marked by a shooting star. This serves as the Drop-In option if desired.

Scholar of the Consortium [Free]
Knowledge and wisdom: two things that are rarely together in this world. Luckily, there are a number of wise souls out there who have been trained. You are one among these brilliant minds, having studied several fields.

Protector of the Realm [Free]
Times are dangerous, and crime ultimately never waits. You might be a hedge knight, or a true knight, or just someone with a weapon that wants to help. Whatever the case, you are someone who fundamentally helps others.

Criminal of the Free World [Free]
You are not some standard smallfolk, that's for sure. Whether it be by land or sea, against the law or part of the law, you are a raider who attacks and takes from others.

Authority of the Land [Free]
This world runs on many things, chief among them being bureaucratic processes. Is it fun? Not particularly, but it does at least afford you a position of power and the talent to actually be competent at it.

Conqueror of the World [Free]
From across the sea, you've arrived to make this new land your own. You are a conqueror, seeking to unite the whole world under your banner - or maybe a sizable chunk of a continent, who knows.

Perks

Undiscounted Perks

The Ranks of Nobility [Varies]

In the worlds you are familiar with, the noble hierarchy of things is very straightforward. There are the smallfolk, landed knights, lords, great lords, and the king. Useful to be certain, but things here are a fair bit more complicated. I hope you know your peerage systems!

As per usual, the smallfolk are at the bottom - though some prefer to call them the commonfolk. You don't have a whole lot of power and are beholden to your lords. However, this doesn't actually mean that you cannot do anything, and several figures in this world are famed in spite of their heritage. You receive this for **Free**.

Above them are the Baronets - otherwise known as Landed Knights. Baronets are minor nobility who own land and keep their privileges like standard knights. However, they do not have the right of pit and gallows - or the right to imprison and execute people, without their liege lord's permission. An example of a baronet is House Clegane and House Hogg. You receive this rank for **50 KP**.

The first on the totem pole of full nobility would be the barons. Barons are petty houses - small ones that nonetheless have the right of pit and gallows, and are considered nobles. They are typically given their position by the King. Examples of barons would be House Baelish and House Poole. You receive this rank for **100 KP**.

Beyond them would be viscounts, nobles of some authority and power that are nonetheless directly sworn to counts or marquises. Examples of viscounts would be House Bar Emmon and House Sunglass. You receive this rank for **200 KP**.

The middle of the road title is that of the counts. These are some of the most powerful houses in Westeros that are not border territories, and a great number of them can contend with the strength of the liege lords. In the North, an equivalent term exists known as "earl". Examples of counts would be House Belmore, House Ironwood, House Bolton, House Karstark, and House Dayne. You receive this rank for **300 KP**.

Beyond them are the marquis. These are effectively counts with extra authority, as they protect marches - volatile border regions that require more administrative efforts. Examples of marquesses would be the marcher lords, House Reed, and any lord of Cape Kraken. You receive this rank for **400 KP**.

The highest among them are the Dukes - known better as the Lord Paramounts. They are the ruling houses of each region, appointed by House Targaryen. Examples of dukes would be House Stark, House Tyrell, and House Arryn. House Nymeros-Martell is a Duke as well, but stylize themselves as the Princes of Dorne, equivalent titles descended from their Rhoynar heritage. You receive this rank for **600 KP**.

Clean as a Whistle [Free]
This world is really not a clean one, by any stretch of the imagination. Luckily, you get this perk for Free. You receive a significant boost to your body health, ensuring you don't suffer from any genetic diseases, and most diseases won't affect you unless you really go out of your way.

Porn Logistics [Free]
Sex is a messy thing, as you may or may not be familiar with, and isn't as easy as porn makes it seem. This now ensures that it *is* actually that easy, with everything being made considerably easier, and partners now have at least a vague understanding of what to do. Additionally, this ensures that STIs don't exist, holes can stretch to better accommodate larger insertions, and whatever fetishes you happen to have are capable of being performed with minimal issue.

Seen Some Shit [Free]
Huh. You know, a certain someone might have really wanted this. Actually, a lot would have probably wanted this. To help cope with a lot of things you are liable to come across in this world, you are able to get over it. This doesn't make you totally immune to trauma, but it does mean you can compartmentalize it easier and eventually get over it.

The Gift of a Bard [50 KP]
Music is a form of magic, so some say. If that is the case, then consider yourself a magician, as you are highly adept at all forms of singing, dancing, and playing instruments. Whatever you play can warm even the coldest hearts and bring the most stoic to tears.

Fertility Control [50 KP]
As is typical for semi-realistic worlds, how fertile someone is can vary wildly. Some folks are totally barren, while some couldn't pull out of a fucking parking lot. You can completely control your own fertility and that of your partners.

Holy Sex Appeal [100 KP]
Let's not beat around the bush here, Jumper - you are hot. You are extremely hot, making folks like Shiera Seastar look downright plain. If you let them, people might literally worship the ground you walk on, and brothers and sisters would throw hands with each

other for the right to fuck you. Additionally, you are also always clean and smell perfect to whoever is smelling you.

A Grand Work [100 KP]
Your work ethic is considerably high, and you can push yourself to go 100% at all times, not feeling any sort of ennui, and getting tired at a much shorter rate than usual.

Thick as a Castle Wall [200 KP]
You are taller and more muscular than other people around you. Naturally, this makes you considerably stronger than the average person. You also get a massive dick that is nonetheless pleasing for all of your partners, and/or a pair of large breasts if you are a woman that everyone would love to bury their faces in. This will carry over proportionally into all of your alt-forms.

House Targaryen's Favorite Pastime [200 KP]
Incest, baby girl who may or may not be my sister! It is considered socially acceptable to bang, marry, and have children with your family members. If someone ever does get upset at it, the reason is from other issues, such as rape or infidelity. As a helpful bit of insurance, your kids are entirely immune to the effects of inbreeding, and they keep this in their blood forever. Optionally, you may share this gift with others.

Power of King's Blood [400 KP]
They say that power resides where men believe it resides, and there is power in King's Blood. This is true both metaphorically and literally. You've got the blood of someone very special in your heritage, which causes your magic to be far stronger with far less effort. Your blood is also far more valuable in sacrifices, with a single leech's worth of your blood being equal to that of a human being.

Voyager from the Sea of Stars Perks

You Seem New to This Place [100 KP]
It's a good thing that people are so inexplicably friendly to you. When you arrive in a new place, you can be guaranteed to find at least one local early on who is happy to show you around and assist you as best as possible.

Your Strange Customs [100 KP]
If there is one thing the world has in spades, it's rampant xenophobia. This doesn't seem to affect you, however, considering that people find you interesting and wish to know more about you.

Professional Asskisser [100 KP]
How is a strange fellow like you going to avoid rousing suspicion from people? Easy, make them think you are ever so reliable! Upon meeting someone, you instinctively know what to say and do to please them. This also handily gives you knowledge of how to actually eat ass, if you are into that.

I Implore You to Believe Me [200 KP]
To hail from a world so different from another, whether it be metaphorically, literally, or both, is a difficult thing to reveal. Even disregarding the emotional factor, how many people would actually believe what you are telling them? With this, that becomes a worry of the past, as you are instinctively trusted so long as you are intending on being truthful.

Your Friend Sounds Queer, Cat [200 KP]
That is to say, they sound like a snake oil salesman, even if he seems normal. You have a strange knack for seeing the true nature of people, which bypasses any attempts to mask it from you.

Friends in Strange Places [400 KP]
There are loads of people in the world, and it'd be a truly strange thing if some of them weren't helpful to you. You now have a sort of fate-bending perk, enabling you to meet and interact with people who may or may not seem unimportant, but they will, in fact, be helpful to you in either a small or significant fashion.

Rising Beyond [400 KP]
Now, usually, going from a literal peasant to someone who has the king's ear is not as simple as fanfiction would have you believe, but it also isn't impossible. You find that it is unusually easy for you to rise in the ranks of the world. Maybe you outshine your peers in some strong way, perhaps you fit a noble's type, or maybe you have or do something that is in great demand. You could have Timothy Dexter-level intelligence and fail upwards.

Behold This Radiant Might [600 KP]
That'll be burning bright, from day to night! You are not just from the stars, but you may in fact be a star - at least that's what some might say. You have an extremely high charisma that happens to draw in everyone around you. A single positive conversation might have people consider you to be a reliable acquaintance, while another might have them treat you like a valued companion. If you happen to really like the person you are talking to romantically, then it might take longer, but it will work on them as well.

Scholar of the Consortium Perks

What is Therapy? [100 KP]
This might sound silly, but yes, a therapist would fucking do wonders in Westeros and the world beyond. You possess the ability to have anyone enter a dialogue with you. So long as your intention is benign, people are willing to pour their souls out to you about their problems, and while it will take some time, you can help people move on from anything.

Preferring Books to the Sword [100 KP]
While Samwell Tarly loves and is very good at learning, reading, writing, and other such things, his asshole father wanted him to be a warrior, and threatened to kill him. Needless to say, you'll never have to worry about such things, as people seem to know the path you want to take and support it as best as they can.

Eidetic Recall [100 KP]
Grand Maester Pycelle could never. You have an absurdly strong recall ability, able to recount any and all details that could have theoretically reached your ears, even if you weren't paying attention or were outright asleep during the time. You are capable of sealing, compartmentalizing, or compressing memories if need be, and it will never hurt your brain to remember.

The Great Maester Knows [200 KP]
You are a teacher of unparalleled skill, being able to teach anyone the most complicated of things in incredibly short time frames. Even if you are teaching an illiterate person to read and write, they'd be capable of doing so within a week at most. They can even learn magic, so long as you know its mechanics.

Intimate Understanding [200 KP]
I swear, you didn't vivisect tons of creatures to figure this out. You have in-depth knowledge of anatomy, including blood, the brain, organs, and bones. As a result, you are able to decently clock the nature of any medical issue you come across, and have an intuitive understanding of how various medicines, herbs, and liquids will influence it.

What Are You Gonna Do, Stab Me? [400 KP]
--Last words of an Other before getting stabbed by Samwell Tarly, probably. The fact that Sam managed to defeat an Other is one of the most absurd things that happened in the books, but it doubtless happened. There is even a possibility that he may face Euron Greyjoy. With this, you happen to find yourself at the right place at the right time with the right equipment to do right by others.

Reach Out for the Truth [400 KP]
The 999th Lord's Commander? What a load of bollocks! Unfortunately, Jon Snow doesn't have much of a constitution for knowledge, so this rather fascinating bit of history dug up by Sam goes unaddressed. You have a remarkable knack for discovering information and details that realistically should have been buried beneath the sands of time.

Kicking and Screaming into the Light [600 KP]
If you have to increase the entire tech-tree to get proper bathrooms, then by the old gods and the new, you shall have it. You are unusually gifted in finding ways to further improve it, whether it be farming, technology, ships, construction, smithing, or more. It even lets you know the best ways to spread it to the widest population possible. Put in the effort, and you could bring this world into the Renaissance at least.

Protector of the Realm Perks

The Make of a Warrior [100 KP]
It'd be hard for you to be a protector if you couldn't even fight. Pick a type of weapon to use, and you'll be a master at it. This additionally provides you with proficiency in all other weapon types.

Jumper the Bold [100 KP]
Those who are heroes are the ones who take risks. You are a very brave person, never losing your nerves in dangerous situations. This does not mean that you are suicidally brave and can acknowledge when a situation is totally unwinnable.

Mounted Combat [100 KP]
Jousts are a popular sport for a reason, as the spear and horse are a fearsome combination in combat. You are extremely adept at riding any and all creatures, whether they be mundane or supernatural. This additionally lets you know how to best fight with them, and projects how you want to fight into the mind of the animal. It should be strongly known that this doesn't automatically make all creatures want to be ridden by you.

A Charming Soul [200 KP]
Are you not a knight? You'd be a truly poor one if people's first instinct was to be scared shitless of you, like a certain towering mountain. When people interact with you who are not hostile by default, they find themselves considering you to be very safe. Even if they are wary, your personality is able to win them over quite easily.

Pod the Rod [200 KP]
What did Podrick Payne do to those women? It's a mystery for the ages to be certain, but perhaps he's doing what you are doing. You are extremely good at sex with people who are at least semi-willing, even if in a strictly professional sense. You are so good that prostitutes who have seen it all and wouldn't hesitate to take money from the King would be so enraptured that they refuse payment. People who are married would happily throw away their marriage to be with you again. This is very powerful, so use it well.

My Hero [400 KP]
Hey, if the commonfolk want to reward you for helping them, why complain? When you help somebody, they will typically give you a reward based on whatever it is they would have available to them, such as food if they are a baker, some family heirloom if they are a housewife, money if they are a noble, or even a nice toy if they're a child. They'll also have sex with you if you want that.

By the Will of the Gods [400 KP]
A Trial By Combat is, in theory, a good way to go about things. If the accuser is innocent, they are blessed by the gods - and if they are wrong, they are struck down. Realistically, though, the gods don't often intervene so directly in the actions of Man unless they are directly connected to the matter. It seems they take special interest in you, however, because if you or those close to you are either directly involved in or related to a Trial by Combat, the side that is in the right will always be victorious, even if the odds are heavily stacked against them. You may also declare trials by combat, and it will always be honored.

Like a Hero from the Legends [600 KP]
Symeon Star-Eyes. Serwyn of the Mirror Shield. Ser Arthur Dayne. Barristan the Bold. Ser Duncan the Tall. These are the sorts of people whose names you will find yourself being spoken near. You are a warrior of incomparable skill, and if a weapon lands in your hand, you'll match some of the best with it. If you have a weapon you prefer fighting with? There is pretty much nobody who could stop you.

