

The Kalevala

Or old Karelian poems about the ancient times of the Finnish people

A Jumpchain Adaptation by EYouchen/MadaMada/Eli
1.0 - Original Edition

Vaka vanha Väinämöinen…

Tervetuloa, Hyppääjä. You have found yourself ashore in the lands of Kalevala and Suomi. It is a land of heroes, of sorcery and song and spirits, a land of beautiful maidens and foul spirits and ten thousand lakes. It is a world just created, and it is during this primeval time that you arrive. In the beginning, there was water. An endless, calm sea spread out through all of existence. Then there was Ilmatar, Sky-Maiden, Water-Mother, the Creator Goddess. She shall lie in the eternal sea for many years before a duck shall descend, laying seven eggs on her knees. The eggs shall fall and shatter, forming the world as we know it. The bottom shell will become Earth, and the upper Heaven. The whites shall become the golden Moon, and the yolk the silver Sun. The specks on the shell become the stars in the sky, and the remnants of the clouds. It is from here where the Hero Väinämöinen, the first man, shall emerge from her womb after a centuries-long gestation period to behold this new world.

In our world, the Kalevala began as folk song, long lines of epic poetry passed down generations of bards. It wasn't until the early 19th century that it was compiled by a man named Elias Lönnrot over a period of 14 years. It proved instrumental in cementing cultural identity, which led to the country's eventual independence. Today, the poems have become a cornerstone of what it means to be Finnish, as they have become the national epic of Finland.

This is a long tale of heroes, and much of it is about the fabled Sampo, a mystical device that grants its owner nigh-infinite wealth by churning out unlimited amounts of grain, salt, and gold. It shall be forged by the greatest blacksmith of the land of Kalevala, Ilmarinen to be granted to the sorceress Louhi, ruler of the northern land Pohjola in exchange for the hand of her beautiful daughter. The artifact will stay there for a time, locked in a copper hill, but eventually the lands of Kalevala and Pohjola are going to fight over ownership of it. Aside from that, there is much to be seen here. Things that wouldn't ordinarily speak do, such as trees, roads, beasts, and the sun and the moon. There are weapons that split mountains, wizard's duels, quests of vengeance, great monsters, nature spirits, magic spells, and beautiful music to experience here.

+1000 cp (Canto Points)

Locations

Roll 1d6 to determine where you first appear in this world, pick Kalevala for free, or pay 100cp to take your pick.

1. **Kalevala**
   The eponymous Land of Heroes, the place that will come to be known as modern-day Finland. It is alternatively called Väinölä, for it is home to the great hero Väinämöinen, the famous wizard and the first man. In addition to this, it is where the legendary blacksmith Ilmarinen dwells, and where his forge is situated. Kalevala is a prosperous, fertile land, with many bountiful fields, a good bit of coast, and a hearty population. It will initially have many forests, but a good chunk of those woods will be cleared to make farmland, with one birch tree left as an eagle's roost. You may choose to begin in Kalevala for free.

2. **Pohjola**
   Cold Northland, dreary Sariola. A dark land to the far North, ruled by the sorceress-queen Louhi. It is far across the sea from Kalevala. Despite the bleakness of its landscape, heroes from far and wide make great voyages here to try to win the hand of one of Louhi's beautiful daughters in marriage. Soon, Ilmarinen the smith shall succeed in this endeavor. The hero Lemminkäinen will come here and cause much trouble after being uninvited to the wedding. You may alternatively start in Lapland, which is between Kalevala and Pohjola, home of the upstart Joukahainen. Eventually, Pohjola will wage war on Kalevala after the destruction of the Sampo.

3. **Ahti's Island**
   That is to say, the island of Lemminkäinen, the handsomest and most roguish of the epic's heroes. It's not affiliated with the sea god. Lemminkäinen, shall we say, is a piece of work. He's quick to anger and quicker to seduce and sleep with the opposite sex; a lover and a fighter. Despite this, he still lives with his mother, who loves him dearly. His adventures will see him killed and dismembered, only to be resurrected by said mother. There's a sizable village here as well, but it will be attacked by the armies of Pohjola in revenge after Lemminkäinen kills the master of that land.

4. **Tuonela**
   Tread carefully, for you have entered the domain of Tuoni, god of the dead. This is the underworld, also known as Manala. It is separated from the land of the living by a great black river, where Lemminkäinen's corpse shall be cast. It is full of foul fish and serpents,

and the land bears host to greater horrors still. The giant shaman Antero Vipunen lies buried underground here, and Väinämöinen shall seek him out to learn from him ancient spells. The land is inhabited by a swan, a bear, a wolf, and a great pike that dwells in the waters. Eight plague spirits shall be born here and sent to torment the people of Kalevala during the conflict between that land and Pohjola. Overall, this is a bleak, unpleasant place.

5. **Saari**
   The island of refuge. Conveniently, the name literally means island. Lemminkäinen will sail here to woo the island's most beautiful woman, Kylikki, only to be rejected until he kidnaps her. Surprisingly, this works, and they get married. Later, he will return here to seek asylum, pursued by the armies of Pohjola. He shall take refuge here, but will eventually outstay his welcome by seducing all the women, angering the men. Lemminkäinen builds a boat to escape, only to have it be destroyed by the one woman he spurned. Nonetheless, he makes his escape after being driven out.

6. **Free Choice**
   Lucky you! You get to choose to appear in any place depicted in the Kalevala. This includes any of the above lands, or perhaps even Jumala, heaven, home of the supreme god Ukko.

Race

Human (free): You are a mortal, like the vast majority of the cast. You may not have the natural weapons or mystical powers of beasts or spirits, but you have four limbs and a good head on your shoulders. It is an age where you and yours are becoming increasingly prevalent in the world, led by great shamans and bards to establish kingdoms and realms throughout the world.

Beast (free/200/400): You are one of the many animals that dwell the world, a sentient one capable of holding conversations. You, like the eagle that saved Väinämöinen and bore him out of the northern sea, are every bit as intelligent as a human. Perhaps you are one of his kin, perhaps you are a moose, a bear, a swan, or perhaps you are something else. You may choose to be any animal native to Finland. A viper or a reindeer would be fine. A giraffe would not.

For 200 points, you are mighty and revered, many times the size of an ordinary member of your species, such as the Otso, the great collective bear spirit worshipped as the king of the forest and of all animals, the great serpent that blocked Lemminkäinen's path on his way to Pohjola, or the

pikes bigger than boats that dwell in the seas and rivers of this age. It is clear that you are a paragon of your kind, and it'd take a hero to test your might.

For a separate 200 points, there is something supernatural about your being, and you may truly count yourself a creature of myth now. An example of this would be the flaming eagle created from Ilmarinen's forge, though you'd have to take the option of great size to truly match its stature. Perhaps you too have this power, or you have some other supernatural gift of similar scale.

Spirit (400/600): This is the catch-all option for creatures neither man nor beast, but something else. You are not necessarily a spirit, but you are a truly supernatural creature. You may look like one, but you're decidedly supernatural. You could be like the field-spirit Sampsa Pellevoinen, capable of sowing miles and miles of land with little effort, the frost-spirit Pakkanen, one of the sun's children like Panu, the colossal sea monster Iku-Turso, many, many times larger than even the giant pikes that ships run aground on. You could be a malevolent, mischievous devil-being like Lempo or Hiisi, or something stranger still.

For an additional 200 points, you are no mere spirit, but a god. You govern a concept which you choose now and have your own realm to run. You are not the supreme god Ukko, the old man of the heavens, but you are a god nonetheless. In power, you are comparable to Ahto, lord of the seas, Tapio, lord of the forests, or Tuoni, lord of the dead. You have great, if ill-defined powers over that which you rule. As a god of the seas, you could presumably lay claim to anything in the depths and cause great waves, and a god of the sky could manipulate the weather, conjure storms, order the sun to shine on specific people, and the like (but you would always be second to the supreme god).

