

THE SECRET OF KELLS

A Jumpchain Compliant Document

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The 9th century is a time of terror and destruction for the people of Ireland. The Northmen raid the seas and pillage peaceful fishing villages in search of their one driving passion. Gold. All of Ireland lives under the dark knowledge that sooner or later they will come. That they will kill anyone in their way. Only those who run, and are fast enough, will survive their wrath. Hope is a flame that burns low on the Emerald Isle. But it still sheds light, however feebly.

Here and there one can find cities doing what they can to prepare themselves against the coming slaughter. Unskilled hands turn their labor to walls of stone pulled from any available source. They cobble together makeshift walls out of fear of what will happen to them and their loved ones if they do not. People huddle in mud huts because their wood and stone is needed to keep them safe. The only thing keeping them going most days is their faith.

Old faiths are beginning to be pushed into legend by the new faith of the world. Christianity has begun to push aside the pagan myths of ages past. But just because the people stopped believing in them doesn't mean the sources of those myths stopped existing. Fae still walk the woods, bide their time in caves, and protect secret, sacred places that only have meaning to those of the old faith. So hold fast to the old superstitions. Keep your westward facing windows shut. If you must travel at night, bring a trinket of gold with you. For while they are fewer than they were, the Fae still walk this world.

You will arrive one year before the Northmen attack Kells and stay for a full decade.

These (+1000 CP), and strong legs, may allow you to survive.



Background

Gender choice is free.



Viking (Free): The Northmen are invading Ireland. They are brutal, savage, and have a deep seated lust for gold that can never be fully sated. You are one of these giants, these living boogeyman of the Irish people. You are tall enough to loom over the tallest Irishman by several feet and strong enough to throw a normal person across the room. With your massive sword and powerful bow, you will do as you please in this land of peasants, farmers, and scribes. [Age: 20+3d8]

Scribe (Free): Even in these dark times, there are those who seek to preserve what is known. Knowledge must be saved and books are the way to ensure it does not die. Not everyone sees your work as valuable. Which might have something to do with the fact you spend most of your time inside scribbling instead of producing anything to help people survive. But you know, as your brothers in ink do, that survival is not truly living. For all of mankind to live, they must learn. [Age: 1d8+8 or 20+4d8]



Priest (Free): You belong to the new faith of the world, Christianity, which has determined Ireland is desperately in need of saving. It is hard to get your brothers and neighbors to let go of their pagan ways. But you have faith, and God, on your side. You will show them the righteous path, save their souls, and possibly their lives from the Northmen if only they would follow. [Age: 30+3d8]

Fae (800 CP): You've lived through many ages, in many forms. You are a part of this world as much as the salmon, deer, and wolves themselves. A being of nature drawn from the myths of Ireland itself. You've seen the cruelty of man but also their capacity for kindness and warmth. You are likely wary of man, as their short lives and limited perspective about the truths of the world make them irrational and unpredictable, but that is entirely up to you. Perhaps you hate them and wish to bring about their destruction. Or maybe you simply want them to stay out of your territory and leave you alone. [Age: 50d8]





Location

You may choose to roll 1d6 for your starting location or pick the Free Choice option according to your Background



1. The City of Kells (Scribe, Priest)

Surrounded by dense forest, Kells has slowly and steadily driven the woods back to make room for its ever growing walls. The people of the town live simply but in constant fear of the Northmen. They dedicate much of their day's labor to the wall that now surrounds most of the city. But it is still woefully incomplete. Years will be needed to finish it enough to keep out a dedicated assault. They will not have those years.

2. The Forest (Fae)

The forest around Kells is as ancient as the isles. Save for where man's hand has touched it, it remains pure and unspoiled. The old faiths and legends still cling to these lands despite the rise of Christianity. Between them, and the Northmen, few dare to travel the old oaks save for the most dire of circumstances. There is magic in both the light and the darkness beneath the forest's leaves. One which is far less mythical than many men now believe.