Criminal of the Free World Perks

White Collar Career [100 KP]
What are you talking about: how could I have stolen the money when everything clearly worked out? You are very good at embezzlement, being capable of taking a little off of any and all types of funds or even payments, with nobody else being any wiser. Strangely, everything involving you becomes inexplicably competent and can succeed with 75% of all available materials.

The Onion Knight [100 KP]
Smuggling is indeed a crime, even if the one doing it is mostly a good person. Anyway, you are extremely good at stealth and smuggling, able to go undetected even through methods like magic, and can either abscond with someone from a heavily fortified area or smuggle in supplies.

Creative Debt Repayment [100 KP]
So, someone owes you a considerable amount of money, and they can't pay it. Well, you could kill them, but that's both a waste of talent and doesn't get you back what is owed. You find yourself being very good at getting people caught in a web of debt, which they will either have to pay you or work off said payment. You can get them to do pretty much anything for you, be it prostitution, crime, or good ol' fashioned manual labor. Strangely, those working off their debts are unusually safe and find great success in whatever you set up for them to do.

The Master Baiter [200 KP]
You are an expert social engineer, capable of convincing anyone to work with you and contriving schemes that lead to actions that would be beneficial to you. For obvious reasons, this doesn't really work for things you don't account for whatsoever, so maybe opt to be a little paranoid.

Wicked Charisma [200 KP]
It's a simple fact that crooks can be quite charismatic, whether it be because of their voice, strength, or simply aligning with your goals. Whatever the case is, you are charismatic yourself, able to effortlessly sway those whose beliefs align with yours, and those of lesser repute who aren't directly serving someone opposed to you.

You're Stealing What I've Rightfully Stolen [400 KP]
It's mine now! Get your own! When you steal something from someone and keep it for a week (or by the time the Jump is over), it is now legally considered to be yours in the eyes of gods and men. Yes, this even applies to people. Have fun with that implication.

Gang Up [400 KP]
Some might say that having Barristan, one of the greatest knights in Westeros, get shanked by a bunch of bums in Meereen is bad writing - and it is! But now that bad writing is on your side, as you find that ambushes against enemies are surprisingly very good, with your skill dramatically increasing, and your opponents' skill dramatically decreasing.

Orchestrator of the Dire Plot [600 KP]
Mind and power fused in perfect form, soon all the world shall be forced to conform! Certainly an ego there, but I wouldn't call it unjustified. You're an extremely determined individual who is capable of coming up with a grand scheme for world domination. You find that these schemes of yours work out unusually well, and if something can go right during them, it probably will.

Authority of the Land Perks

You'll Make a Fine Knight [100 KP]
And unlike Robert, your hyping up isn't just talk! By taking a good look at someone, you are able to intuitively know what their talents are and how to best bring out those talents.

The Perfect Disguise [100 KP]
Ah, yes, the guy whose name is pronounced "Egg-on" is in no way related to the suspiciously Targaryen-eyed boy named Egg. Or maybe you just want to cosplay everyone's favorite Queen Lorea. Whatever the case, you are unreasonably good at disguising yourself to the point where you could be a burly man and disguise yourself as a very tall woman. In less ridiculous versions, you can also easily pass yourself off as a commoner or scholar, able to change your voice intonations, vocabulary, and even accents and mannerisms to match.

Division of Duties [100 KP]
Not everything can be done by yourself, nor should you think everything can be done by yourself. Luckily, you have learned the valuable skill of delegation, knowing who among your people you should have to deal with specific situations.

A Peaceful Land, A Quiet People [200 KP]
Because ultimately, what should matter is that you bring peace, yes? So long as you can say you have been doing more for the betterment of the people than to their detriment, your people will be unlikely to rebel against you.

Ain't Too Proud [200 KP]
Torrhen Stark was the last king of Winter, known as the King-Who-Knelt. It's very likely that the real reason he knelt was likely that he knew Aegon was aware of the Long Night due to his prophecy. However, even without that, he was proud enough to accept defeat without wasting any of his Northerners' lives and thought of the future. You are capable of ignoring any and all of your personal emotions or shortsightedness and objectively thinking of the bigger picture without half-assing things.

My People, They Were Afraid [400 KP]
Oh wow, it's a noble who actually follows the feudal contract instead of just abusing people for fun! When you work to better the lives of your subjects, you find that it becomes unusually easy to do so, as you happen to either find the materials necessary for it or you develop new techniques that require less work for better results.

Plans Upon Plans [400 KP]
Redundancy is the word of the day, and it's an important thing! You find yourself able to come up with multilayer plots and plans that are unusually resistant to fools and sabotage. Even if one part of it is disrupted or wholly ruined, the rest is able to continue largely unimpeded.

Administrative Rights [600 KP]
Oh, right, authority figures should probably know how to properly be an authority, right? Well, it seems that you are a one-man genius, have the competency of figures like Jon Arryn, Kevan Lannister, Jaehaerys, and Queen Alysanne. You can pull a dynasty from the brink of ruin and manage to bring it to an unprecedented time of peace and prosperity.

Conqueror of the World Perks

Cultural Studies [100 KP]
What sort of conqueror would you be if you didn't understand the cultures of your new people? You are familiar with all relevant cultural knowledge of the lands you go to, including relevant figures, major historical events, general landscapes, borders, laws, and religious practices.

When the Sun Sets, Your Line Shall End [100 KP]
One of the most fiery lines was uttered against Harren the Black by Aegon Targaryen - and Harren would learn it was, in fact, literally fire. When you give your enemies a chance to surrender beforehand, you find that your efficacy in defeating them if they refuse is greatly magnified.

The Adoption of Customs [100 KP]
Aegon the Conqueror, though obviously a conqueror, found it far more expedient to adopt Westerosi cultural practices than enforce any Valyrian ones he might have, such as making himself Protector of the Faith and creating a Westerosi-style banner. When you choose to take on the various cultural practices of those whom you rule, they find you to be far more pleasant and may outright see you as one of their own.

Hearts and Minds [200 KP]
Robert Baratheon was actually very good at winning over his enemies during the rebellion, including even the loyal Barristan Selmy. When you defeat someone and show mercy, respect, and/or friendliness to them, they are a lot more willing to work with or work for you. This does not apply if a target is mindless or omnicidal.

Leader of the Rebels [200 KP]
Robert was a warrior through and through, able to defeat three hosts in a single day at Summerhall. When you defeat an enemy group, you and your allies are automatically refreshed after the battle is won.

Demon of the Trident [400 KP]
Nice rubies, dumbass. They'll look great at the bottom of the river. You find that your attacks happen to be "super-effective" against the leaders of whatever group you happen to be fighting against, able to cleave and smash apart their armor like butter.

The End of Slavery [400 KP]
At the risk of sounding like an imperialist: not *every* culture should be respected - at least in this world. Slavery is a morally abhorrent practice, and you'll find few people not from

the Iron Island who believe the Iron Price is something good. When a cultural practice does more harm than good to those affected, you are unusually capable of having it totally excised, with those who attempt to reinstate said practice being hilariously trounced at every turn.

Chaos is a Ladder [600 KP]
Most see the destabilization of the world as a disaster - whereas you consider it to be an opportunity. When situations become chaotic in some fashion, beyond the control of any one person or group, you are abnormally good at rising to the highest echelons and taking control of the situation.

Magic Selection

Magic Schools

Spellsinger [Free]

"Magic is like a sword without a hilt" - so said the Horned Lord of the Free Folk. And, well, he's partially right. The death of Master [redacted] has resulted in magic itself losing many of its control mechanisms, and only a few can control it as well as they could in the past. Ever wonder why so much magic in Westeros needs blood magic? That's why - only a few people can independently use magic. It seems that you are beyond even those lucky few, because you can call forth magics pretty damn easily, siphoning ether from the atmosphere, and even utilizing mental equations to bring it forth.

Reinforcement [100 KP]

A form of magic that is theoretically very simple, but also quite risky. It involves directly converting ether into greater strength for yourself, empowering your physical body temporarily. However, while this is certainly useful, it takes a lot of training for this to be neither extremely expensive nor a potential risk of fucking up your body. On the bright side, you can also reinforce objects, which enhances whatever they can do, and maybe grants them a power - though they might explode if overloaded.

- **Demonhunting [100 KP]**: There's only so much physically reinforcing your body can do to face off against spiritual beings, so take this! Your reinforcement enables you to oppose spiritual lifeforms such as demons.
- **The Flesh Remembers [200 KP]**: Your body is a very adaptable thing. The more you use reinforcement, the stronger your body grows, even if you don't otherwise train. This applies to any ability of yours that boosts your body at the cost of damaging it.
- **Enchantment [200 KP]**: Your ability to reinforce objects has greatly expanded, allowing you to permanently enchant an object. At a basic level, this lets you make swords slash harder, bows shoot farther, and armor defend more. If you have other magics, you can have other positive effects be present - and if you have Curse Magic, you can bestow negative effects.

Divination [100 KP]

The blessing to see the future. It's not always super helpful or clear, but if it could save the Targaryens, it can save you. In your dreams (or whatever equivalent to it you might have), you'll be given prophetic visions of the future. They are definitely vague post-adjacent, but you can definitely parse through the meaning if you aren't totally stupid.

- **Shown in 4K [200 KP]**: Fuck interpretation. You instead just straight up get a vision of what is going to happen in the future.

Glamoring [100 KP]
Quite possibly the lowest level of magic, though it still takes effort for most. This allows you to cast special illusions upon your body that make you look and feel different than how you actually look.

- **Embedded Illusion [100 KP]**: The illusions you cast are no longer restricted to your body and can, in fact, embed it within objects. This means that you can set up something like a necklace or a bracelet of some sort that lets you keep up a glamor without wasting any more energy.

Mind Bending [100 KP]
Some people can bend minds through manipulation. You, meanwhile, can do it with the application of magic. Mental interference allows you to disrupt someone's thought patterns and have them bend to your will. People with strong enough wills or hypercomplex minds can outright resist this if they are superior to you.

- **Shrieking Howl [100 KP]**: Hey, did you know that the word panic and pan flutes come from the same source? Similar to the Shrykes, you can release a terrible howl that causes extreme panic in everyone around you, with even the more weak-willed having heart attacks.
- **Swansong [100 KP]**: The Swan Maidens of the Velvet Hills were said to lure men to their deaths. Like them, your singing voice is able to influence the thoughts of other people around you, and can seize control of a large number of people at once.
- **Mental Corridor [200 KP]**: A somewhat more utility-based variant of Mind Bending, used for long-ranged communication. You are able to project your mind to the thought patterns of people you have encountered, enabling you to mentally interact with them as needed.

Skinchanger [100 KP]
The mystical ability to slip into the minds of animals, and to control their own forms like they are yours. At your level, you can control one animal decently well, and while you can possess others, it will take more effort.

- **A Hive Mind [100 KP]**: You are capable of seeing through the mind of your animal at all times, even when you are controlling your own body. The information is hidden in your mind, and will not be seen or influence you unless you either want it to, or if something of importance occurs.
- **A Thousand Eyes and One [100 KP]**: Brynden Rivers was a terrifying sort of person, said to have spies in both men and birds - a thousand eyes and one. Like he is implied to be able to do so, you can control a vast number of animals without much effort, and be able to slip in and out of them in an instant.

Astral Magic [100 KP]
In the distant past, it was said that a star fell down from the heavens, bearing a god within it. Even in the earliest days of mankind, the movements of the stars were said to command fate itself - though as time went on, the full truth of that meaning has significantly waned, with only astronomy and astrology persisting. At the most basic level, this power grants you a limited understanding of the world at large, purely through reading the stars.

- **Shining Like Stardust [200 KP]**: For most people, they sort of have to rely on their own internal energies, or the ether around them. This is no longer the case for you, as you are capable of directly pulling from the sea of stars, which is very literally an ocean of ether.
- **Starshooter [100 KP; Requires *Shining Like Stardust*]**: By channeling star energy, you can fire off magical bullets, lasers, and various energy manifestations of said energy. The only significant limitation on how powerful these attacks can be is how much of this energy you can endure.
- **Gravity Manipulation [100 KP]**: As you may or may not know, things like to *fall*, regardless of whether you are on one side of the planet or the other. How does that happen? Well, I'm not your mother, but I will give you this. You are able to manipulate the gravity of yourself and those around you. You can make it stronger, lighter, or even twist it so you can do things like walk up 90-degree angle surfaces.

Curse Magic [100 KP]
Sapients have been cursing each other for millennia - so really, you are just being a bit more literal. You are able to turn slivers of your magical energy into negative energy, and when set upon someone or something, it becomes a taint that causes some sort of negative effect upon the target, whether it be weakness, sickness, or something else.

- **Curse Animate [100 KP]**: Your ability to curse things has become considerably more potent, and you can create elemental creatures directly from curses.
- **Deadly Sins [300 KP; Requires *Curse Animate*]**: In the distant past, when a certain group of fools betrayed him, Master [redacted] punished them with an irrevocable poison: the first demons were born, and they were born from the desires of life itself run wild. You are able to generate curses based on the ideas, desires, and beliefs of others, serving as the darkest reflections.
- **Wish Magic [100 KP; Requires *Deadly Sins*]**: Desires are a strange thing: it's one thing to twist them into something negative, but it takes more effort to make them good. Wish Magic is, ultimately, the ability to actualize the desires of others, taking in their desire energy and their willpower, to bend the world itself. People with low willpower and low desire create fewer wishes. People with a strong and weak variant of either respectively get an intermediate wish. Those who possess a strong will and desire can create some really powerful things. This *does* have a slight caveat, however: because you take in their desires, they pretty much belong to you, for as long as you desire.

Fire Magic [100/200/400 KP]
You now possess the power to bend the element of fire to your will. For **100 KP**, you may draw upon the element around you - such as pulling from a fireplace or torch. For **200 KP**, you are able to convert the world's ether flow to the element of fire, letting you create it ex nihilo. For **400 KP**, your power is to such an extent that you can perform godlike feats, such as weaving firestorms.