Origin

You are a hero, Jumper, though more in the sense of one who achieves monumental things than one with a noble heart, though you can be both. You have the trappings of greatness within you. The question is, how so? Any origin may be taken as drop-in, and you may decide age and gender within reasonable limits.

Sage: Like Väinämöinen, you are an old and wise loremaster, likely learned in the ways of sorcery. You have lived for a long time, and are skilled in many fields, from farming to medicine to song; and it would be wise to heed your counsel on many matters. To you, words mean more than steel, and you can be as cunning as a fox when you need to be. Words shall not be hid nor spells be buried; might shall sink underground though the mighty go.

Smith: Perhaps you aren't drawn to chants, ballads, and lyrics; for your hymns are the pumping of bellows and the hammering of steel. You are a blacksmith, taking after the great smith Ilmarinen. By default, you are far from his level of proficiency, and you cannot yet forge wonders such as the Sampo or the dome of the Heavens, yet nonetheless you are capable of gathering ore and working it into all sorts of useful things. You'll make a good living.

Adventurer: Kalevala and its surrounding lands are wide and bountiful, and there is much to see. You've been consumed with intense wanderlust from a young age, and burn with a desire to go out there and make a name for yourself. You shall face great challenges and perhaps overcome them in your travels, and live in some very interesting times. Maybe, like Lemminkäinen, or Kullervo perhaps, you will be responsible for many of the "interesting" things that happen to you.

Ruler: You're the master of some small land. Your holdings are relatively prosperous, and your people are reasonably loyal to you. You possess a lot of know-how on how to administer your territory, and you've got more wealth to your name than most. This is no Pohjola - you're closer to Kalervo or Untamo than you are to Louhi - but nonetheless, you are in charge of a village or tribe and that nets you some importance.

Blessings

Blessings corresponding to specific origins are discounted to them by 50%.

General

Animismi (free here, 200cp to keep): Things in this era are alive, far more than they will be in modern times. Many, many things beyond men and women have voices of their own, which they make good use of. The sun, the moon, the trees, the roads, and even unexpected things like beer each have their own intelligence, though they may have radically different mindsets and values than humans. Generally, the most good you'll get out of this is asking them questions, but with some effort you could convince them to do your bidding by appeasing them - sending a frost spirit to freeze parts of the sea, sealing a raging wildfire into a tinderbox, or shaping previously unyielding iron. This blessing is intrinsic to this world, but you'll need to pay 200 points to bring its metaphysics to future jumps. It can be toggled on and off.



Rukoilen (free here, 200cp to keep): For help, you'll have to turn to higher powers; namely the gods. They are very real in this time and age, and by praying to them you may gain succor. The deity you must pay tribute to depends on what you're looking to do. It would be wise for a hunter in the forest to pray to Tapio, the forest god, as it would be for a shaman visiting the underworld to pay respect to Tuoni, lord of the underworld. As another example, you may appeal to Ahto, god of the sea, to pull up lost treasure from the depths or grant you fortune when sailing or fishing. The greatest deity you can appeal to is Ukko, the Old Man of the heavens, to conjure storms, snow, wind, sunlight, and thunder, and influence fate to benefit you. This blessing is intrinsic to this world, but you'll need to pay 200 points to call on the gods for aid in future jumps. It can be toggled on and off. And remember: the gods are not your servants.

Sang the Ancient Bard-Magician (free/400/600): Words have power, far more than they do in modern times. No longer are they used merely for communication and the influencing of other's minds, but for command over reality and the world itself. In a word, magic. This is achieved through song; though this blessing does not necessarily make your singing voice pleasant to hear. But that's not what grants magical power. If anything, it would be knowledge. You are a wizard, a singer of magic songs. Your magic grows in power if you know the conceptual origin of that which you are using your magicks on; reciting the origin of iron will help you mend a wound it caused. In fact, this applies to everything you do, magic or not. Chanting the origin of beer while you brew it will make it much better than it would've been ordinarily.

For free, you're a rank amateur. You're about as good as Joukahainen, that foolhardy young minstrel who Väinämöinen sang into the bog in their contest. You know the basics, but not much beyond that. Any competent magician worth their salt will defeat you if you dare contest your powers against theirs, but you have potential to grow if you dare learn.

For 400 points, you are a magician proper. You are skilled in the ways of song. Perhaps not on the level of the best, but you're adroit and powerful enough to be called a hero. You may count the likes of Lemminkäinen, Ilmarinen, and Kullervo as your equals in terms of power, though both Väinämöinen, old man of calm waters, and Louhi, sorceress-queen of Pohjola, are beyond your level of expertise. You are nonetheless capable of many feats. You can transform yourself, others, or even inanimate objects into beasts and turn them back, create bridges of ice to cross lakes upon, conjure beasts, winds, lakes, food, metal, and more, transform sand into precious gems, and of course, cast the boghole spell.

For 600 points, Väinämöinen and Louhi are now your peers, though you can't quite replicate Louhi's act of stealing the sun and moon out of the sky just yet. You can do everything they can other than that, making you a force to be reckoned with. Everything in the 300-point tier is almost effortless to you. Your conjuration is much more powerful, able to summon an army of thousands where you once would've summoned ten people. Where you could once summon a wind to move a ship along, you could now call forth one powerful enough to send people all the way from Kalevala to Northland. You're capable of using divination to ascertain the location, status and whereabouts of many things, and you've got vague powers of prophecy. You could cause a tree tall enough to pierce the heavens to grow in an instant and bring the moon and a constellation or two into its branches, or transform a tiny stone into a great mountain reef. In short, you are a true wizard, and are capable of many things other than what's been listed here.

As an aside, every version of this blessing makes you adept at contests of song, whether they be the local variation, flyting in the nearby germanic-speaking lands, or battle rap.

Sang the Ballads of My People (200cp): You are a bard, but wield not the magic detailed above. No, you are more than that. You are a singer and a scribe. Your power is not to sing into existence wonders, but to immortalize and pass down those wonders to future generations. As cool as we're making this out to be, there's no magic involved. You simply have a good memory. The Kalevala was written by Elias Lönnrot, but the tales existed for centuries before that as spoken poetry. You could memorize thousands of verses and recite them perfectly to anyone who'd listen. It'd take days before you'd run out of material. In addition to this, you're an able writer, linguist, and philologist. You specialize in the Uralic languages, speaking all of them fluently, as well as Swedish. Even tongues outside of that family come relatively easily for you. Your real strength in this field, however, is what Lönnrot did: traveling around, seeking out experts on myth and folk culture, before researching and compiling what they tell you into something that could stand the test of time.

Handsome Hero/Bride of Beauty (200cp): Here it is. You're quite the attractive specimen, good-looking enough to be remembered in ballads for hundreds of years after your time. Your beauty is apparent for all to see; and you've got enough savoir faire to leverage your appearance effectively, at least in matters of finding comely and willing partners to lay with. Perhaps you could seduce every maiden on a well-populated isle or see the greatest of heroes make the trip to your far-off land to win your hand in marriage, bearing resplendent and glorious gifts. In short, you are as beautiful as the maiden of Pohjola or as handsome as Lemminkäinen.

Sailing on the Broad-Sea Northward (200cp): Pohjola is a long way from Kalevala, overseas. The sea is more prominent than you'd think here. You're a consummate sailor, serving as easily on a great ship as you could on your own little sailboat. Furthermore, you are an able shipwright and shipbuilder. You could build one on your own given enough time. Remember, though, that ships generally take a long time to put together, and you'll probably want to stick to a smaller ship or a boat unless you've got a lot of workers or you're bringing magic into the equation. You might even be able to do it entirely with wizardry, like Väinämöinen did to meet the maiden's challenge. Just don't hit yourself in the knee with an ax in the process.