3. The Caves (Fae)

Even the old faiths have demons in their stories. Monsters and old gods angry at the world changing around them, at being forgotten, at man for reasons too alien for mortals to understand. These caves rest within a part of the forest around Kells that sees no light, even in midday, and attracts a fog that rarely dissipates. Crom Cruach and his shrine occupies only one of these caves. There are others, just as dark, and just as dangerous. Pray you belong here.

4. The Island of Iona (Viking, Scribe)

This island of scribes is off in the seas of Ireland, like all islands should be. There is not much of here to note save for a small town & an abbey of scholars. Famous only to other scholars for its creation of The Book of Iona. Stories tell of the Book blinding sinners and being filled with pages of glowing text fit to light up a room. However, it is poorly defended... and the seas grow black with ships from the north.

5. The Seas of Ireland (Viking, Scribe)

Tempestuous waters, even for experienced sailors. Almost as if they know there is trouble headed towards the island they ward and wish to keep it away. That you are on a boat travelling to a place is a sure thing. That you are among friends is less certain. That you are in trouble if you are alone is a certainty. Your only certain blessing is that shore is in sight. May it serve you well.

6. Free Choice



Perks

Viking

GOLD (100 CP): People whisper tales of the Northmen around nearly every hearth. They are demons who come from across the seas, intent on killing and stealing anything that glitters or gleams. Like your brethren, you can sail as if you were born to it and track even a single runner along a packed clay track. And when you find what you seek, your training with the blade and bow will ensure they do not see another dawn.

GOLD! (200 CP): Few outside of the Northmen understand their tongue. Their coarse words and dark voices are enough to conjure to mind demons of the most horrifying sort. Their size, their speech, and their brutality speak for them more easily than any understanding of language could ever hope to. When you wish to frighten others, you can do so even without a common language. Grown men could be driven to weep with a growl and the flash of your blade.

GOLD!! (400 CP): There are few forces on Ireland that can stand in the path of the Northmen and survive. Between fear and heavier weapons, the armies of the Irish clans can only delay the inevitable. As they are, so are you. You are all but unstoppable in battle. You will find a way past any gate or wall that bars your path, no matter how well defended, given time. A wooden gate would only stop you for minutes instead of hours.

GOLD!!! (600 CP): The Northmen are driven by their passion, their lust, their desire for treasure. It is the only thing they crave. Not sleep, or rest, or even food when they are on the hunt to feed their appetite. They become demons in all the ways that matter. Like them, you can smell it in the air. A long chase or a pitched battle will do little to tire you when you are on the scent of material wealth. Even the weather itself turns foul to hinder your foes without slowing you one iota. Just remember, as powerful as you are, a hunter is never immortal.





Scribe

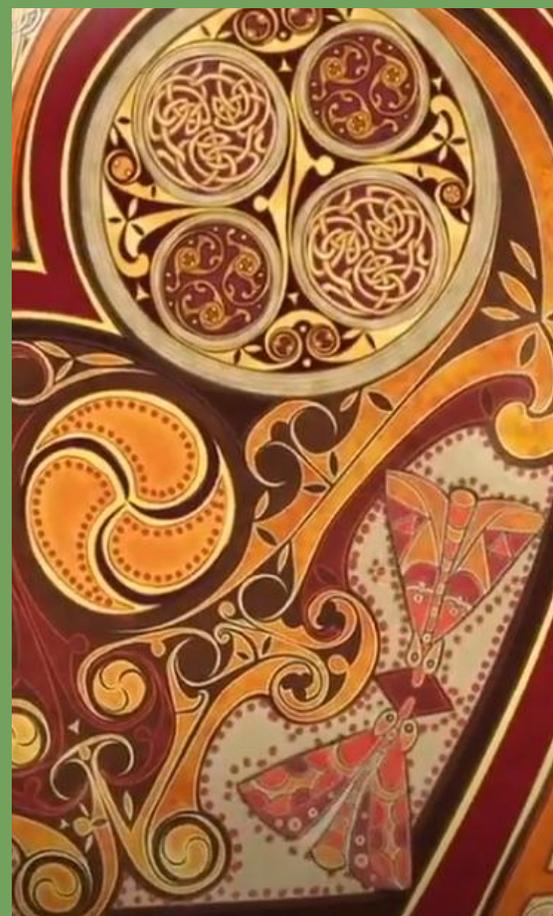
Illuminator (100 CP): Part artist, part historian, part alchemist, a scribe is a man of many talents. As the last line of defense against knowledge being lost forever, they have to be. There are few enough willing to pick up a quill in this age. One cannot afford to specialize. Like all good scribes, you've picked up the ability to produce legible, but artistically pleasing and filled with flourishes, penmanship as well as a solid understanding of how to create inks of all shapes.