- **Flame Animate [100 KP]**: You are able to create elemental creatures made of pure flame that serve under you.
- **Volcanic Magic [100 KP]**: While you could initially merely control fire, this grants you the power to now control magma and volcanoes.
- **The Roaring Flames of Hell [200 KP]**: Your flames burn like wildfire, enabling them to burn much hotter and be unable to be put out by standard water.
- **Time Acceleration [300 KP]**: Pretty sure that's definitely not how this works normally, but considering how…*interesting* the laws of the world have become as a result of certain events, this works. You are now able to rapidly accelerate time for yourself and your allies within your range of effect. If you are rather sadistic, you can accelerate the mind of your opponent without actually changing their body, trapping them in accelerated time.

Frost Magic [100/200/400 KP]
The magic of the biting cold is yours, and you now possess the power to bend the element of ice to your will. For **100 KP**, you may draw upon the element around you - such as pulling from the snow. For **200 KP**, you are able to convert the world's ether flow to the element of ice, letting you create it ex nihilo. For **400 KP**, your power is to such an extent that you can perform godlike feats, such as flash-freezing a whole village.

- **Frost Animate [100 KP]**: You are able to create elemental creatures made of pure ice that serve under you.
- **Frost Walker [100 KP]**: You are able to flash freeze any sort of water or lava to walk on it, and it will even activate if you happen to trip into what would be your doom. This prevents any form of convection-based reaction, and will work even on saltwater - those frauds beyond the wall could never!
- **Time Deceleration [300 KP]**: Pretty sure that's definitely not how this works normally, but considering how…*interesting* the laws of the world have become as a result of certain events, this works. You are now able to slow down time in your range of effects for anything hostile to you.

Nature Magic [100/200/400 KP]
The magic of the Dothraki maegi is yours, and you now possess the power to bend the element of nature to your will. For **100 KP**, you may draw upon the element around you - such as the grass, corn, and beast. For **200 KP**, you are able to convert the world's ether flow to the element of nature, letting you create it ex nihilo - though true life is not possible for you. For **400 KP**, your power is to such an extent that you can perform godlike feats, such as having a desert bloom in a verdant forest.

- **Nature Animate [100 KP]**: You are able to create elemental creatures made of natural materials to serve you.
- **Beast Domination [100 KP]**: You are capable of subjugating animals to your will, so long as you are either directly stronger than them or you can weaken them.
- **Return to Your Origin [200 KP]**: Though the structures of mankind are indeed an aspect of nature, many would argue that there is a meaningful difference between part of nature and nature. This is a rather direct example of that, as you are able to "degrade" anything back to its baseline state that could be found naturally. This means turning steel back into raw iron, or shaping building material into stone, or glass into sand. Should you let this run wild, entire cities could theoretically be returned to what they once were.
- **The Green Hell [200 KP]**: The lands of Sothoryos are dark and monstrous indeed, and the absolute fuckloads of horrific diseases, insects, and beasties certainly help with it. You are now capable of generating vile diseases and sicknesses that can ravage through most beings, and mutate creatures into abominable monstrosities.

Water Magic [100/200/400 KP]
The wisdom of the Rhoynar is yours, and you now possess the power to bend the element of water to your will. For **100 KP**, you may draw upon the element around you - such as pulling from a river. For **200 KP**, you are able to convert the world's ether flow to the element of water, letting you create it ex nihilo. For **400 KP**, your power is to such an extent that you can perform godlike feats, such as flooding whole cities with enough prep.

- **Aqua Animate [100 KP]**: You are able to create elemental creatures made of pure water that serve under you.
- **Curserot [200 KP]**: When Garin the Great called for revenge upon the Valyrians, Mother Rhoyne responded with Greyscale. You are now able to bring about this "darkwater" and afflict those who absorb or ingest it with a vile disease that can only be purged with a strong immune system or mystical measures.

Wind Magic [100/200/400 KP]
The wisdom of the Aeromancers is yours, and you now possess the power to bend the element of air to your will. For **100 KP**, you may draw upon the element around you - such as pulling from the winds around you. For **200 KP**, you are able to convert the

world's ether flow to the element of air, letting you create it ex nihilo. For **400 KP**, your power is to such an extent that you can perform godlike feats, such as creating fearsome tornadoes and hurricanes.

- **Wind Animate [100 KP]**: You are able to create elemental creatures made of pure air that serve under you.
- **Let the Wind Carry You [200 KP]**: Your control over the wind is so fine-tuned that you can fly in the air without suffering from such things as g-force or lack of oxygen. If you already have the power of flight, you can increase your flight speed by magnitudes.
- **Stormsinger [200 KP]**: The skies are your companion, granting you the gift of being able to call forth thunder, rain, and lightning.

Summoning Magic [100 KP]

A rare type of magic in this world, as it requires an incredible grasp of the higher mysteries. You are able to "tag" certain objects, and have them instantly come to you, and subsequently return them back to where they were. This cannot be done on biological lifeforms, as their biology means their internal factors are always occurring.

- **Anatomical Intuition [100 KP]**: You have a decent grasp of biological factors and are now able to summon and recall living beings without causing them to become a bone-filled meat slurry.
- **Warp Gate [100 KP; Requires *Anatomical Intuition*]**: You are able to teleport to any location that you have previously been to.
- **Demon Summoning Ritual [200 KP]**: Seven hells - who'd want a friend from the seven hells?! You, apparently, have devised an art that allows you to summon demons from the Underworld, binding them to you. Because demons are inherently rejected by the material world, they must be given a proper vessel, whether it be your own energy, blood, or living or dead offerings.

Alchemy [200 KP]

Hey kid, you like turning iron into gold? That's not actually a true aspect of alchemy, as you'll perhaps figure out soon. This allows you to intuitively know the properties and components of things, be they humans, plants, or substances. This allows you to create your own remedies, poisons, potions, and concoctions.

- **Nigredo [100 KP]**: You can decompose or otherwise break down anything into its basic components. This includes anything fiat-backed that you purchased, whether it be perks or items.
- **Albedo [100 KP]**: You are capable of completely purifying anything you are working with, expunging any and all impurities such as unwanted foreign substances, sicknesses, toxins, and anything unclean.

- **Citrinitas [100 KP]**: You are capable of empowering a substance to its strongest version, such as turning iron into steel.
- **Rubedo [100 KP]**: You are capable of combining things together in order to form a greater whole. At a bare minimum, the things you create will always be able to do at least what they previously could. This includes anything fiat-backed that you purchased, whether it be perks or items.

Blood Sorcery [200 KP]

It seems you might be cooking up straight poison. The power of blood is now yours, and you may now offer blood in exchange for some sort of reward. By pouring auroch's blood on someone, they'll become brave. By bathing in the blood of maidens, they'll become young. Those sorts of things.

- **Bathe in Blood [100 KP; Free for Vampires]**: By consuming the blood of anything else, you are capable of healing your wounds at a greatly accelerated rate.
- **Hemomancy [100 KP; Requires *Divination*]**: By sucking on the blood of another person, you are capable of divining their future for them in the same intensity you can understand your own visions.
- **Blood Manipulation [200 KP; Discounted for Vampires]**: Esoteric combat arts utilizing accumulated blood to conjure up any sort of weapon, offensive, or defensive measure in battle.
- **Fleshmage [200 KP]**: A rather disgusting, advanced variant of blood sorcery. This allows you to directly shape the bodies of targets, twisting them, body and mind, to your design. You can do things like removing diseases and improving their bodies, or turn them into aberrations forsaken by the gods.
- **Blood Construct [200 KP]**: Likely not what you are thinking of. You may instill any sort of "curse" or "blessing" within the body of someone, which propagates down their line for an eternity.
- **Bloodbound [300 KP]**: Blood is what defines an organism, does it not? Through mysterious rites, you can bind the blood of creatures and things together, creating all sorts of strange entities that could not normally exist. It's entirely possible to make them with no true parents, but if you lack morals or just found someone freaky enough to do so, they become considerably stronger when incubating in a womb.
- **Doom Desire [300 KP]**: Melisandre was likely full of shit when she did her leech trick. Unlike her, you are fully serious, for when you sacrifice enough blood to perform a rite, you can bring calamity and curses upon your targets, leading to either their incapacitation or death.

Golem Shaping [200 KP]
'Some child's snow knight'. What an odd thing to say to Sam the Slayer. I mean, a child's snow knight can be dangerous, but I digress. You are capable of twisting the natural world around you and creating golems to serve you, whether it be by doing tasks or for battle. These golems cannot exist far beyond you, and will quickly degrade.

- **Autonomous Action [100 KP]**: Your golems are now able to persist beyond you, and will only collapse once their bodies are too damaged to meaningfully function.
- **Self-Rejuvenation [100 KP; Requires *Autonomous Action*]**: Your golems are now capable of repairing themselves, so long as there is either in the atmosphere or they are surrounded by suitable materials.
- **Self-Modification [100 KP]**: Your golems are capable of improving themselves, whether it be by empowering themselves through absorption of mana, incorporating greater materials, or developing greater powers.
- **The Hollow Vessel [200 KP]**: Rather than creating an active entity, you are now fully capable of creating an "inactive" being, and stick some sort of spirit inside of it, who can modify the vessel to their heart's content. If you possess the elemental "animate" powers, your elementals can inhabit these vessels.
- **To Become An Individual [200 KP]**: The golems you create are capable of becoming sapient entities, which enables them to think and work far more skillfully than ever before.

Necromancy [200 KP]
The darkest of rites are yours now, as you can now bring the dead back to life. At this level, this allows you to resurrect the dead as active corpses, similar to standard zombies. They lack their higher intelligence and skills in life, but are loyal to you, and can still utilize any of their biological fighting methods.

- **You Retained Your Instincts as a Swordsman [200 KP]**: Ever seen a zombie fight you like a master swordsman? The people you revive from the dead retain their skills and instincts from their life, though this doesn't let them keep their minds.
- **True Rebirth [600 KP; Requires *You Retained Your Instincts as a Swordsman*]**: The ultimate fulfillment for those who seek revival from death. Unlike the imperfect systems that produce wights, you can fully revive someone with all of their mental faculties.
- **Ghost Control [200 KP]**: Ghosts are a thing in this world, even if interacting with them is a nightmare. With this, you can see, interact with, bind, and even banish ghosts as needed.

Shadowbinding [200 KP]
A sinister rite performed by those from Asshai. You have the power to bind shadows to your will, using the life force of yourself and others, letting you look through these shadows and even have them assassinate people.

Shapechanging [200 KP]
In the Forests of Mossovy, it is said that shapechangers and demonhunters prowl the land. I can assure you that shapechangers are actual things, but this is distinct from their power and is, in fact, based on them. You have the ability to change your form into any sort of creature that you please. However, creatures of greater mass than you are more difficult to transform into, as you are supplementing your lack of mass with ether.

Divine Blessings

Blessing of Aquan the Red Bull [50 KP]
Among the minor gods that exist in the world. Like many of his "lesser" fellows, Aquan is a nameless spirit of the world that was deified by mankind. In this case, it's the nature of bulls as a whole. You are able to generate a pair of horns on your head and can use them to gore targets.

Blessing of Bakkalon [50 KP]
Among the minor gods that exist in the world, and a lesser interpretation of death. This protects you one time in a battle that would have killed you.

Blessing of the Black Goat [50 KP]
A minor god worshipped by the Qohorik. He is likely an unusual deification of the act of sacrifice itself to the old gods, though it is possible they were some sort of demon who opted to act as a god. Whatever the case, when you offer up a blood sacrifice, fortune seems to find its way to you in your goals.

Blessing of the Hooded Wayfarer [50 KP]
A minor god of Essos, who is likely the deification of the concept of charity, as it is a favorite of the poor. You are capable of granting people better chances of getting better wages or happening upon something valuable.

Blessing of the Great Shepherd [100 KP]
Ah, now isn't this a god of some considerable significance? The Great Shepherd, known also as the lamb god, is a peaceful divine who teaches that all people are but one flock. This is somewhat unfortunate, because this world is full of wolves.

[redacted]

You are unusually good at getting large groups of people together and having them work in tandem, regardless of their previous beliefs and feelings. Those who hurt part of your flock also tend to find themselves at a disadvantage against you.

Blessing of the Lord of Harmony [100 KP]
The god revered by the monotheistic Naathi, alleged to have created the moon, the stars, the earth, and all creatures. He is a giant, eternally tended by hundreds of beautiful naked women with butterfly wings. While that wide array of powers is somewhat dubious, he clearly has a connection to butterflies, considering any hostile invader tends to wind up dying rather agonizingly.

[redacted]

You receive a blessing to create, converse, and control all types of butterflies, serving as reconnaissance and protection.

Blessing of the Old Gods [200 KP]
The nameless gods of the North have blessed you. They are disembodied spirits of nature that dwell in all things, whether it be rocks, streams, winds, beasts, birds, fish, reptiles - all that is part and parcel to the natural world are indeed under the purview of the old gods.

It can be stated that all gods who preside over the world are among the old gods, or at least they should be, as decreed by **The Central Master**. However, many became personalized deities due to the observational powers and devotion of mortals.

Through your blessing, you can have the old gods directly intercede on matters, and while they won't talk, they can "communicate" with you to give advice, or reward you for certain heroic or honorable actions, as they did with the Casterlys.

Blessing of the Drowned God [200 KP]
Oh my, well this is certainly a strange one indeed. The fearsome god of the Ironborn is revered as *He Who Dwells Beneath the Waves*. The Drowned God is supposedly the creator of the seas and father of the Ironborn, who created them in her likeness. The Ironborn were created to reave, rape, carve out kingdoms, make their names known in fire and blood and song, and to hold dominion over all the waters of the earth. The god is said to be at war with the Storm God, who wages war on man.