Dripcap the Unbewitched (200cp): Lemminkäinen's (temporary but violent) downfall came during his initial visit to Pohjola, at the hands of the herdsman Markhattu. Yet it could've been prevented if he'd dealt with Markhattu as he did the rest of Pohjola's men, by magically defeating them. He left only Markhattu untouched, as he was seen as too weak to be worth the effort. Now,

you, too, are often perceived this way. Your enemies will often underestimate your capabilities. This means they often won't end the threat you pose when given a chance, and furthermore, their arrogance will likely create openings you can use to defeat them. You could certainly defeat those above your station and power with this if you're clever about it, but don't abuse this too much. they'll learn eventually.

Spoken Deviation (400cp): The Kalevala was compiled from a collection of different bards singing the same series of songs, all across the country. It's reasonable to think that a bard in one part of the country might tell a different story than another; that the tale has variants… which lead to plot holes. For example, Kullervo's family was said to be slaughtered, only to inexplicably reappear a few cantos later. Fortunately, this narrative inconsistency is something you benefit from. Once per jump, you may retroactively alter an event to never have happened, or alter causality to get a desired result. Perhaps you never smote that person you shouldn't have slain, perhaps your blacksmith friend willingly goes to Pohjola instead of being wizarded there by you, perhaps you never baked that rock into your servant's bread, or perhaps your murdered family was instead driven into exile by their would-be-killers. This can't be for something too big. You can't say "the world was never created" and get away with it, but minor things that could be explained away as different variations of the same story are doable.

Sage

Never in a Month of Sundays (100): There are many heroes in this tale. While they have many differences, they also have much in common. One of these qualities, besides heroism, is the tendency to make rather boneheaded decisions at times. You certainly won't be making them. You are wise, with sound judgment, a calm heart, great patience, and a shrewd mind. You're very much able to act calmly and reasonably while others might rush into battle, and you'll generally make the best choices you could've in any given situation by dint of good sense.

Hearty by Day, Healthy by Night (200): While folk healing might not be on the level of modern medicine, your skills would dispute that claim. You're a skilled doctor, learned in the many methods of traditional medicine. You can employ herblore, rejuvenating steam, massages, cupping, bonesetting, and even some surgery. In fact, for some reason, your knowledge is far ahead of what it should be, as you're an expert by late 19th-century standards besides. Finally, you've got a knack for using any supernatural abilities you have to heal others - for example, you could use magic words and prayers of healing to summon healing rains.

Songs of the Enchanter (400): You are a consummate musician, beyond all but Väinämöinen in skill, and upon hearing your songs he would call you a worthy equal. You are just as skilled with the kantele, a sort of zither-harp, and know how to carve one. It's as if you were created for such endeavors, for all shall be transfixed when you play it. The creatures of the land, sea, and air will come from far and wide to listen, as will celestial bodies such as the sun and moon. Even the gods can be charmed by your melodies, such is your skill. Your art simply speaks to the hearts of all on such a deep level that it brings them to weep in joy or sorrow. By simultaneously playing music and casting spells, you may amplify the power of your magic to a significant degree.

Hyppääjä, Old and Faithful (600): Kin to Väinämöinen, he of Calm Waters. You are a child of the Goddess Ilmatar, and you were there at the beginning of days. Now, flowery language aside, what's that mean? As a child of Ilmatar, you are a part of the world - though you may still be slain, time and age have no hold upon your mortality, and years wash over you as waves upon the shore. Besides this immortality, your semi-divine nature is otherwise vague, but it means that your actions have a certain conceptual weight to them. This grants you a level of power, a way of being more than mortal men. Everything about you is grander and larger than life, and all your capabilities are amplified to a degree. Where before you could defeat a man in a duel, now you can defeat a whole host. Where before you could sail from sea to sea, now you could do so braving sea monsters and great storms. Where before you could heal a few people, now you can heal an entire

land of them. The sheer weight of your experience has also taught you the origins of many things, allowing you to recite them in order to gain a semblance of power over them. This has strengthened your magical capabilities. You may take **Sang the Ancient Bard-Magician** discounted to represent this. Finally, when you weep, you may optionally weep tears of beautiful blue pearl. This is toggleable.



Smith

The Metalworker (100): You've got skill in the basics of smithing, roughly equivalent to a journeyman. The process is familiar to you, and your arms are more than strong enough to dent iron with a hammer. You're capable of pumping bellows, handling tongs, heating forges, and even running your own forge. Curiously, you're pretty generalist in your skillset. The metal you're working doesn't make much of a difference to you, and you can make all sorts of things out of it - weapons, armors, farming implements, sleights, cutlery and more. You're nowhere near as good as Ilmarinen, but you're a serviceable smith to all.

And the Maid Encouraged (200): Ilmarinen had to go through many great trials in order to finally win the hand of the Maiden of Pohjola. Fortunately, he had help for all of them besides forging the Sampo. Whenever you must perform a difficult or impossible task, you shall be aided. For example, if you were challenged to capture a series of increasingly deadly magic beasts, you might receive wise advice on the exact tools you'd need to make in order to survive and get the best of them. Whenever you're going to attempt these inconceivable things, you'll always have enough support to give you a fighting chance.

From the Fire of Ancient Wisdom (400): You've begun to learn how to create magic items. Delving into ancient metal-lore has paid off, as you can infuse your creations with elemental power. Fire is by far the easiest thing to imbue a creation with, as it is abundant during the forging process. It's quite useful - you could make pots and pans that automatically warm food, or with enough skill, you could replicate Väinämöinen's golden mountain-splitting blade of flames. Right now, fire's the only thing you can use, but with serious practice and experimentation you can learn how to do it with other elemental forces.

From the Milk of Greatest Virtue (600): You're an artist. The hammer, anvil and tongs are your implements; metal is your canvas; and the forge, your studio. You've well and truly mastered your craft, and the heights of it have reached the mythic proportions of Ilmarinen himself, who was said to have forged the sky-dome itself. Your works are unrivaled by none but his. The things you smith no longer have to follow conventional logic, and neither do the materials you might choose to use in your processes. You could throw in grain, salt, milk, wool, and more besides into your forge, using them to enhance your work's quality in various, esoteric ways. You'll have to figure those out yourself, though. In addition to this, you may also imbue your creations with the life and animism inherent to this world; making things such as great metal eagles to bear you aloft, weapons with a degree of sentience, steel cows that make real milk, or beautiful golden brides.

Don't do that last thing. Finally, once per jump, you may enter a hyperfocused flow state. The stars will align, so to speak, bringing about the absolute best conditions for you to do your best work. This will be extremely strenuous and exhausting to you, and it will last for days. But if you push through, the fruits of your labor will be sweet indeed. The work you'll have made will be beyond anything seen in this world, beyond what even you can reach save for this one occasion. You could make the wondrous Sampo in this state. Use your skill wisely.