Master Illuminator (200 CP): In these dark days haunted by the Northmen, the ability to create beacons of hope for people to cling to is invaluable. Few creations of man have the ability to do this as well as art can. A well developed artistic talent, carefully applied, can inspire those who view it. And while you may not be able to make pages literally glow, you do have the ability to produce artwork equal to any of the Master Illuminators of the time. Given time, patience, and hard work, you could even produce works the equal of the Book of Iona or Kells itself.

Resolve (400 CP): Ask any Illuminator and they will tell you that you can learn more from experiencing the real world than you can by a lifetime of reading books. An odd expression from a group who spends most of their lives sitting and creating books, but nevertheless true. However, to gain wisdom in this fashion, during these troubled times, takes a wide measure of courage. If nothing else this is something you now possess in spades. While you may still feel fear when faced with a bare blade or the darkest mysteries of the world, you will never be paralyzed into inaction or stupified by it. Your mind will see past the terror and aid you in making what decisions you need to survive.



Turning Darkness Into Light (600 CP): The myths and legends of Ireland run deep and have origins lost to even the most dedicated histories. Some stories have long since been changed by minds seeking to entertain, or protect, their audiences. Others have simply had details forgotten in the retelling. Few still seek the truths behind those legends, especially now as they are being pushed aside. Just like a certain red headed youngster, you have a knack for stumbling across that which has nearly been forgotten. Creatures of the old ways will find themselves crossing your path more often than they would with any other mortal. You will discover bits and pieces of the truth behind legends hidden in unexpected places. And, should you dare to delve even deeper, you will discover what was hidden by those myths. Sometimes you will be left wishing you had not looked. But most often you will come away with valuable insight, or perhaps something much more tangibly valuable, as well as a story of your time on the road to it fit for any hearthside telling.





Priest

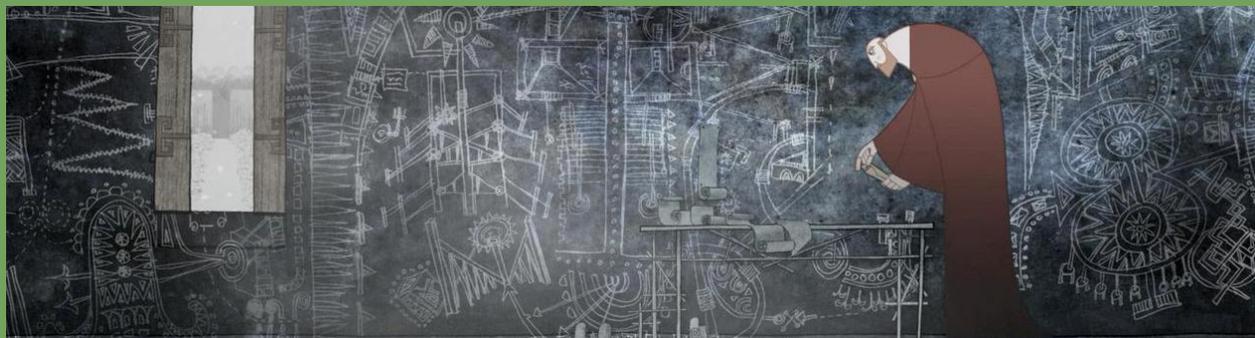
Faith of the Masons (100 CP): The people of Ireland are trapped by their beliefs in the old ways. In these dark and uncertain times, Christianity holds the light of hope that so many cling to. As Christ was a carpenter, so must his priests in this land of sinner be willing to create their own houses of worship. For while the flock needs tending, few have time to help those who do not help themselves. As other Christian priests in this land, you have a thorough knowledge of the religion, as well as a firm grasp of architecture. Enough to build a church, or surround an entire city with a wall in a pinch.