In truth, the Drowned God is but one of the many spirits of nature who were given true awareness by man, part of a dyad with a wind spirit. It was man's nature that caused the Drowned God to have greater awareness and caused him to become hostile to the Storm God. The story, ultimately, does not matter any longer.

You have been given unmatched command of the open waters. You could bring down entire fleets, and your enemies seem to drown quite easily, as your allies never do. When out raiding, you are instinctively aware of the easiest places to do so, and the plunder that you receive always seems to be twice the amount that it should be.

Blessing of the Storm God [200 KP]
Rarely does an "evil" god bless mortals, but this one is a little odd. The Storm God is, to the Ironborn, a god of malice that controls storms and wind, seeking to destroy the Ironborn at every turn.

Of course, the Storm God literally opposes the Ironborn, so they're not exactly malicious. Indeed, the Storm God was initially in a dyad with the Drowned God (similar in a sense to the Lady of the Waves and Lord of the Skies, or the sea god and goddess of the sea - I'll leave it to you to decide the implications of that), but the Drowned God's development caused the Storm God, who obeyed **The Central Master**'s commands, to destroy the Ironborn.

You have been given command over ravens and storms, and find that things such as lightning are likelier to strike your enemies dead.

Blessing of Mother Rhoyne [300 KP]
A goddess whose power may have waned, but her love has not truly faded. Mother Rhoyne is the goddess of the Rhoynar from the dawn of days, embodying the Rhoyne River itself. Though their principal goddess, she had several lesser gods that served her, including the Old Man of the River and the Crab King. Her people would be destroyed by Valyria, and the rest fled the continent, but Mother Rhoyne is worshipped by the Orphans of the Greenblood still, in Dorne.

Mother Rhoyne was not originally one goddess - in fact, she was a great number of water spirits representing each part of the river. However, the Rhoynar's worship of her as an individual would cause those spirits to become one almighty goddess. Furthermore, though the embodiment of the Rhoyne originally, her ego, which ultimately caused her to fully separate from the nameless old gods, became very specifically a goddess of the Rhoynar. As a result, while the Rhoyne is still a seat of power, she dwells wherever her children are.

Just as Rhoyne's waters heal her children since the dawn of days, all waters will heal your wounds. It is not just the water itself that aids you: all aquatic life assists you, either by taking you to shore, letting you swim on their backs, guiding you to some secret, or giving you food. Mother Rhoyne's children are fiercely independent people, and so are you, with nobody ever attempting to control you in ways that you do not want. Another small boon here is your sexual liberation. Just as the Dornish can be passionate lovers who nonetheless get around, you are able to have multiple partners that all love each other as much as they love you, and it will not be seen as strange. This also lets you ignore any standard sex or gender-based restrictions.

Blessing of the Many-Faced God [300 KP]
Now this is a god that will certainly ruffle some feathers, to be sure. The Many-Faced God is death itself, worshipped by the Faceless Men. They are believers in the idea that all death gods are, ultimately, incarnations of the same deity. *All men must die, and all men must serve* - your life isn't permanent, so find something higher to do with your life, so you can die without regrets.

[redacted]

This blessing does not guard you from death, but it does grant you something special: the right to ensure that you don't die with regrets. When you bless someone, they are capable of becoming the best person they possibly can be, with no sort of unexpected death arriving to cut it short. This protection wanes as soon as this actualization is finalized.

Blessing of the Lord of Light [400 KP]
The foreign eastern god with demonic sacrificial worshippers - though that might be selling it far too short. R'hllor, known by many titles (*Lord of Light*, *Heart of Fire*, and the *God of Flame and Shadow*), is actually a very good god. In his dualistic faith, he represents fire, light, and shadows, and fights the evil god known as the Great Other, representing cold, death, and darkness. The red god cherishes beautiful, innocent people and items, which makes them precious sacrifices.

[redacted]

When someone burns a person, animal, or item in fire, while having knowledge of you while doing so, you receive a boon and a general boost of power. With items in particular, you are able to summon and use them however you please. If you purchased **True Rebirth**, you can revive anyone who was burned alive in flames, regardless of whether or not it was a sacrifice. As a mercy, those you revive will have no traumas from the burning, only remembering feeling very warm for a brief moment.

You only receive a boon upon the first time something is sacrificed. Repeat burnings do not give anything besides an unorthodox inventory and transportation method.

Blessings of Aether [Varies]
You may know these gods as The Seven-Who-Are-One. Their scope is too large to be put here, and their relation to mortals is higher. **Come here to receive their blessings**.

Dragonoid Customization

This section is opened only if you have selected the Dragonoid race option. You receive a **+400 Dragonoid Points (DP)** stipend. You may get more DP by transferring KP into DP (and vice versa) at a 1:1 conversion rate.

A Coat of Scales, A Coat of Flesh [Free]
"The blood of the dragon" runs quite strong within dragonoids, and unlike the Targaryens, you mean that literally. You are able to shift from being a man and a dragon with ease. By default, your dragon form starts at a mere 40 feet, but you will grow further and further as you strengthen yourself.

Drake Speech [50 DP]
As a dragonoid, you are afforded the right to speak to any and all reptilian creatures, whether they be snakes, lizards, wyverns, wyrms, dragons, birds, dinosaurs, or anything else vaguely scaly.

Great Spiritual Nectar [50 DP]
This, of course, refers to things such as milk and semen. You have effectively absolute control over fertility, being capable of impregnating quite literally anything and anyone you want, ensuring they also have the maximum possible number of children, though this can be toggled to being downright infertile. Your fluids also act as a form of healing agent, if someone is freaky enough.

Holy Damballah [50 DP]
Go, spread love and peace. A strange phrase, and one you are pretty sure has never been truly fulfilled - but it feels right. When around you, people find themselves at a sense of peace, even if it is a stressful time, or they are at their deathbed.

Burning Breath [50 DP]
Finally, the thing that people actually know dragons to have. It is…pitiful indeed, that the inheritance of dragons is reduced merely to this. Never the matter: you are capable of breathing out fire of incredible heat, able to cause steel and even rock to melt and splinter within a few moments of sustained flames.

Animal Communion [50 DP]
There's at least one story where some hero sucking his thumb of dragon blood gave him this power, so it stands to reason that you do as well. You are capable of speaking to any animal. The majority of them aren't intelligent enough to converse with in meaningful ways, but they can alert you to what they know.

Snallygaster [50 DP]
Well, this is just a little weird, to be frank. You are capable of spewing out tentacles from your mouth or converting parts of you both into a writhing mass of tentacles.

Blinded by the Light [100 DP]
Somewhat literally. You see, Dragonoids have the power to deny fated outcomes. To that end, prophecies inimical to their nature can be resisted, and attempts to read their thoughts or future results in a painful burning light.

Light-Twisting Illusion [100 DP]
A simple trick indeed, but one no less devastating. This allows you to bend light to make yourself invisible, like a sort of magic camouflage.

Atter Gland [100 DP]
That is to say, a very vicious poison. You can spew out a hazardous smog that horrifically poisons any hostile entity in your vicinity. The intensity of this poison can be toggled, going from stinging eyes to a horrific death.

Dragonspine Fire [100 DP]
Did you think they had those things to look cool? You can fire off your backspines as though they are like heat-seeking arrows. It would take having a body or armor equivalent to high-end steel to resist its impaling effect.

Divine Storm [200 DP]
Dragons are nature spirits having taken on a physical form, so their connection to nature shouldn't be understated. You are capable of triggering storms and thunder at will.

A Shower of Gold [200 DP]
The joke is funny as hell, but this is definitely not that, and this also isn't literally raining down gold on people. You are instead able to easily find and amass great fortunes, and may even share this blessing with others.

Protector of the Nation [200 DP]
So long as you are alive, our people will never die. Weird memory, but not entirely inaccurate, apparently. Select some group, nation, or people to attach yourself to. They are now conceptually tied to you, and so long as you exist, said group can't perish or be crippled considerably. This protection is only broken upon your death or if they violate some considerable aspect of your beliefs.

A Cloud of Smoke [200 DP]
A physical form is an arbitrary sort of thing, isn't it? You are able to move about as a cloud of smoke, making you resistant to most attacks. Even if you are blown away, it's rather easy to simply reconstitute yourself. The downside is that you cannot attack in this form directly.

A Streak of Light, A Comet Dragonflight [200 DP]
Would you believe me if I said that this isn't based on the one you're thinking of? You are capable of high-speed flights similar to that of a shooting star, capable of maneuvering as normal, and even crashing down for an impact.

The Earth, the Land, the Sea, and the Sky [200 DP]
Dragons are clumsy beasts on land and are susceptible to genuinely drowning in the ocean. That's what you get when you min-max for a creature of the sky. This isn't an issue for you, however, because you are inhumanely skilled in all terrain, able to run and maneuver on land, and swim at high speeds in the water.

Twinned Soul [300 DP]
Congratulations, it's a [whatever your opposing gender is]! You now have two souls of the opposing gender within you. By default, if you are male or female, this second soul is the reverse. If you are non-binary, your twin is either the reverse or agender. This soul shares your abilities, is loyal to you, and is capable of operating independently of you.

Eyes of the Deathrite [300 DP]
"Evil eyes" are a concept whereby sight itself is said to induce death or plague, which is quite severe. The Westerosi fear of evil eyes likely originated from this power. At will, you can send a magic signal to anyone who sees your eyes, even if it is not a full-blown stare. This sends a terribly debilitating pulse that outright kills the weak and cowardly, terribly debilitates normal individuals, and slightly pains those of significant constitutions and willpower.

Earth-Shaper [300 DP]
This is a godlike power, the gift to shape the lands into whatever form you please. You can create canyons, valleys, rivers, and even mountains through your own power. Naturally, this all requires a considerable amount of energy.

The Shimmering Rainbow [400 DP]
It is said that the rainbow is a divine symbol, representing the seven aspects of the Seven-Who-Are-One. It's also used by Renly for his Rainbow Guard, which I'm sure has absolutely no double meanings. Today's hot take is that the symbolism comes from this.

You possess considerable command over the great waters of the world, being able to effortlessly purify them, create and dissipate region-shaping floods, and birth new life.

The Noise of Death and Rebirth [600 DP]
A dragon can be reborn as surely as a snake sloughs off their skin, for a serpent never dies. Once per jump, or every ten years (whichever comes first), you may instantly revive from the dead.

The Multiheaded Creature [Varies]
Polycephaly is, if one thinks for a few moments, a logistical nightmare for any creature, which is why creatures don't naturally have multiple heads. For a creature like you, however, multiple heads is quite the boon. While your human form has just one head, your draconic form has multiple, with each head having perfect coordination and being able to perform multiple actions at the same time.

For **100 DP**, you now have two heads. For **200 DP**, you have three. For **300 DP**, you have seven. For **400 DP**, you have nine. For **1000 DP**, you have a hundred.

Items

Undiscounted Items

Stylish Apparel [Free]
You've got a vast assortment of clothing fit for any occasion, styled after clothing choices present within *A Song of Ice and Fire*, *Game of Thrones*, and all related spin-offs. You also have clothes for all of your allies, children, and related individuals.

A Noble Coat [Free]
You now have a special banner that can be attached to any flag or property owned by you. Upon being seen, people will instinctively know it is important, and will not interfere with you unless they have similar or superior authority to you, or are empowered by someone with similar authority.

HONSE [50 KP]
You receive an exceptional horse of surpassing breed and training, who is also intelligent enough to understand your commands and can even converse with you (though they can't talk). Any child born to a horse will share similar qualities. Comes with an endless bag of apples and oats for the horse (cannot be eaten by you unless you are in the shape of a horse).

Legendary Weapon [200 KP]
There are a number of blades throughout Westeros that serve as family heirlooms due to how inherently unique they are. You are now in possession of a blade of similar renown, whether it be made of Valyrian Steel, such as Ice, or made of Starmetal, such as Dawn.

The Shipwright's Dream [200 KP]
Whether you're a pirate lord, a Master of Ships, or a conqueror from across the Narrow Sea, you can't do wrong with a bigass fleet. You now have a rather large fleet of ships, including 200 warships and 300 merchant vessels.

Voyager from the Sea of Stars Items

Special Journal [50 KP]
This mystical journal was found right beside you for some unknowable reason. Whatever that reason may be, the journal is "alive" in a sense, and independently records all information you either learn or experience in a single day.

Glass Candles [100 KP]
The logistical boon devised by the Valyrians, or at least rediscovered by them. You have a set of multiple obsidian candles that have an unearthly glow, which allows you to commune with other individuals holding a candle, and lets you see across the world. They are also indestructible. For the purpose of thematics, you receive seven glass candles.

Safe Housing [200 KP]
When out travelling, it's usually best to have somewhere to rest, right? Wherever you travel, you are guaranteed to always find a safe place for you and your companions to rest. They won't all be as comfortable as one another, but you can guarantee that nothing harmful will happen.

Travel Supply Subspace [400 KP]
I have no clue why you have this on you, but you do. It seems that you have some bottomless pocket dimension that is stocked full of anything you would need for a long trip across the country or across the whole damn world. These are all only mundane things for a setting, however, so if you need something mystical, this can't help you.

Scholar of the Consortium Items

Chain Gang [50 KP]
It seems that you indeed went to the Citadel for your training. You have two chains from the Citadel that mark whatever field you have an aptitude in. You receive in-depth knowledge in that particular field to go with said chains.

The Printing Press [100 KP]
Holy shit, this is revolutionary. You now have a printing press, which enables you to quickly copy any and all writing, drawings, scrawlings, and blueprints that you desire. If what you are printing has some sort of abnormal or supernatural effect, you can decide if it stays or not. Now, if only the people here could read.

Grand Library [200 KP]
Books are a grand repository of knowledge in this world, so why not keep a whole place of them? You now hold a massive library full of copies of every book in Westeros, and will spontaneously generate any new books based on your travels.