Adventurer

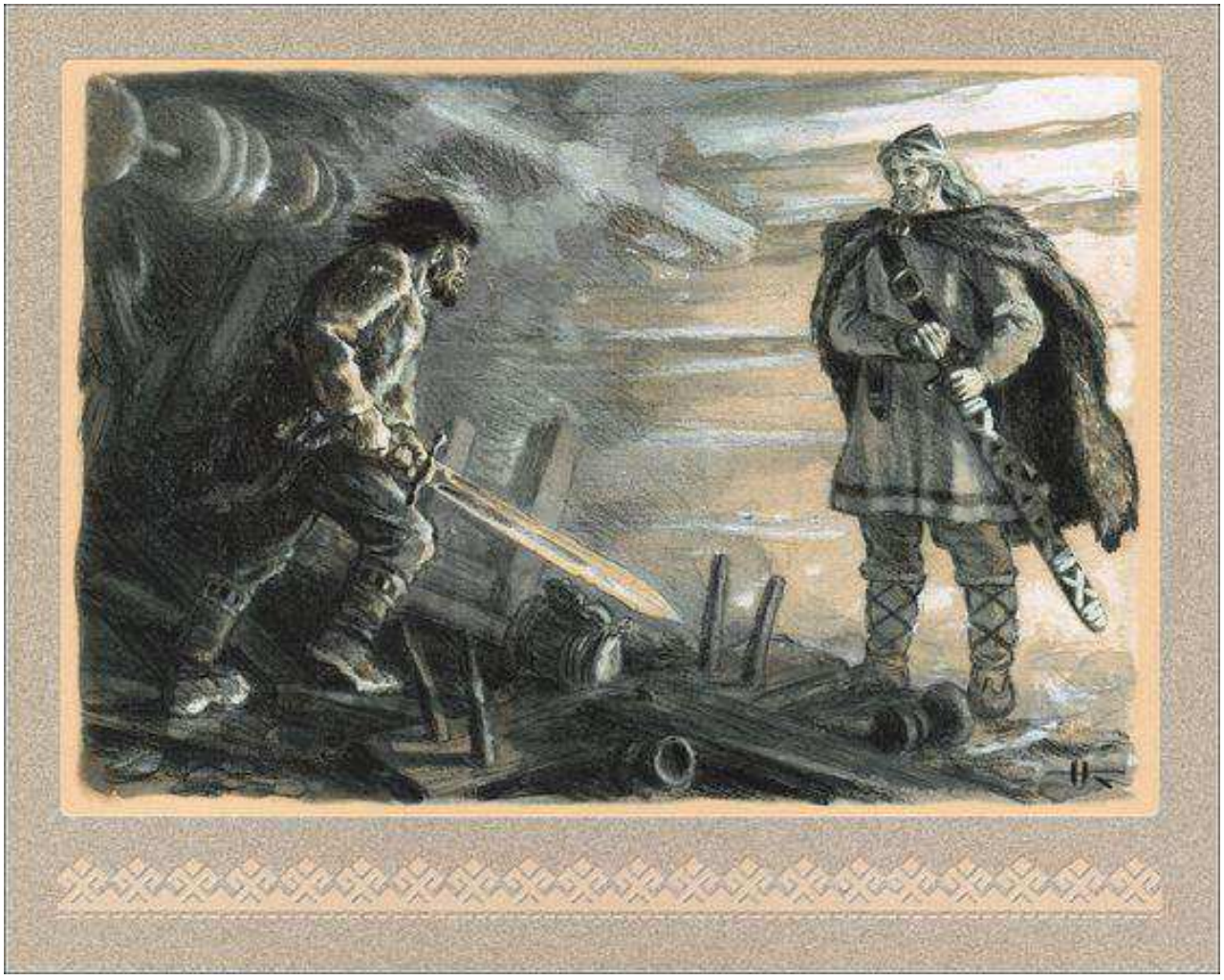
The Moose Hunt of Hiisi (100cp): The lands that'll become Suomi in the future are cold and often snow-covered. Many employ skis and sleighs to get from one place to another, and you're particularly good at that. You're excellent at maneuvering a horse-drawn sleigh while getting the most speed you can out of your mount, and even better at skiing, whether it's downhill or cross-country. If you find yourself making a long trip with nowhere to stay for the night, that's fine too, as you're a skilled tracker, hunter, and survivalist as well.

The Swords of Heroes… (200): Wielded in your hands. You are a skilled warrior with not only sword, but spear, ax, shield, bow, and crossbow as well, the match for a dozen or more fighting men on your lonesome. You're agile as well, and one might see you dodge a flurry of sword blows unscathed in a duel. Furthermore, you can invoke the honor of a warrior's duel in these lands; that being that the fighter with the greater, longer weapon is entitled to strike first. Your foes will be somewhat more willing to heed this code so long as you heed it as well, knowing that it can be a great bane just as easily as it can be a boon.

A Land of Goodly Refuge (400): Perhaps you've made a mistake, angering the wrong person, and your enemy is someone too powerful to defeat in a fight. So, to borrow an expression, it's time to get outta dodge. When that kind of time comes, you'll always be able to find a place of refuge to rest and hide, no matter what. It might be far, and your enemies might catch you while you're on your way there, but once you make it there you're home free. They won't be able to find you no matter how hard they search, and you will always be welcomed with open arms at whatever sanctuary you've taken asylum in. Keep in note, however, misbehaving will see you outstay this welcome. Some might call running away cowardly, but it is wise to live to fight another day.

Might of Magic (600): It was apparent from the moment you were born that you had the potential to become the greatest of all, capable of perhaps one day surpassing Lemminkäinen , Ilmarinen, and even Väinämöinen, making you first among a thousand heroes. Yours is the strength of Kullervo, son of Kalervo. You exhibit great bodily strength and toughness. Even as a mewling babe you'd be able to tear your swaddling clothes and your cradle to shreds, and as a grown adult you would be incredibly strong, and largely immune to many attempts to kill you. You cannot perish by flame or drowning, nor by hanging. Going back to the topic of strength, you'd be capable of breaking ships to pieces and reducing flesh to paste in adulthood (though in Kullervo's case, these were both fishing accidents). Your mind is every bit as powerful as your body, and you take to learning as a fish to water. You've got great talent and potential in everything you do; especially in matters of combat and magic. You're what might be called a

prodigy with the blade, as you're well capable of slaying thousands of fighting men without a scratch. Besides this, tricking people comes easily to you. You have a general feeling of which strings to tug influence someone to do something… like convincing your employer to milk the wolves you've turned into cows herself so they'll tear her to shreds.



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[1] The image above depicts Lemminkäinen (right) and the Master of Northland (left) during their duel in Canto 32, not Kullervo, who the blessing/perk is based on.