Intimidating Nature (200 CP): Your faith shrouds you in an air of authority that few can mistake. Your voice commands attention and your eye gains a glare that quiets unruly children with a look. While you are not an avenging angel, you can certainly give off that impression to those you are displeased with. Even older, wiser men will question the wisdom of standing against your will when you are looking them in the eye.



Strength Through Faith (400 CP): While all priests believe in the same basic tenets of Christianity, there are those who prefer to focus on different lessons from the good book. Some focus on community, others purity of faith, a few stress more practical applications of industry to keep hands busy, and many, many more. With so much material to work with, there is little wonder that priests of the same faith can vary. Like them, you have something specific you believe in. A faith drawn from your connection to others, your conviction in your own abilities, or some similar ideology. As long as you continue to believe in that faith, it will grant you strength and endurance enough to work from dawn to dusk without break. And should life throw more dire trials in your path, keeping your faith will empower you to survive even normally dire wounds. For a time, at least.

A Wall To Save Civilization (600 CP): The Northmen are a dark wave of destruction upon the people of Ireland. Your people. There is little enough one priest can do against such demonic forces. Still, you have the power of God on your side. Faith enough to propel even pagan sinners into action when the need is dire. For as Jesus said, "Whoever follows me will never walk in darkness." And right now the darkness is indeed coming. As with Abbot Cellah, you have the ability to drive people when the need is great or when there is a unison of purpose. They will work harder, faster, and longer under your direction so long as you lead the way. They will achieve feats many would suspect impossible in the time given. Stone walls as high as castle towers inside five years with only a handful of skilled masons? Not impossible for a man of faith who has God and a clear mission on his side.



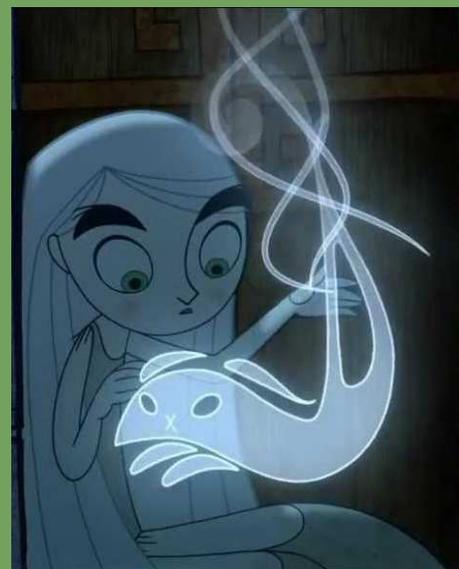


Fae

The Old Ways (Free): As much as those of the new faith wish to deny it, there is magic in this world yet. Magic that is older than man yet wise enough to know its place in the natural order. Fae of all kinds have an innate relationship with magic. They use it as naturally as a fish swims in water. Not all have the same talents. Some, like the banshee, express their magic through enchantments of fear and charm. Others, like the forest spirits, are naturally gifted when it comes to magic that lets them move around their home woods. Whichever kind of Fae you are, you share the appropriate magical talents and abilities of your kind.

Myths and Legends (Free): While the old ways are forgotten by so many, the stories continue to enchant the imagination of young and old alike. Stories of fantastical facts passed down into a world that considers them myths and has forgotten so many of the details. Legends can travel, row, survive in ways few people can completely understand. As a facet of myth yourself, tidbits of your history find their way into each world ahead of you. It is never certain which parts will find themselves introduced into each new reality you visit, especially if your past is checkered. But the stories and myths told around campfires in coming worlds are sure to include some of your own legend. Furthermore, when you reveal yourself as the truth behind those myths, few will doubt that fact. Even those who do not believe the stories will find themselves swayed by the revelation.

As Salmon, Deer, and Wolf (Free): Few Fae find themselves confined to a single form. Most are capable of disguising themselves as human or the native creatures of the area they call home. There are some who prefer not to exercise this power and a very few who cannot use it. Even if you happen to belong to the latter group, you have learned the trick from a friendly Fae at some point in the past. You may change from your normal Fae form to up to three different forms. Generally one is human and the other two are animals from in and around your native territory, but that is by no means a strict rule. So long as one form is human and the other two are animals. You will find very little disorientation when you shapeshift, even between drastically different bodies. For you, changing between them is as easy as breathing. Additionally, your talent for shapeshifting has room to grow. Given time and experimentation you may discover other forms to change into.