Institution of Learning [400 KP]
Aha, so this is where the word consortium comes from! This here is an institute of learning that starts fairly small, but will grow to one day surpass even the Citadel. It is something of a school where anyone is able to come, in order to learn how to read and write, and pursue further education. Its leaders are individuals well-versed in sciences, arts, history, and even the higher mysteries.

Protector of the Realm Items

High-Quality Steel [50 KP]
You receive an excellent set of castle-forged steel weapons, armor, and a shield. They are top-of-the-line, but nothing supernatural. The armor will always be at least as durable as you are, and the sword will be stronger than you are. The damage slowly heals after the battle is fully concluded.

Tourney Spoils [100 KP]
You have proved victorious in a number of tourneys, which is highly profitable. You have a storage of 40,000 Gold Dragons, which will refill every ten years or when the jump ends, whichever comes first.

The Laughing Tree [200 KP]
This is not that actual armor, but more like a special sigil that can be placed on anything you possess. While holding it, you are empowered against those who commit injustices, with the power increasing to the scale of the injustice. If this is worn on armor, it becomes impossible for those you don't want to know your identity to figure it out.

A Brotherhood [400 KP]
Who wouldn't love some valuable allies out there, keeping the peace when you yourself cannot be everywhere at once? You now have a brotherhood of 2000 soldiers who are all extremely competent and among the greatest fighters in Westeros. When you send them out to perform a duty, they are unusually gifted in resolving the matter, even if you have next to no leads or clues. In time, its ranks can be greatly expanded by "outcasts" of society (such as bastards), or those who are traditionally unable to join the standard ways, such as women like Brienne.

Criminal of the Free World Items

Tools of Women and Cowards [50 KP]
Okay then, currently dead guy. You have a vast assortment of poisons that can cause all manner of illnesses, including sicknesses, mental debilitation, and slow or quick deaths.

Dragonbone Dagger [100 KP]
At first glance, this dagger looks very plain. However, a closer examination will reveal its absurdity, as the dagger's hilt is dragon bone, and its blade is made of Valyrian Steel. You are guaranteed to never accidentally nick yourself on the blade, but the same cannot be said of anyone you want stabbed with it.

Blackmail [200 KP]
You've got a wide array of secrets from all across Westeros and the East, on all sorts of nobles, merchants, and even smallfolk of some importance. Those whom you use this blackmail on are unusually compliant with your demands and are unlikely to try to have you killed to keep the secrets.

Please Touch the Merchandise [400 KP]
You have a very high-quality brothel, filled to the brim with all sorts of beautiful women and men, who are all too happy to spend time with clients and yourself - though you get their experience for free. The clients at this place, beyond offering you plenty of money, happen to have rather loose lips and spill secrets quite easily.

Authority of the Land Items

Bureaucracy is the Worst [50 KP]
So don't even bother with it! This is a collection of papers that will instantaneously come into existence whenever you would get permission to do something, or you would be unjustifiably forbidden from doing something. These have a special sort of effect that lets you put any plan of yours into motion, with nobody stopping you.

An Old Throne [100 KP]
You aren't a King (at least, not yet you aren't), but maybe this will help with it. You now have a sweet-ass chair that helps to project your charisma and voice to all around you.

Valued Subordinates [200 KP]
Everyone needs some reliable assistance, especially someone like you. This is a collection of approximately fifty high-skill individuals who are competent in various administrative duties. These include guard duty, lawmaking, advisory positions, education, cooking and cleaning, and more.

Connections Everywhere [400 KP]
Networking is a very important thing for those in power, after all. You have a vast network of spies and nobles of similar or even higher standing, who are aligned with your ideals. Your spies happen to be able to get information from damn near everywhere on anyone you need, though people who cover their tracks well take more time.

Conqueror of the World Items

Crown of a New King [50 KP]
Hail to the king, baby. You now have access to a crown of your own design, whether it be made up of something organic, precious jewels, or even magical materials. When wearing the crown, it projects the aura of whatever specific sort of aura you wish to be known as. Perhaps it projects humility, or hope, or wrath.

Waterpainted Table [100 KP]
Aegon the Conqueror has nothing on this - or maybe he did, and I'm just fucking with you. The point is, you now have a map of the whole of Planetos, which informs you of all noteworthy landmarks, the people in control, and any potentially disputed areas. It's also capable of "zooming" in on locations for clearer pictures of things, and also has islands and similar structures in its oceans. It's really magical due to the fact it updates based on the current status of the world.

Nice Eggs [200 KP]
You have three live dragon eggs, which will hatch to grow into powerful dragons in the future. They will be absolutely loyal to you, and burn as few people alive as they reasonably can.

Beneath the Gold [400 KP]
House Blackfyre had very few advantages against the people of Westeros, except for their army. The Golden Company is one of the most competent armies in Westeros, as they are professional soldiers, view each other as part of a brotherhood, and are actually well-equipped. You possess your own grand army, with 10,000 men to start with, who are all loyal to you. They will have high-quality equipment, archers, and even war elephants.

Territory Customization

So long as you have selected any noble title, you are entitled to your own territory. You receive a flat stipend of **+300 Territory Points (TP)**, and an additional stipend equivalent to what you paid for your noble title. You may convert King Points into Territory Points, and vice versa, at a 1:1 conversion rate.

Territory Size [Free and Mandatory]
Well, it's a little difficult to customize your territory when you don't really know how much territory you have, right? The amount of territory that you possess will be conferred to you based on your noble ranking. Do be aware that this isn't necessarily a permanent thing, and you'll be able to either gain or even potentially lose territory, based on your competency in this world.

Baronets have a small territory of roughly 20 square miles. Barons have a territory of 100 square miles. Viscounts have a territory of 2000 square miles. Counts have a territory of 4400 square miles. Marquis has a territory of some 11500 square miles. Dukes have territory sizes that vary, with the options being the size of one of the Seven Kingdoms' regions or one of the vast administrative territories of the Free Cities.

Seat of Power [Free]
Whether or not your territory is big or small, you should not be confined to some run-down heap. You have a castle of decent size (relative to your territory) that is fully furnished, has loyal servants, the best amenities this world has, and a good library.

Hot Springs [50 TP]
Who doesn't love nice, warm spots? You have a number of easily accessible hot springs around your territory, which are excellent for bathing, relaxation, and general wellness.

Neat Trees [50 TP]
The Summer Isles are, among other things, known for their Goldenheart trees, which make for the best types of bows. There is also Ironwood, a hard, black type of tree. Your territory is full of some special sort of tree that has something highly valuable about it.

A Fine Vineyard [100 TP]
Or perhaps you'd like some sort of apple orchard. Whatever the case may be, you have access to some sort of valuable fruit that can either be sold directly or used to create wine that is highly prized. You'll make a fortune with it.

The Tourney of Jumper [100 TP]
Every year, you're inexplicably capable of hosting a significant ten-day-long tourney, with all sorts of entertainment and competitions available. All sorts of interesting people happen to find their way here, interesting people you might be interested in meeting, befriending, allying with, and perhaps recruiting. Strangely, despite the rewards for winning the competitions being quite extravagant, and a lot of money being spent on it, you never seem to lose any of your own coffers. Do note that winning these tourneys doesn't let you get the money.

Highland Cattle [100 TP]
Certain fans of stories involving the North know how valuable these beasts are. Highland cattle are cows that have coats that protect them from the cold, and they are relatively easy to tame. It doesn't take much effort from you to help propagate and spread their delicious meat throughout the world, and selling them off to territories that have struggles with food could certainly be helpful.

The First Law [100 TP]
In Braavos, slavery and anything similar are well and truly outlawed, and they keep to it very well. Like them, your territory outlaws any and all forms of slavery, with any attempts to do so being quickly and sharply dealt with. As a helpful bonus, slaves of all kinds invariably wind up in your territory, and they're all willing to lend a hand to their home. This additionally gives you a great relationship with Braavos.

Home of the Gods [100 TP]
There are many gods in this world, and due to extenuating circumstances, they won't leave you alone. As a result, your territory has a number of spaces where gods may be worshipped, including a godswood, a sept, and small temples dedicated to other gods. If you pray to these statues, you'll find that they give you a modicum of assistance.

Culture Center [100 TP]
Talk about being a person of culture. Your territory has all sorts of cultural gifts, be it art, music, glassworking, sewing, dyes, and more.

Grand Mines [200 TP]
Maybe you've got the mountain of Casterly Rock, or perhaps the underground veins of Castamere. However they appear, you've got a seemingly inexhaustible source of wealth in the form of gold and silver. Strangely, no matter how much you pull out, it never seems to run out, nor does overmining cause instability as it should.

The Grand City [200 TP]
Similar to Oldtown, King's Landing, Lannisport, or White Harbor, you have a grand city in Westeros. It is densely populated, clean-smelling, and full of folks who work together to make the best sort of city possible. If you have a territory by the water, it will be an extremely powerful port city.

Lands of the Eternal Spring [300 TP]
Now this is magical. The territory you govern is obscenely fertile, the type that makes granaries overflow and causes even winter to be a minor inconvenience. And by that, I'm referring to your allies, because your territory is just largely immune to unpleasant temperature shifts, so the temperatures are always either brisk or warm, whichever you prefer. Things such as vermin and pests don't seem to appear here either, and if they do, they are away from anything important. Blights and droughts do not affect it either.

Legendary Keep [300 TP]
It seems as though Bran the Builder decided he had one more in him. You now have a seat of power comparable in splendor to that of Storm's End, Winterfell, or the High Tower. Never decaying with time, it has protective runes that can defend from magic and most forms of damage this world has.

Jumper Bank [300 TP]
How do banks work in this world? Dunno, and neither does Martin. Point is, you now have access to a bank with power comparable to the Iron Bank. It will have a great amount of success, and if your clients *don't* pay up, they'll find themselves in very unpleasant positions, and either they or their successors will pay you with interest. Optionally, you can have your bank protected from the potential machinations of the Iron Bank. You can refuse this if you want to fight them, though. I'm not your boss.

The Secret City [300 TP]
Like a city, but underground! More specifically, you have control of a large and wealthy city, with only 10% of it being on the surface. The remaining 90% of it is underground, where all sorts of strange and frightening arts and practices are performed. If combined with **The Great City**, the surface stays the same, but it develops an underground that is 8x larger than the surface. This will not cause any sort of ground instability.

Setting Adaptation [300 TP]
As useful as this territory might be here, the scope of it is not universally applicable. Maybe the setting is really small, and this is overkill, or maybe the setting is galactic, and it's painfully small. This now ensures that your territory scales all of its features to whatever setting you are currently in, matching its scale and equivalents.

Companions

Import/Create Companion

For every **50 KP**, you may either create or bring along any companion you want, with them getting **+600 KP**. For **200 KP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 KP** to spend.

Recruitment Drive [100 KP]

If you can convince them, you are able to recruit any canon characters that you want.

Red-Headed Sister [Free]



You've certainly got the strangest family circumstances, to be sure. This woman, Mara, is your sister. Specifically, she's your elder sister, and previously the sole child and heir of her family, groomed to be the heir. That changed when you showed up, in a very strange case of them adopting a random child for an unclear reason. Despite that, the two of you got along well, with you treating her as a reliable sister, and her treating you as her very strange, sometimes very exasperating sibling.

Mara does not have any direct powers, but she is very good at administration and politics, expertly knowing how to play the game and use geniuses and fools alike in the Game. If you intend to become a Lord, I can think of few direct allies.

The Outlaw Knight [Free]



Outlaw. Bandit. Brigand. Highwayman. However you call it, Mors here certainly fits. Mors of the Wolfswood was a talented swordsman from the Wolfswood, born to a family of smallfolk. However, he chose to become a bandit, and his pillaging of the roads of the North became somewhat infamous. His skill with a sword is also very good, so good that some viewed him as a knight. He would ultimately be defeated by a noble family's forces, however, and was set to be hanged. However, certain circumstances would compel him to work under Mara, and therefore, you.

Mors is certainly a gruff sort of person and definitely has some issues with his current situation. Despite that, he does consider his current position as the best one he could have, as he has good pay, a place to rest, and people with whom he can get along. Mors is a loyal man and one of the greatest knights in Westeros.

The Lady Knight & Blue Girl [Free]



What a strange pair of folks indeed. Karolyn Yronwood is the younger sister of one Anders Yronwood, though the two were hardly the friendliest towards one another, and their frequent arguments likely shaped Anders' bias toward women leading. Regardless of that, Karolyn is an adventurous lady of war, friendly with all sorts, including Oberyn Martell.

It was this connection to Oberyn that resulted in a certain encounter with pirates, where she came across sweet Lysara, a beautiful girl from the Free City of Lys, who was a bed slave. Karolyn was infatuated with the girl and brought her along with her. Since then, the two have become close. Karolyn has, on several occasions, offered to find Lysara a place where she can work and live independently, but she has always rejected it, saying that she believes it is fate that she has found Karolyn and wants to stay with her.

Lysara, though she does not realize it, is someone of great significance.

You would meet the two of them by chance, and they would become quite enamored with you. Karolyn is a warrior gifted with the sword and spear - and while Anders and she rarely see eye to eye, the man will still assist her. As for Lysara, in addition to being *really* good at sex, she is actually excellent with magic and can pick up on it rather quickly. Additionally, she has a…***dangerous*** ability to absorb creatures into herself to summon at will, and drain the powers of others.

The Lyseni Noblewoman [Free]



Vaella Sargasso is a woman who is a rather perfect example of wealth not equalling happiness. She is the third daughter of House Sargasso, a wealthy family that dominated the business of buying and breeding pleasure slaves. Small problem, however - she realized that made the rookie mistake of falling for her slaves. More specifically, she befriended Lysara, and when she learned that Lysara was to be a pleasure slave, her attempts to free her were rejected by her parents. This became even worse when Lysara was captured by pirates, and she never got to even try to purchase the girl's freedom. The apparent loss of Lysara made Vaella realize that slaves were people with their own aspirations and dreams,

and not only was she powerless to do anything about it, but she couldn't stop her family from helping spearhead it.