Ruler

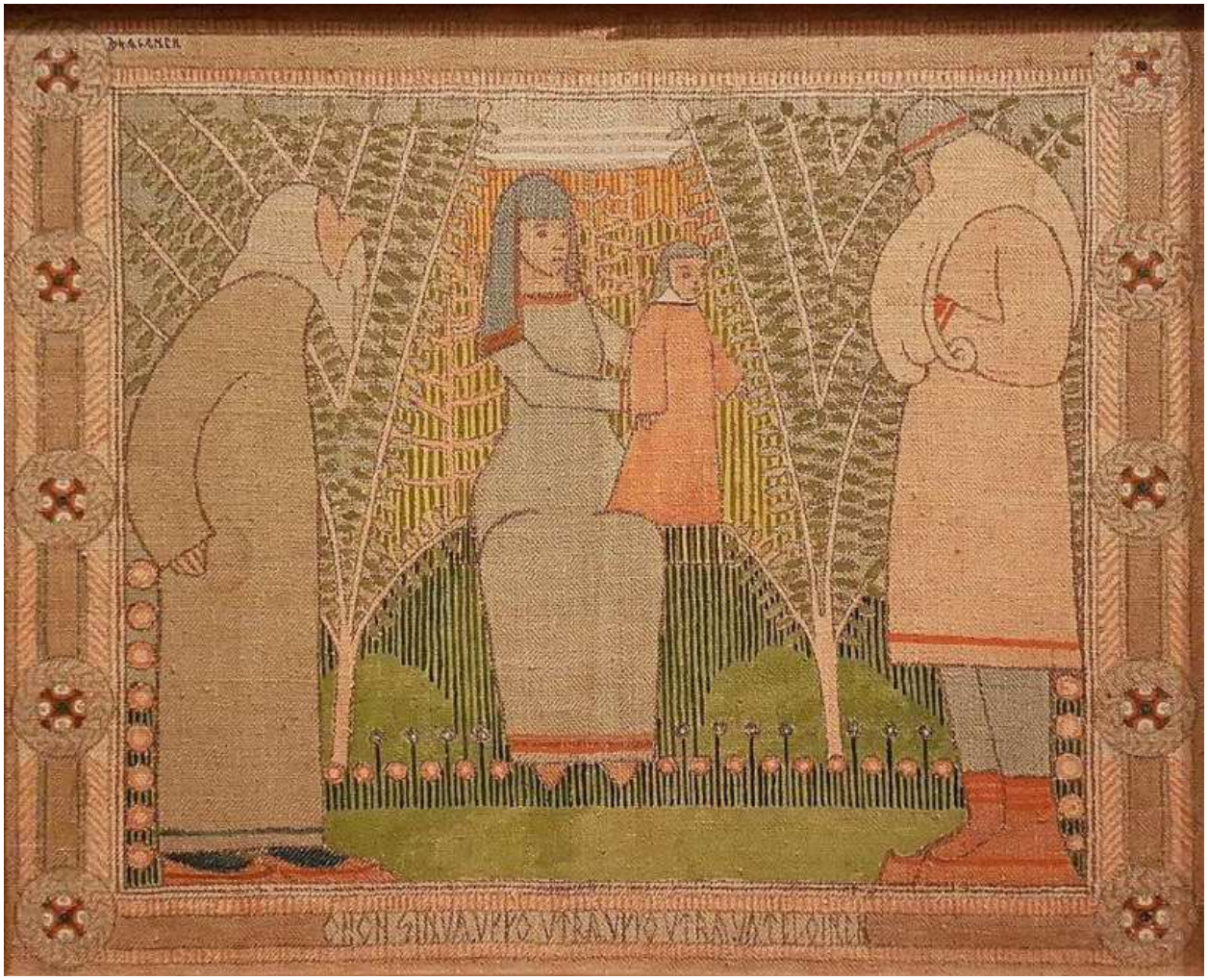
Wife and Household (100cp): Married life in this time and place is perhaps different from what somebody in modern times would expect of it. In fact, there are two cantos dedicated to talking about how best to live it. You are skilled in all manner of household duties, and would make the ideal ancient Finnish housewife. Or househusband. Cooking, cleaning, care of animals and children, weaving and more, you're good at all of them. In addition to this, you're particularly good at charming in-laws and acting as a welcoming host to any guests who'd come visit your home.

Win Thy Lovely Maiden (200cp): You've been blessed with beautiful children. That's not to say you have them, but any biological child you sire or bear will have incredible looks, the equivalent of **Handsome Hero** and/or **Bride of Beauty**. When your children come of age, they'll attract many people of skill, wealth, and influence, who'll wish to marry them. A good amount of these suitor's feelings will be reciprocated by your children, and furthermore, they will be willing to perform great tasks for you and pay you tribute for your blessing in the marriage. If you give them your blessing, you can expect them to become steadfast friends and allies. Of course, they'll still turn on you if you're being unfair, but generally you'll be on good terms.

Lord of the Land (400cp): You're certainly worthy of the title, with your wisdom. The age of kingdoms is in its infancy, but maybe you could kick start it. If anyone could do a good job ruling a land, it'd be you. You know how to situate yourself and your people so that you can make the best use of resources, how to lead an army to war, how to get the better end of deals when negotiating. Occasionally, you might find yourself squirreling out of various agreements without consequence - or at the very least, you can postpone owning up to your end of the deal for a while. Essentially, you can run a small country well, bringing in wealth, taking care of its people and remaining a popular ruler.

King and Master (600cp): Yours is the Divine Right of Kings. This goes beyond mere political doctrine, for fate has decreed that you are destined to be King of Karelia. It could be said that you project an air of authority, but in truth, the sheer charisma and personal magnetism you possess is far more than that. You are an icon of worship, and upon seeing you most will know that you are meant to rule. Such is your radiance that all but those with the strongest wills instinctively love and revere you. You might inherit the land at the tender age of two weeks. You are emblematic of a faith from a faraway land, one that took disciples and spoke of a son who died and returned. One that shall spread far and wide throughout Suomi and all the world besides. It's almost *Messianic*.

And with this, you are the harbinger of the end of the old ways should you wish to be. That which you represent means change on a grand, metaphysical level, in the lands you rule. If you wanted to enlighten your land, so to speak, you could bring about an age of reason, ushering in immutable natural and scientific laws while causing the slow disappearance of magic, wizards, and the animism that the land of Kalevala has been seeped in. Conversely, you could bring back magic in a land that has long been barren of it, provided it was once there and then driven away by reason and faith. You are the dawn of a new age.



Items

Items corresponding to specific origins are discounted to them by 50%. All may be taken multiple times, and you may import pre-existing items into these options.

General

Cultural Material (free): It wouldn't do to leave you without the poetry itself, would it? You receive the compiled collection of poems that make up the Kalevala, in its original first edition, the subsequent Lönnrot editions, and every translation under the sun, from Crawford to Bosley to the Frommes. In addition to this, you will be given its sister work the Kanteletar, the movie adaptations *The Day the Earth Froze* and *Kalevala: Uusi Aika*, and the complete works of Jean Sibelius.

Sleigh (free/100cp): This is Finland. Finland is covered in snow. You'll have to use this to get around if you don't have other ways of doing so. This is a sleigh, complete with a horse to draw it. It's made out of wood and well-constructed, and the horse will come back hale and healthy if injured or killed in some way. For 100cp, you get a metal sleigh instead, so you don't have to worry about it being destroyed in a crash or kicked to pieces.

Ship (100/200cp): There's a surprising amount of seafaring in the cantos, and this here's a fine vessel to sail the seas with. By default, this is a small sailboat. It's fast and seaworthy, but the tradeoff is that it's got little space. You can fit, but you'd be lucky to squeeze four people aboard. For an extra 100cp, you have a great warship with room for thousands, propelled by oar and sails.

Sauna (100cp): You didn't think we'd be forgetting this, did you? Saunas are very Finnish buildings, and this jump would be distinctly unFinnish if we neglected including one. So, this is a traditional sauna, and it will never run out of firewood or whatever source you're using to heat it. It's somehow self-cleaning, too, and combined with the heat you won't find a more hygienic place in the land. Furthermore, basking in the sauna can heal you of most diseases and sicknesses, even supernatural ones.

Devilish Crossbow (200cp): This is the selfsame weapon the upstart minstrel Joukahainen used to try and kill Väinämöinen after a series of events led to him being sung into a swamp and his sister turning into a fish. It's gilded with gold and silver, and the string is made out of the sinews of the Hiisi-elk and the thread of Lempo, both of whom are evil spirits. Every bolt fired from this weapon is coated in the venom of the foulset serpents in the land. A lucky shot from this might split a mountain, and if that doesn't finish your foe off, the venom will.

Sage

Spellcasting Components (100cp): Any wizard-singer worth his or her salt can cast spells, but sometimes they might need some material components to fuel the process. You've got a replenishing stock of them. Think of them as material components for your spells. There's nothing particularly grand, but you've got things like feathers for conjuring birds, birch bark for divination, and small rocks to transform into bigger rocks.

The Kantele (200cp): A traditional Finnish harp or zither, much like the one Väinämöinen will forge. It is of excellent craftsmanship, and made from your choice of birch or pikebone. What's special about it? Well, regardless of your skill in magic or music, you may enchant others into magically-induced slumber while playing if you'd like to. This sleep lasts for a long time - anyone who you've enchanted won't rise unless something or someone else wakes them.