*You may purchase **Magic of the Forest** OR **Dwelling in the Dark**, but not both.*



Magic of the Forest (Free): Some Fae prefer a life living in tune with the natural world around them. They take a liking to the trees, the flowers, the rivers, and all the animals within its bounds. They are the guardians and careful tenders of the natural world. They may rule the land they stake for their own, but they do so with a giggle and a smile to their allies. Only their enemies ever see their fangs.

Like the Fae of nature, your connection to the natural order has given you a more intimate understanding of the lives and creatures around you. While this is initially a weak sense that draws you to problems in the area, the longer you spend tending to one territory, the more powerful that sense becomes. Spend a decade watching over a forest and you will know every tree and rabbit by name, as well as when trouble is afoot in your lands. Additionally, the magical talent you gained from *The Old Ways* grows and becomes more druidic in nature. You will discover your magic is especially well suited for helping you move around, both in your forest and outside of it, as well as helping sustain the land and creatures around you. Growing flowers

and talking to animals will be the least of your talents should you follow your instincts and allow it to flourish.

Dwelling in the Dark (Free): There are those who exist in the shadowed places of the world. Fae who delight in causing harm and revel in growing their own strength to corrupt or control those who wander too near. Some only wish to be left alone, lashing out violently at any who draw near. A very few are so dangerous that even other Fae dare not speak their names in certain places.

You are one of these Fae of darkness and pain. A creature who has turned their magic to cruel purposes and become just as twisted. You can appear truly monstrous in appearance, fit to break down even the demonic Vikings into shrieks of terror should you see fit. The magical talent you gained from *The Old Ways* has something reaching and grasping in nature. It already is capable of ensnaring the will of weaker mortals or slowly draining the life out of anything living that wanders into your path. In time it will grow into those talents, allowing you to reach out of the shadows to harm even other Fae in ways they will only slowly recover from. If they escape your clutching grasp at all.





Items

General

Hurling Stick (50 CP): One of the traditional games of Ireland involves a hard ball of stitched hide, a solid wooden stick that's slightly larger at one end, and lots of injuries. This gets you a hurling stick, a jar of blue body paint so you can decorate yourself properly, several balls, and a few extra teeth. Believe me, you're going to need them.

Quill (50 CP): Just a good, durable goose quill pen. Never needs resharpening. If you break it or lose it, plucking a tail feather from a goose turns that feather into this Quill. Just watch out. The local geese are pretty hard to catch and usually aren't happy to get plucked.

Goose (50 CP): Of course, why settle for one quill when you could get the whole goose? Probably because you don't have to chase down the quill. But if you're looking for exercise, and more than one Quill, this option is for you. Each tail feather you pluck from this specific goose acts just as the Quill option above. You can even give them to others. You just have to catch it first.





Viking

Weapons of Fear (100 CP): The Northmen come to these shores bearing the weapons that have made them unstoppable to the few Irish lords who dared to stand against them. Their massive two-handed greatswords and longbows tipped with fire and jagged heads. Your own blade will never be far from hand, your bow will never crack or break, and you will always have an arrow tipped with flames at hand when you reach for one.



Flock of Crows (200 CP): Carrion-fed crows know the Northmen. They follow them in great flocks, eager for the next meal. Their appearance serves to both terrify their foes and sow confusion in their ranks. Your own personal flock may not be large enough to dot out the skies, but they are loyal enough to listen to your commands and attack as you direct. Provided you keep them fed regularly. Should something happen to your crows, you will find them replaced at midnight of the next new moon.

Drakkar (400 CP): The boats of the invaders may be the only thing they create that could be considered artwork. Each craft is intricately carved, expertly crafted, and somehow still manages to hold an aura of menace around them. This ship is yours and will appear out of the mists when you desire its presence. While it could easily hold two hundred fighting men, it is capable of being crewed by as few as four without issue. Should your Drakkar sink, a truly rare occurrence, simply calling for a new one from any shore will recall it from the depths, hale and whole.