Vaella, though she does not know it, is someone of great significance in the same vein as Lysara. Their mutual suffering is not a coincidence.

While travelling to Lys, you would come across Vaella, and she was overjoyed to learn that Karolyn had saved Lysara. After some hijinks, Lysara wound up taking some control from her family and ensuring that Lysara herself would never be threatened again. The lady was also unusually fond of you as well. Vaella is a clever girl with incredible political acumen, able to acclimate to any situation in an instant. Furthermore, she has become one of the most powerful noblewomen of the Free Cities and has no issues exercising that power in secret.

The Mad Maid [Free]

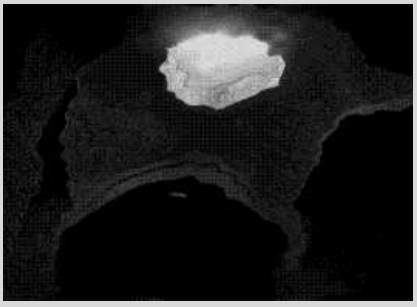


What a woman this lady is. I'd like you to meet Malora Hightower, the eldest daughter of Lord Leyton Hightower. She is a little bit strange, much like her oddball of a father. Her moniker of "Mad Maid" is, beyond a potshot at her not being married at her age, largely based on the fact that she's rather fixated on mysticism and the esoteric nature of the world. Leyton himself indulges his daughter, which certainly says something about his priorities.

Malora is a woman whose history stretches back further than one might imagine, and though young in life, is an ancient soul fixated on a distant past.

You would meet Malora at a certain tourney in the Reach, and the two of you hit it off remarkably well, what with you two having some esoteric fuckery going on with your hobbies. Leyton himself was all for it (honestly, a great father), and now, perhaps the Mad Maid won't be so mad.

The Demonic Mastermind [Free]



This fellow here is quite possibly one of the most dangerous beings that exists. In the ancient past, when the irrevocable poison was brought upon sapient life, this grand demon, Aleppe, was among the first to be born, and among the great propagators of demonkind. They are a Demon Lord recorded across many cultures as a force of evil, with some calling them the Devil and Origin of Evil. This is, of course,

mostly nonsense - though the threat level of Aleppe is not to be understated.

Aleppe is a strange demon, to be certain. They are a tempter of hearts, while also being tempted by secrets and new things. Furthermore, unlike most of their kind, they are androgynous and will become a man or woman as they please.

How Aleppe came under your authority is certainly a weird one. But the end result is that they happen to serve you, and find you…interesting? They believe you to be the secret of understanding the universe and beyond - which you certainly can do. Aleppe is a currently bodiless demon that is bound to your soul - and while this does dramatically weaken Aleppe from their full strength, they are still very powerful, with the ability to pull on and manipulate the greedy and desperate. Aleppe is also a brilliant being in general, with considerable knowledge of culture, history, the sciences, and the higher mysteries. Should you create a physical body for them, it will greatly improve their capabilities.

Drawbacks

Here For the Plot [+0 KP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Supplement Mode [+0 KP]
You may choose to have this mode either supplement any other jumpdoc, or have it supplemented by any other doc that you please.

Different Tastes [+0 KP]
Maybe you have somewhere else you'd rather be. This lets you go to any other *A Song of Ice and Fire* or *Game of Thrones* setting, whether it be canon or a fanfic.

Prolonged Stay [+100 KP]
Stay a while longer, why don't you? For an extra **+100 KP**, you stay in this Jump for an extra five years. You may take this as many times as you want.

Shit Somewhere Else [+100 KP]
Look, Westerosi hygiene isn't exactly modern, alright? Though maybe this is a bit much. You may notice that some people are just unhygienic, pissing or shitting in places they probably shouldn't, and there are fewer privies than there honestly should be. Seriously, I strongly recommend figuring out bathhouses.

The Zoro Special [+100 KP]
Your sense of direction is hot ass, and unless you have a map or a minder, you will likely get somewhat lost or sidetracked if the place is unfamiliar. Please follow the paths, please.

I Am Arriving Soon. Do Not Bathe [+100 KP]
You've got at least one…*weird* fetish that you would not normally have. It doesn't have to be something grotesque, but it does have to be a little odd.

Hey There Westeros, It's Ya Boi [+100 KP]
You talk in a particularly odd fashion, compared to most, causing others to find it somewhat strange to talk to you.

Have You Considered Giving Up and Drinking? [+100 KP]
You have something of an alcohol problem, and perhaps have a degree of melancholy. It's possible to get over this, but you'll need a support group.

Lustful Whoremonger [+100 KP]
You are extraordinarily horny and will try to have sex with pretty much everyone who shows even the slightest hint of affection towards you.

Fuck Your Boomstick [+100 KP]
Due to the modifications of the laws of reality (no context for you), firearms do not work unless they are very primitive versions of themselves. Any firearm-based weapons you have will either be converted into something that adheres to this rule, or not work at all - the choice is yours.

Please Forgive Me [+100 KP]
You've got something of a pacifistic nature, and prefer not fighting if at all possible. This doesn't stop you from being able to fight when needed, but you may feel distressed about it if you have to kill them.

I Will Not Hold Off [+200 KP]
You know how some people get excited in the middle of a battle? Well, you get ***really*** excited in battle, and gain a near-uncontrollable urge to fight, and it becomes nigh-uncontrollable the longer the battle goes on, to the point where you might want to fight after the fight.

If you have **Please Forgive Me**, the reason for your preferring not to fight is that you are aware you will lose control of yourself in battle.

I Will Lock on Love [+200 KP]
You have a…*small* tendency to get very attached to people. If you fall for someone, you fall for them *hard*, and find it very difficult to focus on anything but that person if you do not have a way to have sustained contact with them. Yes, this can happen with multiple people.

What's West of Westeros? [+200 KP]
You have an incredibly strong sense of wanderlust, and if nothing is stopping you from doing so, you are the sort to explore the world around you, and even beyond.

The Matter of Bastardy [+200 KP]
You are very clearly a bastard by Westerosi standards, and even if you look exactly like your alleged parents, people can clock it immediately. To get rid of this stigma, you'd have to be legitimized.

Winning Streak [+200 KP]
You find yourself to be a remarkably competitive person, and find yourself despondent if you lose any match of moderate significance.

The Man Without Fear [+200 KP]
You are not afraid of anything. At all. Seriously, what in the world is wrong with you? While you can care for the safety of others, you are overconfident in your own abilities unless you have definitive proof that you cannot harm your opponent meaningfully.

Stupid Little Bitch [+200 KP]
You are…well, *stupid* might not necessarily be the right word. It might be more accurate to say that you can come to some truly bizarre conclusions that either make no sense or only make sense from the mind of someone with a different brand of common sense.

The Broken [+200 KP]
You have some sort of disability that hinders your standard abilities. This can be something like clubfoot, gout, or blindness. You may choose this for as many times as you think you can handle.

The Small [+200 KP]
You are a dwarf, which significantly hampers your movement and also takes your charm down several notches in Westeros.

We Call Him Heartless [+200 KP]
Not like that guy, but instead for a different reason. Your facial expressions are remarkably blank. You can absolutely feel and experience emotion, but they are unlikely to appear on your face. This doesn't necessarily impede any charisma you might have (in fact, the extreme stoicism might be useful for that in certain cases), but it does mean certain emotional or romantic encounters you have will be strained if they don't understand this about you.

Courtly Foes [+200 KP]
It seems that you've got some rivals who are against you, whether or not you are actually someone whom they should actually fear. It will be difficult, but you can get rid of them, either by taking measures into your own hands or having your liege lord deal with it.

An Age of Wonder and Terror [+400 KP]
Welcome, good buddy, to the second age of heroes! And no, I'm not talking about the baby stuff from the current time. No, I'm referring to the mad heroics from thousands of years

ago, when Garth's kids were running around. That and arguably more will be coming back, on the side of good and bad.

I Wish You Good Fortune in the Wars to Come [+400 KP]
An honest warmonger is absolutely going to make a living. You'll find that all sorts of violent wars are liable to break out beyond the ones that already happen in canon. Maybe the Disputed Lands are gonna explode finally. The Brackens and Blackwoods might well end each other. Perhaps Pentos wants a round two against Braavos. Hell, maybe Braavos wants to well and truly make sure the Free Cities are free of slaves. It's going to be very chaotic.

The Star of the Show [+400/+600 KP]
Sorry, dude, you *are* the big guy in charge, as a Jumper ought to be. You find yourself at the center of any and all plots and schemes of any considerable significance in the world. You *will* find yourself going places that wind up bringing you into these situations, even if you try to avoid them.

For **+400 KP**, this drags you into them, but it doesn't mean you have to do much. For **+600 KP**, your preferred side *will* lose and will lose ***hard*** if you or one of your direct enforcers/allies doesn't assist.

Perk Lockout [+600 KP]
Any perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 KP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 KP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Step Into the Grand Tour [+800 KP]
This world, if you might not have known, is a hellscape that gets worse and worse the further away you go from Westeros and Essos. Okay, that might be a little exaggerated, but it's pretty clear there are more Lovecraft references than not in the Further East, and arguably in the south. For one reason or another, you will be compelled to go about a Grand Tour of the world beyond, travelling to all named locations in Essos and Sothoryos. It will be full of wonders and terrors, with threats that will indeed pose you some troubles.

Astral Travelogue (WIP)

…Jumper, might I ask for a favor from you? This world, and all of its people. I greatly care for them. And though I perhaps don't require your aid specifically, I would reward you for it. I ask that you live a life here, to be born amongst the people, and to save them from disaster.

[THE REMAINDER OF THIS OPENING REQUIRES ME TO ACTUALLY COMPLETE THE SCENARIOS]

Book 1: A Story of Youth

Scenario #001: The Heir of Hallowhill

260 Years After Aegon's Conquest



Context

The story, you were told, began shortly when your dearest father had returned from the war against the Band of Nine. Your father, Lord Balthasar Wyrmwood, Baron of Hallowhill, had at last come home after seven months of fighting. The man enjoyed the opportunity to gain glory, but the war made him homesick, and so he was grateful to be home.

The strangeness began when he reunited with his wife, the beautiful Raya. She was carrying a babe - you, of course. Your father was confused for a time. Had he and his wife had a child? That wasn't really possible, considering she showed no signs of being pregnant before you left. What's more, even if she had an affair while he was away, he both doubted she wouldn't drink moon tea long beforehand, and the child was far too healthy for such a premature birth.

*The answer was more confusing than expected. Apparently, the babe was actually discovered in the tunnels. Hallowhill was often jokingly called "the hollowhill" due to the enormous amount of tunnels within it, dating back to possibly the Dawn Age. A servant heard the crying of a child from one of the tunnels, and discovered the child, naked as the day they were born, and they quite possibly **were** newly born. That was damn near impossible, because nobody in the castle was pregnant, and not only is giving birth in a tunnel extraordinarily dangerous, but there was no way that could have happened without some sort of alert. You were, for all intents and purposes, a very mysterious babe.*

The servant planned to adopt you, but it took one look at you from Raya to claim you as her own. She didn't know why, but it felt right. You were apparently quite a happy baby, smiling a lot and liking to pull and grasp. Balthasar found that almost absurd, but Raya asked him to hold the babe. In an instant, he gasped at your lovely eyes, and smiling face.

*Within a month, you were officially adopted. You were a **Wyrmwood**.*

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264 Years After Aegon's Conquest

It's been nearly four years since the strange circumstances of your birth, and adoption into House Wyrmwood. In the eyes of gods and men, you were their son, and second child.

It was, as your three (nearly four!) namedays-old self understood, a most odd thing to most noble families. Some nobles had wards from other families, but they were rarely if ever truly family in a legal sense. But House Wyrmwood was special. Their name stretched to the Dawn Age, but there were many different families who held the title. Hallowhill was apparently something special to the Northern Kings of the past, and a Wyrmwood was to always be present, even if the family changed. You didn't really "get" most of that though, only understanding that the Wyrmwoods were special, and adopting for them wasn't an issue.

The only issue, as it were, was that you were quite possibly going to be the heir of Hallowhill. You weren't sure if you liked that, because your sister, Mara Wyrmwood, was your parents' only child beforehand. Apparently, boys were supposed to inherit in Westeros, so one son was usually expected. But that wasn't really possible for your mother anymore - something about Mara's birth leaving her barren. For Balthasar, such a thing wasn't a problem, so they raised as their heir for ten years…and then you showed up. Officially, Mara was still your heir, but you heard from sneaking around (your mother scolded you for that, but you continued doing so) that nobles thought it obvious that you'd apparently be the new heir.

You thought that was silly: your big sister was three-and-ten, and really really smart. She was the smartest and cleverest girl in the world (or at least you are pretty sure she is), so why would you replace her? The news might have gotten to Mara, who was sulking and almost standoffish with you. You were sad because you loved your big sister, and wanted her to be happy.

Her nameday was soon, and you wanted her to be happy. To that end, you asked Mors to help you. Good ol' Mors was apparently something called a highwayman in the past, which was bad. But now, he works for your family. He's very strong as well. So you asked him to help you get her a crown of flowers. He was reluctant to do so, but agreed.

Your mission is simple: get a bunch of special flowers to give to Mara. All sorts of strange and unique flowers oddly grew around Hallowhill, which were perfect for a crown. Mors thought you might need twelve of them - so get to it!