Fire-Sword (400): The greatest sword ever forged by the smith Ilmarinen, though not his magnum opus. It is as much a work of art as it is a deadly weapon, as moonlight gleams on the point, the blade shines with sunlight, and the twinkling of stars is visible on the hilt. The sword has been ornamented with the best gold and silver, and moreover, it is perpetually on fire. All in all, this is a sword capable of decapitating multiple foes in one swing, or splitting a mountain in twain. Use it well. The sword will extinguish its flames if you need it to.

Smith

Forge (100): Can't be a blacksmith without this, can you? You've got a sizable, fully equipped forge, fit for hammering out all sorts of tools, none of which will be worn down and need replacement. It comes with all the tools you need, and like the sauna, the forge will never run out of fuel for heating. It also comes with a few followers who act as your assistants.

Fen-Iron (200): Metal. That's what you work with, what you need to ply your trade. And now, you will never run out of it. You've got access to a swamp where a massive amount of iron has been hidden, or more accurately, hidden itself. See, the metal here is affected with the **Animismi** blessing, and is sentient to a degree. It might take some convincing to get it on the anvil, but once there, it'll be good metal to work with. When you need more metal, you may call upon three maidens in the heavens, who will lactate whatever metals you need into the swamp.

Construct (400): Ilmarinen was capable of forging constructs to do his bidding at this time, and you have one of them. You may pick one out of two options. The first is a gigantic, flaming eagle, armed with a metal beak and talons while easily large enough to bear you upon its back if it weren't, you know, on fire. It's strong enough to overcome one of the great pikes of Tuonela in a fight, and keep in mind that those pikes are bigger than ships. Alternatively, you may take the Golden Bride Ilmarinen forged after becoming a widower. It's… something. It's made out of solid gold and extremely valuable, and it's beautiful. The Galatea to your Pygmalion, so to speak.

Adventurer

Winter Gear (100): If you're going to be out there in the wild, you'd better be equipped. Thankfully, you've many sets of warm clothes that'll insulate you from the worst cold of any winter, so long as there's no magic involved, plus skis and snowshoes personally made by the best craftsman of them in the land, Lylikki.



Blade of Black Iron (200cp): Before Túrin and Elric came Kullervo, wielding his sable sword. This is a blade of the darkest iron, granted to you from the gods above to bring destruction to your foes. It is exceptionally sharp and lethal, and no mundane steel will be able to stand before its might. Moreover, the blade is sentient, and capable of speaking. It's on your side, but know that it will drink your blood as gladly as it would the blood of others. Does not take up a companion slot.

Bleeding Comb (400cp): Lemminkäinen was slain in Tuonela, but he did not meet his end. For all his foolishness, he was wise enough to leave a special comb with his mother. It was said that it would bleed in the event of his death, and bleed it did. Soon, he was put back together and resurrected, by the grace of the Old Man. You have a replica of this comb. If you are slain, it will bleed. You will retain the wounds of whatever slew you, but you will not truly be slain, for you may be resurrected if your corpse is put back together.

Ruler

The Richest Viands (100cp): The finest food of Finland is yours to partake in! You've got enough for a large group of people, around the size of Ilmarinen's wedding congregation. What does this include? Bread, biscuits, salmon and pike, beef, bacon, beer, butter, berries, barley, and cabbage. It's all delicious, and better yet, it's all replenishing! Also, you may make it so that there are stones baked into the bread and vipers hiding in the beer, if you're feeling like a jerk.

Copper Mountain (200cp): When Ilmarinen gifted the Sampo to Pohjola, Louhi hid it away deep in a mountain of copper, where it was sealed behind nine locks, wrapped in three great roots. This fastness is almost impenetrable, and it is nigh-impossible for any intruders to get in without the aid of magic. Even then, the roots will have constricted your treasure tightly, meaning that it would take great strength to remove them. This mountain is your vault, and it can store anything - if you were to steal certain celestial bodies from the sky, you could leave them here, and they'd stay.

Hyppääminenla (400cp): Whereas before you might've bossed around a small tribe on a small patch of land, you now rule something approaching a proper kingdom, a domain rivaling Kalevala or Pohjola in size. Your people are loyal and number in the low ten thousands, and of them, you have a small army thousands strong. You've got everything needed to feed and house all these people, and your land has fertile soil and abundant natural resources. This isn't the entirety of Suomi, but perhaps you have the southern regions and Karelia under your control, or all of Lapland. This may be Kalevala or Pohjola if you so choose, but if that's the case, you will share your authority with Väinämöinen or Louhi respectively.

Companions

Import (free): Perhaps you've got your own crew of heroes, fit for an expedition to Northland or Tuonela. You may bring in up to 8 companions, free of charge. Each gets 800cp and may take up to 400 points worth in drawbacks.

Canon (free/100cp): Want to bring someone along as a companion? You may do so at no cost, provided you convince them to go on the chain after fully explaining it to them, and they agree without any undue influence on your part. For 100cp, you'll meet favorably with a specific person, who will be inclined to like you. No, you may not take Ukko or Marjatta's son as a companion.

Elias Lönnrot (100cp): The author himself. The father of Finnish literature. This is the man who compiled the Kalevala from its component tales. Mr. Lönnrot, born in 1802, was a learned man. He possesses the blessing **Sang the Ballads of My People,** and in addition to this, is a trained doctor and botanist. He'll be happy to travel alongside you and document your travels.

Drawbacks

No drawback limit. All drawbacks are revoked at jump's end.



Mythologization (+0cp): Should you so choose, your actions in this Jump will be remembered in Finnish myth in future Jumps. You will appear alongside Väinämöinen, Ilmarinen, Louhi, Lemminkäinen, and the rest in the local version of the Kalevala if one exists in whatever universe you're in. This is toggleable.

Alternate Continuities (+0cp): If you're not a fan of the original poems, you may choose to be sent to the world of the Soviet-Finnish film *Sampo*, also known as *The Day the Earth Froze*. The one that featured on Mystery Science Theater 3000. This can extend to any derivative work of the Kalevala, provided it happens in Finland and features the same characters. For example, *Kalevala: Uusi Aika* is acceptable; the Silmarillion is not.

Extended Stay (+0cp): It is unclear how long the events portrayed in all 50 cantos last. Scholars say that the first cantos might be from over 3000 years ago, while the final canto must've been written between 500 BC to 1300 CE. Ilmatar was pregnant for 700 years. You may stay in this world for as long as you want, up until the point Marjatta's son is crowned King of Finland. You may also choose the time you appear in. However, you must stay a minimum of 10 years.

Kalevala Meter (+100cp): Want the authentic poetic experience? Go ahead. You can now only speak in a form of Trochaic Tetrameter, and must always alliterate when possible. What is Trochaic Tetrameter? Well, most words you speak must have two syllables, and you must stress the first over the second. This is a Trochee, and all of your sentences must consist of exactly four of them. On the bright side, you'll be a master of this by the time the Jump's over.

Cannot Wed Old Jumper (+100cp): You are aged and wizened, Jumper. Surprisingly, this has little to no effect on your physical capabilities and quality of life, but it does still affect your appearance. You look old, and that means that you will be unable to find romantic love during your time here. If you were already in a romantic relationship, your partner will still love you, but they will not be physically attracted to you while you are affected by this drawback.

Feud and Serfdom (+100cp): You were part of a tribe that was vanquished by a larger one, and as such, you have been forced to become a laborer for your conquerors, little more than a slave. Maybe you'll work for them, or perhaps they'll sell you off to a new master. Whoever's in charge of you won't think much of you, and they will work you heavily and treat you poorly, though you could learn to get along better. You cannot escape unless they are dead, and you cannot harm them directly.