Scribe

Supply of Parchment (100 CP): A scribe's greatest treasure may be a supply of clean parchment. It is truly a rarity in some parts of Ireland during these dark times. This small wooden box, only slightly larger than a sheet of parchment, will always have a small stack of clean, new writing material waiting for you inside. If your box goes missing, it will find you again the next time you sit down to write or draw.

Ink-Making Station (200 CP): This sturdy workbench has nearly every inch covered in intricate glasswork. While there is a space near the center, it is also cluttered with powder, mortars, and liquids of numerous kinds. It contains everything and anything a scribe could need to make nearly any color of ink. The ingredients are not magical and you will find enough to create about fifty pages of closely written, and delicately arted, work. They will replenish themselves every few months.



The Eye of Columcille (400 CP): The great scribe Columcille is still praised by scribes many generations later for his intricate artwork few can match. His secret? A mystical artifact pulled from the face of Crom Cruach himself. It is said to give anyone who looks through it the ability to create the greatest, most intricate of drawings. Even a child holding such a tool could produce art fine enough to melt the stoniest of hearts. Truth be told, this palm-sized crystal is all that and unbreakable to boot. Should you lose such a treasure, you will discover another in a shrine to Crom Cruach soon enough. Pray he is not at home when you call.



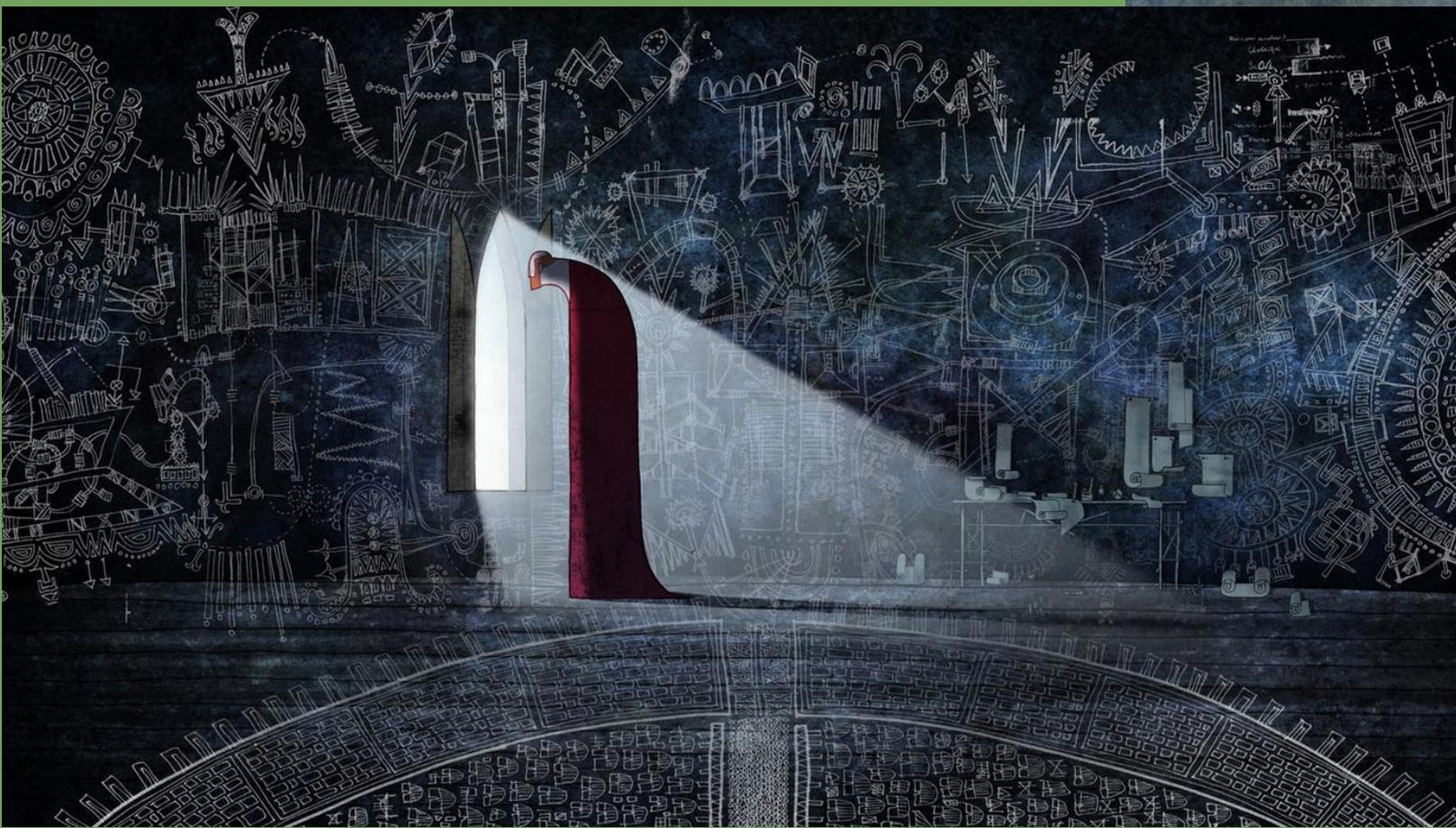


Priest

Chalk (100 CP): Plain, white, practical. This small stick of chalk might not seem like much, but it will never run out. You could cover an entire room with calculations and drawings from floor to ceiling, including both of those, and still have a full stick in your fingers. It'll always be in your pocket when you reach for it and simply cannot be lost.

Faithful Blueprints (200 CP): These blueprints may look like a jumbled mess of drawings at first glance, but they will quickly adapt themselves to whatever project you're currently working on. Everything from a simple country church to a city wall capable of surviving a dedicated siege can be found inside these rolls of blue parchment. You'll still have to do all the hard work of turning these plans into reality, but these will allow you to skip the planning stage and offer helpful suggestions to speed construction.