Reward: +100 KP
Around your home, you found all sorts of neat flora. Gildgrass, meltryllis, blueheart and so many more. Bringing them to one of the servants, Miss Wynafryd, she created the most beautiful crown you had ever seen. It was even better than what you expected, just in time

for the day that she would turn four-and-ten. You were very happy, and also scared. What if she didn't accept it? The thought made you cry, your tears falling to the ground below.

If you want your sister's forgiveness, then you should give her some of your own.

The mysterious voice snapped you to reality. Or, you think it was a voice. There was nobody around you that could have spoken. You also weren't near the Godswood either, so you don't think it was the gods. Was it the wind?

Whatever the answer was, it stopped being important to you, as beautiful kaleidoscopic flowers seem to have appeared from the ground. You'd never seen them before around your home. You were even sure what their name could be, so you came up with your own: *anteikspinö* - Apology

You blinked. You have no idea where you got that weird word from, nor why you know what it means. Whatever the case was, you scooped out the plants, put them in a vase, and the next day, you gave it and the crown of flowers to Mara. The look on her eyes was one that filled you with joy, as she gave you a great big hug.

From that day forward, the two of you never fought each other.

Reward - Anteikspinö Flower Bed (Item): This is a special bed of flowers that was made from the same area that your tears landed on. Your family doubted that they *actually* spontaneously formed from your tears, but there was no doubt that the strange kaleidoscopic flowers grew there. Upon giving one of these flowers to someone, past grievances can be washed away. It's highly unlikely to work if you are at war or diametrically against someone, but if you are just butting heads or having a minor grievance, this can wash it over.

Scenario #002: The Starry Night

265 Years After Aegon's Conquest



Context

As of a few days ago, you had turned five namedays old. Five! It was great, you'd live forever…probably! But you were not quite *prepared* for the changes that would occur. Not changes with your body of course (at least you think so), but something else.

Every so often, in the dead of night, you heard a strange sound. It was almost like a shimmer, and it radiated from the tunnels of House Wyrmwood. It hadn't happened every single night since you turned five without fail, so long as you were near a tunnel. The fact it was only by the tunnels and was so consistent made you reasonably certain you weren't going mad. That was good, because your family's maester, Clement, corroborated you not going mad, but unfortunately not hearing anything from the tunnels. According to Clement, you might just have an active imagination, and your young ears can simply hear things better. There's nothing especially strange going on, at least according to him.

You were certain that, if you followed the tunnels, you would be able to find the exact source of the shimmer. However, your parents forbade it. Those tunnels apparently went very deep, and there's a possibility that they converge at different points, so you could get lost. Mors was there to make sure you didn't go down further than was safe. It wasn't fair, in your eyes. You were five, a real big kid! You could handle yourself, you were sure! But everyone thought you were just a child.

To that end, while in the tunnels, and just as Mors was slightly away, you dashed into the tunnels to race down, the shimmering noise growing stronger, proving to you that it was real. Unfortunately, Mors realized you had run off quite quickly, and had gone down in search of you. If he caught you, you can be sure that your chances of ever being able to reach it will be slim. As a result, your mission is to reach the shimmering noise, and not be caught by Mors.

Reward: +100 KP

"Phew. I made it."

You had no doubt that Mors would be here soon (he was a very good tracker), but that didn't matter. In a corner of the tunnels that realistically shouldn't have existed, you had found a secret room. It was extremely bright, yet

you saw no lights. Though come to think of it, who would even have lights down here? No, the source of the light, and likely the source of the shimmering was…a skull. You were actually flabbergasted by that fact. Beyond the fact that skulls don't usually glow, this wasn't even a human skull - it was big enough for your body to comfortably fit in, and be swallowed whole. It looked serpentine as well, with the bones being jet-black.

Dragonbones. It's a dragon's head…!

"That wasn't possible" would have gone through your head if you were perhaps older. There is not a chance that any Targaryen dragonlord would have missed the head of such a large dragon, nor would it be with the Wyrmwoods of all people. The only other explanation was even more implausible, that it was a relic from the Dawn Age. They did say that Hallowhill was apparently the roost of some old dragon king in the past. But could dragon bones truly last 10000 years like this?

Touch it. You must touch it.

There was that voice again, the one from just before the flowers appeared. Was it really the wind? You truly didn't know. Despite that, the glowing of the skull was almost hypnotic, as you gingerly placed your hand on it.

---!!!

At that exact moment, a shrill noise was heard as something was entering your brain. Something *strong* felt like it was burrowing into your mind and soul. It wasn't killing you, and it might even be strengthening you, but it felt like the equivalent of someone overfilling a jar and sealing the lid - and the jar was your body.

AHHH!

"Boy!"

The last thing you heard was the voice of Mors, who was racing to you as you began to collapse

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"Dammit, you stupid boy. Please, just hold on for a bit longer!"

Mors, a highwayman from Wolfswood who had by chance been spared, found his job at Hallowhill to be a fairly straightforward one, and one he had grown to enjoy. What started out as a simple option to avoid the headsman's axe or the Watch had changed. He…*cared* about the Wyrmwood children. While few in the castle trusted him fully, Mara acknowledged him as a criminal, and also as one who never killed anybody because he'd never needed to. And little Beren here had thought nothing of it at all even to a child that certainly didn't have a full understanding of right and wrong viewed him like a knight.

Though not a knight in any sense of the word, Mors wanted to save him. The fact there was a fucking dragon skull underneath Hallowhill in a section of the tunnel that couldn't fit a dragon in there of that size in the first place was largely irrelevant to him. When Mors caught Beren before he fell, his body began heating up. Was it a fever? He didn't know, but he was reasonably certain they shouldn't get this hot. His body was starting to sting to hold. But despite the unpleasant sensation, he at last made it out of the cavern, to the sky growing dark and--!

"By the gods…?!"

Mors could fathom what he was seeing. It was…a meteor shower. It was as though some great rift had opened in the skies, and a thousand thousand stars began to rain down everywhere. They *were* going everywhere. Mors could see them travelling far and wide. Mors had never seen something like it before, though Clement told him of them.

It didn't matter much to Mors however, as he ran to the castle, and yelled out that the young Lord Beren was gravely ill.

Awaken, child. You have to awaken.

Reward - The Rain of Stars (Narrative Perk): Mors would not realize it, but this meteor shower announced a very great change in the world, with old powers from the distant past rising up once more. Now, before a jump begins, you may decide to activate this perk, and by doing so, a great meteor shower will occur, and beget the revival of ancient powers and mystic rites.

Narrative Perks are various perks that influence the nature of the setting

Scenario #003: The Throne of the Soul

Shortly after touching the skull….



Context

The first thing you noticed was that you were falling from the sky.

As you screamed in terror, you looked down into the world below. It looks like a landscape stretching for eternity…drowned in a colossal deluge that flooded the land. Your ability to see the endless world was immediately excised by way of the colorless deep fog that appeared. At that, you fell into the floodwaters below.

In short order, you felt something was fundamentally *wrong* about the water. It didn't feel like water at all, whether hot or cold. You were sure what it felt like. But it threatened to crush your lungs all the same, so you hastily made it up. Once you did, you coughed and struggled to breath, looking for anywhere to go. But what was there in the endless sea?

<<If you can hear me, my other self. You must go to the center, and reach the dais. Hurry, and spur yourself on, lest you drown.>>

Maybe you were going mad, because this voice is very different from the other. And a lot more solid, all things considered. This one was that of a woman, imperious like a true lady. Go to the center? You were about to complain that you didn't know where the center even was, before you actually saw it. While much of the world was shrouded by the fog, a single pathway wasn't - and in that direction was some sort of island. It was a small one, but considering the alternative was drowning in this not-water, you were off.

Your mission is to escape this water by reaching the island. The fact you may or may not be able to swim is irrelevant, as it is based on conviction alone.

Reward: +100 KP

After what felt like ages, you had reached the island, pulling your body to dry land. The first thing you noticed was that this wasn't nice dirt, but some beautiful pure white stone. Despite that, it didn't hurt to lay your head on for a brief moment. Once you had calmed down enough, you picked yourself up, and travelled further to the center of this mysterious place. When, at last you had reached it…

"Finally. You have kept me waiting long enough, Aldebaran."

Who in the world was this strange girl? She was wearing the most ostentatious outfit ever, like the ones you heard that some in the southron kingdoms or Essos wear. What's more, her ears and strange hair gave away that she was something different than you. She was also as proud as you expected, sitting atop a strange throne on this island.



What…are you?

"Is it not obvious, Aldebaran? Well, that is to be expected after all, considering you are so young. I am your other half. The half that rules this inner world of your soul."

Her explanation of that made no sense to you. And her detailing was confusing. She explained things to you in the simplest possible way. This world that you were in was apparently your soul. Your own. According to her, souls are not usually so large as to create inner worlds, but yours did. Then you touched that skull, and for whatever reason, this world was flooded with yilaster, some sort of "prime essence". It flooded your soul, which has turned into this endless ocean.

"It will restructure itself--I mean, it will turn into new lands, and this fog will dissipate as we uncover the mystery of that skull, and awaken into ourselves, Aldebaran."

That name and her explanation of herself didn't make things clearer. Her name was Anima - or at least that's what she thinks it is. She actually can't remember it, despite knowing she has one. According to Anima herself, she is your "other half", the deepest part of your true self, whatever that is. When you tell her your name is Beren, not Aldebaran, she states that is wrong. Your name *is* Aldebaran. She knows that because "Beren" helped her remember. You found the incorrect naming somewhat annoying, but strangely you had come to accept it from her.

She sits up from the throne, and states that it's time for you to return to the material world. Your family is very worried for you. Your body was adjusting to the flood of yilaster, which likely looks unpleasant. She bids farewell, and states she'll talk to you later.

When you had awoken in your real world, your family embraced you immediately, with scolding and affection towards you in equal measure. They mention that your body had become like some sort of hot coal, and when you were put in water, you boiled it from the heat. Not to mention the matter of the meteor shower. And what was that about a glowing skull? You would not be let off the hook so easily, unfortunately.

Reward - Inner Soul (Personal Location): If the fact that you were apparently literally hot as hell didn't clue you in to the fact that the events here happened, the fact you can go to this inner world of yours as much as you want should make it obvious. Although only the small island exists, the space itself is timeless, and you can be within it as much as you desire, with no time passing by in the real world. Also here is…

Reward - Anima, Inner Self (Companion): …Anima, of course. She was absolutely strange to you, but there was no doubt that she was on your side, and knew everything you knew and more. Specifically, she seemed to have an abstract understanding of the world's underlying rules, such as mathematics and sciences. Granted though, anything too specific and she's not the most helpful. Anima can be brash and rude, but there is nobody who will understand you better.

Scenario #004: Gods, Old & New

266 Years After Aegon's Conquest



Context

It's been several months since the incident in the caves. Needless to say, explaining that to everyone was extraordinarily difficult, and especially when it all sounded bizarre even for you. But still, you persisted, and your family was…surprisingly understanding. Or rather, they seemed to have little choice but to be.

Clement, ever the reliable old maester, was usually the first one to denounce magic, having been taught to rely only on the explainable. However, that didn't really help. The fact that you heard shimmering, and in fact found a dragon skull (which Mors corroborated, and even took them to see it) was not something that could be so easily understood. What's more, that fever you felt should have cooked you alive, as it did in the nightmarish circumstances of princess Aerea more than two centuries ago. And while the fact that you have an inner world within you was completely unprovable, the fact you could "close your eyes" and then answer mathematical and scientific questions you shouldn't know gave credence to Anima. All of *that* was further reinforced by the fact that the rain of stars, which coincidentally started right as you fell unconscious (Mors was hyper-aware of how much time passed in that moment), heralded something strange, as all over Westeros, there were a number of odd reports and tales going around Westeros.

"I fear that old powers are waking. Those shadows are stirring. I don't know, my Lord. I just don't know." ~ the words of Clement were terrifying to you, as you thought he knew everything.

For the moment, you were not permitted to travel in the caves again (which admittedly wasn't too important, as the shimmering ceased), but ultimately didn't get in trouble for the incident. They suspected that swimming in an endless deluge was enough of a punishment. However, you were not permitted to tell any of this to anyone without permission. It was very serious, even having you swear an oath not to do so. And so for these past few months, things were normal, or at least you could pretend it was.

But recently, things were a little odd at Hallowhill's Sept. The Faith of the Seven was, as you knew, not the most popular religion in the North - up here, people worship the Old Gods. You yourself did as well. Apparently though, it gained some popularity when the Manderlys arrived from the south and swore fealty to the Starks. As a result, septs popped up all around. However, those septs largely faded over the many years, until most were

entirely empty, vacant, and eventually torn down. Save for the Whitehalls, it never really stuck. Hallowhill might well be one of the few septs here that remain, and even it has seen fewer and fewer visitors.

While out travelling in Whitehall with Mors, you spotted Septa Ravella, looking deeply melancholic. Immediately, you rushed to ask her what was wrong. She was a nice woman from the few times you met her, and you'd even let her read to you. She didn't want to bother you, but could not put up a meaningful front against you, so she had to acquiesce. Ravella admitted to you that she had felt…distant from the Gods as of late. Why had she been sent here, to a land where God (apparently the Seven were all one god, as you remembered from her explanation) was not worshipped. What's more, the matter with that rain of stars was a further nail in the coffin - she sincerely doubted it was the work of the Seven, despite her best wishes. Where was the proof of the Seven's work in the world? Where was it?

<<What a ridiculous woman. Aldebaran, I can see the look in your eyes. You wish to help her, yes? Then let us do so.>>

Wait, what?

Yeah, according to Anima, it was actually fairly straightforward to scientifically measure the power of faith and the divine. All you needed was some ink, paper, holy candles and oil, and places where a fire can burn unimpeded. According to her, "Faith" and "the Divine" were inextricably linked, so while it was very difficult for provable interactions, it can be measured empirically based on the world itself.