Jumper and the Cheat-Cake (+100cp): You shall be given bad bread, just as Kullervo was. Only you're getting a lot more of it than the one loaf he did. Every piece of bread you eat will inevitably have a stone baked into its center, even if you did the baking yourself and made sure to add none. These bread-rocks are very hard; you could break knives or teeth on them. You can get wise to this, but every once in a while you will forget about this drawback and eat bread unawares.

Writhing Serpents (+200cp): Alternatively, instead of stones in your bread, you can get live serpents and vipers in your beer, or whatever else you care to drink. These snakes are very hostile and very poisonous, and they will be present every time. They won't poison what you're drinking, but they will bite you if you aren't careful. You'd best bring something to fish them out with before drinking your now-untainted beverage.

Matchless Ahti (+200cp): Whether deservedly or not, you have gained a poor reputation, and those around you shall heed it. You will find yourself distrusted, shunned and scorned by many. If there was a wedding so grand that everybody in Kalevala and Northland was invited, you'd be the one person who wasn't. Simply put? Pretty much nobody likes you.

Not for Sixty Summers (+200cp): Shall you join in war or deadly combat. You have sworn an oath of pacifism. It may or may not last for 60 years, but it will certainly last for the duration of the jump. Unlike Lemminkäinen, you will keep your oath. You may not fight anyone for any reason, but they can certainly attack you. This extends to any magic or otherworldly powers you wield.

Lo! Thy Blood fills Seven Sea-Boats (+200cp): The foul Perkele Hiisi has struck a mighty wound on your knee with an iron ax, and it will not stop bleeding and mend. That is, unless you recite the origin of iron to gain power over the wound, cleanly sealing it for good. Unfortunately, you don't know it. If you did, you seem to have forgotten it. Either way, you must seek out somebody who does know it to heal your wound. The wound will not kill you, but it won't stop hurting or bleeding until you solve the problem.

That Drawback (+400cp): You have lost all you had before you entered this world. You no longer have any perks, powers, items, extradimensional warehouses, or anything else from an outside universe or jump that would grant you an advantage in this world. You keep the body mod, any skills you accumulated over the chain the hard way, and everything you have taken here. This drawback also affects any companions you have brought in.

Unavenged the Wrongs I Suffer (+400cp): You cannot let things go. You neither forgive nor forget until whatever insult or injury paid to you has been paid back, until you have gotten your retribution. Someone has wronged you greatly, and you will not rest until they are slain in recompense. Until then, it will eat at you, and this obsession with vengeance will ultimately cause you great harm. You will reject chances to make peace once for all, you will reject your loved ones, and you will reject happiness all for getting revenge. You will get that revenge, but all you care for will have died in your absence. You will have nothing and no one when you return, and you will know that you could've stopped it if you'd forsaken your revenge. When this time comes, you will ask yourself a question: was it worth it? You will know the answer, and you will live with the guilt.

Wanton, Reckless Hero Jumper (+400cp): You are foolish, arrogant, and hotheaded, and this rashness leads to you regularly making very poor decisions. The woman you're courting rejects you? Kidnap her and hope for Stockholm syndrome to kick in! In short, you act a lot like

Lemminkäinen, who does foolish things such as underestimating a foe who'd eventually spell his death, angering an entire country by provoking a duel with and killing their king, or angering all the men on the island he hid on by sleeping with all the women (except for one, who'd wreck his getaway boat), or waking the armies of Pohjola after Väinämöinen had nearly successfully taken the Sampo. All these are things you might do in the same situation, and you don't learn.

All the Spears and Swords of Northland (+400cp): You have slain a figure of great importance in a far country, and an army is after you to exact retribution. You will not be able to overcome it, but you can certainly run and hide. There are very few places where you can safely hide from them, and you will likely be hunted down in most places. To escape this threat, you must hide out for a few years at the one place where you won't be found (it's not the cosmic warehouse). This country is *probably* Pohjola. Fortunately, it's just an army after you; you haven't sparked the ire of any hag wizard-queens… *yet*.

Shine No More to Gladden (+600cp): The sun and moon have been taken from the sky, and all fire has been stolen from the world. A foul sorcerer is responsible for this deed. It is now an age of darkness, and light shall not return for as long as you remain in the world. Crops will freeze to death, a killing frost enveloping all. Birds and beasts will starve or perish of disease. The winds will cease their routes around the world, and people will die in droves. You, too, shall freeze and perish unless you restore the world to how it should be before it happens. Even the gods above will be affected by the cold and the dark, though a bungled attempt will be made to restore fire. That fire will fall from the heavens, and it will fall into the maws of a great beast, who you must slay, only to contend to the raging fire-spirit within which shall ravage the land. You must lull this spirit, and set about tracking down the hidden spot where the Sun and Moon are contained. They can only be released by the sorcerer who sealed them; and you'll have to find a way to convince, trick, or intimidate them into doing so.

The Finno-Korean Hyperwar (+600cp): Are you sure you want to take this? *Are you sure?*

Well, if you've come this far, you must be. Hear this forgotten history, a lost period between the time when heroes and spirits walked the earth and modern day. In about 8000 BC, there were two great empires that dominated the known world, sprawling across Eurasia. It was a golden age of technology when they existed. Peak humanity. In the west was our blessed homeland, the Proto-Finnic Holy Roman Khaganate, and in the east lay the barbarous wastes of the Great Hwan Empire, both remnants and successor states of Turan-Finngolia. As you can see, a horrific war broke out between these great powers, kicking off a war that bombed humanity in the stone age.

After the Spürdosparde occupied the capital of Great Turan with supersoldiers, it was only a matter of time before the Hwan invaded Finnish Giza in an successful attempt to vaporize the Finnish starfleet, though they were repelled by ursine cavalry. Or maybe the Hwan invaded India but lost hefty amounts of collective genital length and sanity at the hands of the Giza Mass Autism Array. The situation deteriorated from there. Finnish ski warriors traveled through Siberia. The Nephilim fought the Hwan in Doggerland, and John Helldiver slew the Hwan spy John Halo in Central Russia. In response to this, there was increased Hwan military presence in the area, but much of those soldiers were noclipped into the backrooms by the Null Mines. The Hwan tried to use time travel, but instead summoned the legions of hell, irreparably rendering the Gobi desert desolate and founding Detroit. The Emu Confederacy invaded Hwan-held Japan, only for their Mars Colony to be destroyed by the Lemurian Nether Sonic Cannon. Mel Brooks was vaporized by Meso-Babylonian cyborgs in the battle of the Nile. Eurasia's going to raze itself to the ground with raygun fire. Then everything was destroyed by hyperspace missiles and savage Proto Indo-European and Hyborean barbarians conquered the remnants of both empires. Shapeshifting psychic aliens from Alpha Centauri conquered Earth for a time after, but they all died in the destruction of Maldek due to the Kaiju war. The realm of Mu uplifted humanity, but then they died when the Atlanteans declared Kaiju war on them and both sank beneath the waves. The Annunaki from Nibiru then showed up and uplifted humanity once more until discovering the remains of the Finno-Korean Empires, upon which they flooded the world and left. They are said to return in 2012, as decreed by the Mayan Calendar.



All this and much more you will experience. Try not to die.

Scenarios

The Sampo



The central conflict of the Kalevala revolves around the wondrous Sampo, the wealth-giving device forged by the blacksmith Ilmarinen and jealously hoarded by the Hag-Queen Louhi. It came about from a deal Väinämöinen made with Louhi when stranded in Pohjola - he would send Ilmarinen to forge it and Louhi would send him home. Though reluctant, Ilmarinen eventually arrived and forged the wondrous device from the finest tips of swan feathers, the milk of greatest virtue, a grain of barley, and the finest lamb's wool in exchange for the hand of Louhi's daughter in marriage (She rejected him but they got together later). After great toil, the Sampo with its many-colored lid was created, with the ability to create endless amounts of grain, salt, and gold. Pohjola would hold this artifact for a very long time, until Väinämöinen, Ilmarinen, and Lemminkäinen arrived to ask for half its wealth. Louhi refused and conjured an army, but the heroes lulled her to sleep with magic and made off with the treasure. Louhi and her army soon woke up and pursued the heroes across the sea. The ensuing conflict destroyed the Sampo, sinking

it into the ocean. To this day, it still churns salt. Hereafter, Louhi would inflict many blights on Kalevala. She sent nine plagues to poison its people, sicced the bear-spirit Otso on it, and stole the Sun, Moon, and all Fire, but each of these were foiled by Väinämöinen.