Tower (400 CP): This simple column of stone is barely large enough for a moderately sized room on each level. However, it makes up in height what it lacks in girth. Twenty stories tall, though only the top and bottom floors currently have rooms, this seemingly impossible construction is far sturdier than it appears. With only one, very solid, oak door as an entrance on the second story, this tower is all but impervious to any assault short of a direct hit by a catapult. Especially once the steps are knocked down. You may place this tower on any piece of property you currently own or simply have it follow you between worlds, placing it in a convenient location in each new world.





Fae



Loyal Animals (100 CP): Most Fae are associated with one animal or another, even if only in the stories humans tell about them. For you the association is very real. A pack of animals have chosen you as their pack leader. Wolves and deer are common choices, but you may pick whatever you feel is most appropriate. Two dozen will obey your every command and come running at your call. Should something happen to one or more of them, do not fret. The cycle of life will ensure those lost are replaced soon enough.

Shrine (200 CP): While the designs may vary, shrines dedicated to the worship of the old ways always have several things in common. Carvings to warn, instruct, or worship and an open space shrouded in the feeling of magic. This shrine is dedicated to no specific purpose and has been well seeped in the traditions of the old ways. Mortals who pass nearby tend to be drawn into its presence. They will find it a good place to rest and reflect. Should you

possess the Magic of the Forest, this shrine will shift into a place of growth that encourages the natural healing of any who rest within its borders. Those who instead possess Dwelling in the Dark will find this shrine a sinister that finds ways to make it difficult for those who wander in to leave again.

Home Turf (400 CP): Nearly all Fae have a place they call home. For some it is a forest. Others prefer a series of caves. A few even find comfort in a mortal graveyard. Whichever it is for you, this bit of land will become what you desire. Though it will maintain that shape ever after. The only limitation is that it cannot be larger than a small forest and is otherwise unremarkable in any mystical sense. It is simply yours. If you have other pieces of property you may attach this piece to one of them in a matter of your choosing. Otherwise it will follow you between worlds and place itself somewhere convenient for your purposes.