Your mission is remarkably straightforward. With Mors (who has to watch you anyway) and Ravella (who had nothing better to do and nothing more to lose), you would take holy candles, and burn their oils. This will be done multiple times in several locations - the sept, the Godswood, and various non-holy spaces. You'll all measure how long they burn and, so long as they are unimpeded, the difference will be clear.

Reward: +100 KP
"I…I don't believe it. It really was true…!"

Ravella was overjoyed by what you had learned. Sure enough, as Anima had told, there was a difference in how long they burned. There was a significant difference in fact. At the non-holy locations, the fire burned the shortest times consistently, which was the baseline. After that, they took it to the Godswood, where it burned consistently longer than at the

random spots. Notably, it burned only twice as long when Ravella did it, and over seven times longer when you did.

The sept was the most important part of this. When Mors lit the candle, it lasted three times as long as the baseline. When Ravella did it, it burned for seven times as long as the baseline. When you did it, it burned for five times as long, and the tint was…golden. Not like a regular fire, but something resembling gold and white. It burned in a clearly unnatural way.

At that, your experiment was over and a success, with Ravella wholly bringing you into a hug that would have started suffocating you if Mors didn't end it. She blushed in embarrassment, but you could tell her faith was renewed. That was, you could say, a very successful day.

Reward - Septa Ravella (Companion): When you returned home, you father, mother, and sister all had an aneurysm at what you told them, and the explanation of events was absolutely insane. Father was already struggling with keeping this a secret, and you empirically showing some evidence of the divine was unprecedented. But he could compartmentalize that, and leave it to Clement. He called Ravella to your meetings, and brought her in on the matter. She swears upon the gods that she shall not tell a soul unless allowed, and that she wishes to assist you with your religious education. Ravella is a handful, but in a way that you'll find out about when you're older. In the meantime, she is a dutiful and holy sister of the cloth, and after the experiment, is growing to want to learn more about all gods that exist.

Scenario #005: The Beast of Hallowhill

266 AC, Several months after the experiment with Ravella



Context

Haven't you heard, there's a monster in the woods!

Ever since the rain of stars that occurred, there are growing stories all over Westeros about strange acts of mysticism from witches, old relics from the dawn of days, and supernatural creatures. The maesters thought it all snarks and grumkins, but considering all that was happening with you, perhaps it wasn't.

Near Hallowhill, even more stories had been growing amongst the smallfolk. There were reports of some sort of "bear" in the forest. This bear, as it were, was much larger than any bear out to be, twice the size of a regular one, with arms as thick as tree trunks. It mauled practically everything in sight, though it seemed to be lacking in endurance, as it collapses if it cannot catch its prey quick enough. Though initially dismissed as an old wives' tale, there were far too many reports of it and gruesomely killed animals to be ignored. Your father had stated that he plans to lead a force to kill it, and you must be safe.

Naturally, Anima wanted to see the creature. She states that she has an idea for what it could be, but needs to see it at least once, and the tells will be quite clear. She also tells you *not* to tell anyone, because she knows that the second you ask, you'll be locked up in your room tightly. So your mission now is to go to the woods discretely, and try to observe the creature.

Reward: +100 KP

<<Didn't I say it would be simple, Aldebaran?>>

That wasn't simple, Anima!

You were in your inner world with your ostentatious other half. It took some time and several attempts (you had to go back and forth to not rouse suspicion), but you eventually found the Beast of Hallowhill. It was exactly as the stories said, except its chest, claws, and mouth were glowing, with some glowing substance coming out like drool. Its eyes were glowing as well, but there was nothing behind the eyes. Well, mostly nothing behind the eyes, because against Anima's suggestion, you tried to go back unseen via the bushes, which tripped the beast off immediately, and caused it to go berserk and charge you. Just as it did…

…it was no more. You were covered in almost golden blood that was uncomfortably warm. The blood was from the bear, whose body had several dent marks indicating that it was punched with some immense force. What's worse, it's spine was ripped out, and it was by your side.

<<I flipped our positions for a short moment. I can fight in your place if need be. I can't do it a lot, however. Besides, this is more important.>>

Anima explained to you that the bear suffered from a materiaflood. Should a soul experience what you did before, except fully drown from yilaster, their souls practically explode, forcing the body into a twisted form that is ravenous and destructive. That can only happen in places where ether is rather dense. According to her however, that shouldn't be possible. For something like a materiaflood to happen, there need be several things - one of the biggest being an atmosphere dense with ether. The sort that was from the ancient days where wizards slung around magic like candy. Further proof that the world was changing greatly.

Umm, Anima? How come the spine is here?

<<--!>>

Indeed, the spine from the flooded bear was with you two in your Inner World. She had you leave for a second and come back. It is the very same spine, as it's no longer outside. With another test, you verify that you can come back and forth with the spine, and it can occur with anything you pick up. Your Inner World was strengthening itself. Also, realizing it would be a problem, Anima has you bring the bear inside the world as well, in addition to having you leave the "blood" (it's actually just tainted yilaster) as well. You safely return home, this time without your parents being aware of your shenanigans..,for now, at least.

Reward - Inventory (Territory Upgrade): The fog of your Inner World has cleared just a little, revealing a well that looks like it is holding the sea of stars. This "space" allows you to store damn near everything you have, so long as it can fit in the well. The well itself has endless depth, and you can pull anything you want out of it at will. Though functionally instant at all times, you can actually save yourself some personal time through training enough to just pull it from your Inner World without needing to travel within.

Scenario #006: The Baronet's Plot

267 Years After Aegon's Conquest



Context

Look at you! You're now six (soon to be seven!) namedays old! Aren't you great?

Of course, that does mean that it's been almost two years since the matter of the skull, and though things have been decently lowkey, that doesn't mean it's been a perfect veil. In fact, both in and out of Hallowhill, tales of oddness about the place have been rampant, and they've popped up since then. Admittedly though, this is definitely your fault, and your father is unfortunately not able to quell these ideas fast enough. This has ultimately led to a summons from Lord Rickard Stark, Lord Paramount of the North. Big Sis Mara and mother would stay, while you, father, and Mors travelled to Winterfell.

Along the way, we stopped at the holding of Tusk Keep. House Tusk was a family of baronets (landed knights) sworn to House Wyrmwood. Their current head, Donnel Tusk, welcomed you all gratefully, and set up quite the feast. It was during this feast that you met Ser Gareth Tusk, Donnel's son of six-and-ten namedays that was fostered by some house in the south, and was officially knighted. He was every bit as tall and strong as stories make them out to be, and he was very nice to you.

It was why, that very night, while you were walking about with Mors, it was odd to see Gareth running about. When you and Mors confronted him, it took only a stern look from you to get him to spill his guts. Namely that he wanted to investigate the matter of apparent bandits in the area. The smallfolk had brought up stories of outlaws in the area, and Gareth went to his father, but he was painfully slow on dealing with them, or at least some of them. Gareth cares for his father greatly, and suspects that the matter is something related to their currently poor straits. The banquet he held for you and your father's retinue was somewhat small for that reason - though you had no idea what big and small feasts actually looked like enough for it to matter. In any case, you volunteer yourself and Mors to assist. Mors lightly whacked you on the ear, and Gareth stated it would be too dangerous for a child, but you were extremely insistent, and Mors was confident he could deal with any bandits.

Your mission is to find out where these outlaws are hiding out. If you don't, then odds are you might not get the chance to do so again.

Rewards: +100 KP
"My Lord Wyrmwood! My father….has been colluding with slavers!"

By the old gods and new, this was a rather dramatic night!

It didn't take too long to eventually find the outlaw encampment. Luckily, it was a fairly small group. However, it was Mors who noted something very significant: they were too well-shaven. Too clean. Their weapons weren't great, but certainly not what brigands should have. Gareth thought they might have been robber knights, but you, with your remarkably good hearing, heard quite a bit.

"Lord Tusk ordered us to…"

"...a couple of the little ones should suffice…"

"...some ship headed for Lys…"

They were working for Ser Donnel! And from the sounds of it, there was some sort of plot to sell off people to Lys. *Lys*. Your family never specified what went on in Lys, but from what you knew, it was a type of slavery. In an instant and blind rage, Gareth brandished his sword and yelled out in fury, with Mors having to go after him. The so-called outlaws were terrified to see their lord's son, one of the most fearsome warriors in the North, and Wyrmwood's child. Needless to say, they had to surrender almost immediately, with Mors stopping Gareth from trying to kill any of them. They get their confessions, and they'll be sent to the Wall.

When they returned back to House Tusk's seat, Gareth made his daring claim, and brought the false outlaws and various captured smallfolk to prove their testimonies. Your father was, needless to say, ***absolutely fucking furious*** at what he heard. He was halfway tempted to execute Donnel right now, but due to the fact that it was such a serious accusation, it needed to be investigated thoroughly, so as to there being no doubt. However, considering he trusted you and Gareth, there wasn't much of a doubt Ser Donnel was screwed.

Reward - Martyn and Wynafryd, Childhood Servants (Companions): Though all of the people set to be bound for Lys were freed and rescued, that didn't mean it was all easy. Several of the children of smallfolk were orphaned, as the outlaws had little need for adult slaves (something about that sounded very disgusting to you reflexively, and Anima agreed). Two of them were a twin brother and sister of nine namedays, Martyn and Wynafryd. For whatever reason, you found their presence deeply comforting, and they

found you safe as well. As a result, you were very insistent that they stay with you, as they have nowhere else to go. As a result, they are set as your personal servants for the moment, and they'll be put to work somewhere in Hallowhill.

As of the current moment, the two are both quite nervous about everything, but you'll find that, as they get used to their current positions, perhaps they'll blossom.

Scenario #007: A Miracle of Life

Several weeks after the matter with Ser Donnel



Context

To say you were severely off schedule to meet with Lord Stark was an understatement. Still, you were glad that it was resolved now.

Donnel was found guilty and, well, you figured out why it was called the headsman's axe. It wasn't the easiest thing to see, since at least with the bear, it was trying to kill you and you were basically blacked out. Still, it had to be done, that was justice. The false outlaws were also sent to the Wall, and Gareth had become the new Lord of Tusk Keep. He bid you farewell, and thanked you and Mors for assistance.

That was then, and this is now. At last, wintertown, and Winterfell itself, were in reach. The ancestral seat of House Stark, likely created by Bran the Builder at the end of the Long Night. You heard the stories, but it was truly marvelous to see with your own eyes. Not long after, you were met by the Stark retinue, including Lord Rickard. The man was truly immense in size, and thought he might be half-giant. Rickard laughed. *"If you think I'm tall, you should see the Umbers."*

When you were inside the castle, your father quickly got down to business with Lord Rickard, and he informed Mors to not let you wander around. That bummed you out, but at least you had Martyn and Wynafryd with you. You also got to meet the Stark children. Brandon was the closest to your age at five years old. The two of you became fast friends, as you shared a love of being free and roaming ("the wolf's blood", as it was called). Eddard (or "Ned") was four, and was pretty much the exact opposite of Brandon, a quiet and reserved boy. Lyanna wasn't even a year old yet, and was already quite the little terror for the staff - she'd be a lot like Brandon. According to Brandon, the Stark matriarch, Lyarra, was due to give birth soon, and they'd have another sibling.

Unfortunately, some chaos erupted as Lyarra's water broke…*three weeks early*. You didn't get what exactly that meant, but apparently it had something to do with a baby being born before it's ready, which is very bad for Lyarra, as she could suffer problems. That was bad! That was really really bad! You went to Anima to ask if she knew a way to have the baby come out safely. She did! But the issue was that it wasn't quite possible without soaking the materials in yilaster, which will very quickly give away your nature. You didn't really care, and stated this was an emergency. Your mission, aided by Mors (who had

grown to trust your harebrained recklessness), Martyn and Wynafryd, Brandon, and Eddard, is to find a couple of herbs, grasses, and flowers. Luckily, they should be able to be found around. But you don't have much time, so get going!

Reward: +100 KP
Umm…I can explain?

Everyone, knowing the stakes, hauled ass to get everything you needed. You didn't even bother to make things look inconspicuous, as you hastily travelled into your Inner World, and gave everything to Anima. She went to the edge of the island, and soaked each material into the yilaster. It tickled your heart something fierce, but it was successful. You then blinked back into reality, and the Stark children and twins were flummoxed by everything you were holding looking totally different. You grabbed a bowl,put everything inside, poured water in herb, and had Mors grind everything up.

You ran into the birthing chamber, and as expected, Lyarra did not look good. Her face was almost sunken, she was shivering, and there was far too much blood in her lower area. You were about to be yelled at, but you showed them a drink to give to Lyarra, as she'll die without it. Rickard obviously thought that you just cooked up something strange to give to her, but upon your father asking if "she" made it, and you confirming it, he pleads to Lord Rickard to at least try it. Rickard, who doesn't want his wife to die, asks you if this has any chance to make things worse. You assure that it doesn't - it will work, but in the worst case it just does nothing.

Reluctantly, he takes a spoon, and feeds Lyarra. Immediately, her eyes widen, as she asks him for more. Quickly, he feeds her some, until she takes it from his hands (with remarkably renewed strength, and drinks it directly. At that, the child comes out very quickly, then the excess bleeding stops. It worked! The baby was born safely without harming Lyarra! It's a boy! Their name is Benjen! Everyone is looking at you strangely!

Oh. Wait. I have to explain this now, right?

Yes. Yes you do.

Reward - Birthing Draught (Item): Though something relatively odd, and likely useless for you, this is invaluable to Westeros at large. With just a few ingredients, this draught, should it be drunk just before or during birth, will ensure the child comes out with no harm to it or the mother. Even if the child is abnormal-looking, such as a Dwarf, this will work perfectly fine.

[BOOK 2: "THE DIVE INTO MYSTERY" COMING SOON]

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

Concerning Scenarios: If it seems like people grow to like Beren really fast, that's because they are, and why that happens is decently important.