Now, you have two choices here: you may either side with the Heroes of Kalevala or Louhi and Pohjola. Whoever you side with, you have one goal: to ensure that your land gets the Sampo. The reward for success depends on your allegiances:

- **If you sided with Kalevala:** You shall have the gratitude of the heroes of Kalevala, and seeing as time shall stop when you leave here, they have elected to bequeath you with the Sampo. This device shall give you limitless wealth, as it will eternally churn out grain, salt, and gold. You shall never want for food or money, wherever you go. In addition to this, so long as you hold (as in have in your possession) the Sampo, you and any people you rule shall be blessed with great wealth and prosperity. What exactly is the Sampo? Nobody knows… except for you, now that it's yours.

- **If you sided with Pohjola:** The Sampo shall remain in Louhi's possession, but that doesn't mean she isn't grateful. Louhi shall grant you two boons. Firstly, she shall allow you to marry any of her daughters, who all possess the blessing **Bride of Beauty.** That probably doesn't interest you, though, so Louhi shall teach you how to snatch the very Sun and Moon from the sky, plunging the world into darkness. It is difficult to achieve, as they'd ordinarily be beyond your reach. You'd require something to lure them down if you wish to capture them, and a suitable place to imprison them. But you know the secret.

The Compilation of the Epic

If you take this, you shall be sent to Finland in the year 1828. More specifically, the Grand Duchy of Finland instead of the modern-day Republic of Finland. While you are here, you will be under the effects of **That Drawback**. Now, before we continue on, context is needed. Finland has long been under the yoke of foreign rulers. Starting from 1150, Sweden gradually took over, and was completely in charge during the middle ages. The Swedish ruled over Sweden for a very long time, but eventually the realm fell into Russian hands after the Finnish War of 1808 and 1809. The long-lasting Swedish presence in Finland resulted in Swedish becoming the language of the upper class, and it would threaten the Finnish language. In addition to this, the late 19th and early 20th

centuries (before independence) would see Russian attempts to culturally assimilate Finland to better enact integration.

Elias Lönnrot would make significant contributions to amending this. Starting from 1828, the year you're currently in, he would make a total of 11 field trips to compile the poems over 15 years, becoming one of the founding members of the Finnish Literature Society. The texts helped Finland reclaim its language and culture, as proper Finnish literature at the time was almost nonexistent. This would contribute to the movement for nationalism, and eventually independence. However, he's nowhere to be found, and without him, there is nobody to compile the poems. Nobody… but you.

That's your mission. You must study the Finnish language, and when you are learned enough, you will make the same trips he did, seeking out bards and recording everything they have to tell you. This has to be what the bards tell you, regardless if it really happened or not. Your work doesn't just stop there, though. You also have to write all the other mythical texts he did, those being the *Kantele*, the *Old Kalevala*, and the *Kanteletar*. You will likely have to stick to the eastern part of the country, as much of the west now speaks Swedish. Your compilation doesn't have to be strictly identical to Lönnrot's, but it must be recognizable and comprise of at least 50 cantos. Afterwards, you must stay and ensure that Finnish triumphs over both Swedish and Russian and becomes the common tongue, and that the country declares independence by our historical date, December 6th, 1917, at the latest.

Reward: For bringing about the victory of the Finnish language, you gain the blessing **Sang the Ballads of My People** for free, or your points back if you'd already taken it. You will always be a member of the Finnish Literature Society. If Finland exists and its Literature Society exists, you will always be a member, free of charge. Lastly, you may be remembered as the compiler of the Kalevala in future jumps, if you wish. Perhaps it is you who is the writer, or perhaps you're remembered as a co-writer with Lönnrot. This is toggleable.

Ending

Go Home

Stay Here

Move On

Notes

Jump #27. Mada Mada Plus Ultra.

Why did I make this jump? Well, about years ago, I had a book of world myths. It had myths from all over the world, and I learned about the Kalevala from it. I decided I'd make a jump for it, and this is me following up on that decision. I feel like some places are more likely to be the settings of jumps. These places are usually the US and Japan, followed by the UK. I'd like to make jumps that happen in those places, but I also want jumps that happen in other places. So, this one covers Finland. Almost every culture in the world has myths, and I'd like to see more of those myths get dedicated jumps.

Silver Sun and Golden Moon: Think of it as a poetic phrase. I have been asked twice whether these should be reversed. They should not. I see the sun as gold and the moon as silver, but one of the translations of the poems I read refer to the sun as silver and the moon as gold. If you look at them in-jump, they're probably their natural colors. The sun is yellow and the moon is white.

Pohjola, Sariola, and Northland: They're all different names for the same place.

The Finno-Korean Hyperwar: It's a meme. Someone asked me to include it on the thread. I apologize if it offends anyone. Please do not take it seriously.

Taking the Sampo: The reward operates under the assumption that your Jumper is going to move on when the Jump ends. If they decide to go home, they just get a fully functional copy of it. If they stay, they'll just share the Sampo with everyone else in Kalevala.

Changelog

- Made on June 14th, 2024.
- WIP 0.1 posted to /tg thread #6242 on September 1st, 2024
- WIP 0.2 posted to /tg thread #6527 on September 20th, 2024
- WIP 0.3 posted to /tg thread #6267 on September 30th, 2024.
- WIP 0.9 posted to /tg thread #6302 on November 16th, 2024. Finished on the same day.

Credits:

- Me. The Jumpmaker. Goes by a few different names. Read the Keith Bosley and John Martin Crawford translations.

- The Elector Counts, fellow Jumpmakers who I worked together with on a previous jump. I consider you my best friends in the Jumpchain community.
- JT98. Thanks for letting me consult you.
- That suggestions of that one anon with the suggestions on thread #6242, left below:

Cool. I'll have to read it again since it's been a while, but just from what I can remember:
>One of the golden/iron eggs laid by the bird that ended up hatching parts of the world (I'd understand if something like that was too powerful for the jump, though)
>A super crossbow option, like that of Joukahainen's poisoned crossbow that could fucking split mountains
>Kullervo's strength & durability (even as a baby he was tearing cribs apart and was just immune to fire & drowning, among other attempts to kill him)
>Kullervo's talking sword (either as a companion or item, possibly already covered by the other super sword option you've got there)
>Maybe something related to the weird plot hole where Kullervo's family is inexplicably alive, despite the fact that his whole family was supposed to have been killed? Like a luck where those related to you/close to you are more easily capable of surviving disasters (this is a pretty weird suggestion but that plot hole stuck with me)
>Väinämöinen's[2] extreme impulsiveness
>A sauna (I mean this is Finland we're talking about, possibly as part of a homestead item, though I don't know if that's covered by the Hyppaaminela option)

Art by:

- Nikolai Kochergin (Jump cover, Sage/Smith/Adventurer capstones, Blade of Black Iron)
- Akseli Gallen-Kallela (Drawbacks, the Sampo Scenario)
- Joseph Alanen (King and Master)
- Robert Wilhelm Ekman (Rukoilen)
- Mossa (Finno-Korean Hyperwar)

[2] Lemminkäinen's extreme impulsiveness, not Väinämöinen's.