Companions

Steadfast Companions (50 CP for 1 or 200 CP for 8): For those of you that have brought friends and allies from other worlds, this option will allow you to give them a place here. Each will be given a Background of their choosing, excepting Fae, as well as all the freebies and discounts that entails. They will also get 400 CP of their own to spend. If you would prefer, you can use this option to create new Companions that you will meet during your time in this world.

Fae Companion (200 CP): For those with friends of a more magical bend, you may purchase this to place one of them in this world as a Fae. They will be given the Magical, Mythical, and Shapeshifting Perks, as well as their choice of Magic of the Forest or Dwelling in the Dark. If you would prefer, you can use this option to create a new Companion that you will meet during your time in this world.

Canon Companion (50 CP): Perhaps one of the local individuals has caught your eye? Curious Brandon, stern Abbot Cellach, affable Illuminator Aiden, or one of the others. This option will allow you the chance to convince them to come along on your journey across the worlds. It may be difficult to convince them, but you will at least be given the opportunity without being thought mad or cursed by pagan magic.

Aisling (200 CP): This silver haired child of a Fae has had a dark, painful past. But she survived it and now watches over the forest around Kells as her home. She doesn't trust strangers very easily and is more likely to disappear or bear her fangs when met with someone new. Still, if you manage to get past her defences, she is a sweet and loyal little girl. By buying this option, you will have the chance to convince her to come along on your journey. She will be a very hard sell with how attached to her forest she is. Still, she will at least listen and consider your offer now.



Magh Mell (50 CP): Cats can make for fantastic companions, especially the ones as smart, loyal, and loving as this little one. She walks fast, so you'd best have the legs to keep up with her, but she will not leave your side for long. This cat is surprisingly intelligent and even has a certain sensitivity to magic and spirits of all kinds. If you pay attention to her, you will rarely find yourself surprised by a Fae in your midst. She can also be amazingly fierce when backed into a corner or protecting you. And those who don't know how sharp a cat's claws are will soon find out if they cross your new pet.



Drawbacks



Life of a Kellian Artist (+100 CP): There is little room in Kells for anyone who does not spend their most time building the Abbot's wall. After all, what use are books if the town will soon be destroyed? Like those scribes, you will find that people have a hard time appreciating your efforts during your time here. They won't go unnoticed, at least, and eventually you may get the credit you deserve.

Clumsy Nature (+100 CP): Whether you're a young boy or an aging scribe, your feet just have a habit of wandering into each other's way. This will lead to you falling into the mud or spilling ink on pages far more often than normal as you stumble around. So while you won't injure yourself too badly, your feet will conspire to embarrass you on a regular basis. Try not to ruin anything too important. Scribes tend to get annoyed when you destroy days of work.

Tall Tales (+100 CP): With so many stories and myths running around it can be easy to get caught up in the telling. You can ramble on about, and listen to, tales of all kinds of hours on end. The more fantastical the details, the more it will enrapture your attention. Attempting to work while listening or telling these stories is sure to affect whatever you happen to be doing. Hopefully deadlines aren't a big deal to you or those around you.

Vivid Imagination (+100 CP): Spending so much time around magic, or books, has caused you to grow into a very active imagination. So much so that you tend to see visual hallucinations during conversations. These will be mostly harmless, shadows moving into the shape of Northmen when their name is spoken and the like. But a few will be far more intricate, almost like visions, that will steal time away from in hour long chunks.



Not Allowed Outside (+200 CP): There are all kinds of walls that people build for themselves and it is far too easy to find oneself trapped by them. You have a place you've grown accustomed to for one reason or another. Perhaps you've simply never left Kells or the safety of your forest. Either way, whenever you travel outside of that place you will be filled with dread. You will feel nervous, hunted, and won't be able to calm down until you get back inside your comfort zone. While this won't prevent you from

getting things done in a crisis, it will make concentrating or enjoying anything difficult outside your chosen walls.



Tragic Past (+200 CP): Your past is a particularly sad one. Your family, all of them, were murdered at the hands of a particularly cruel Fae. Perhaps even Crom Chruach himself. You find memories of happier times more easily smothered under a cloud of sadness. Enjoying life will be an uphill battle for you, especially due to your new tendency to prefer being alone. It may be possible to overcome this darkness of your past given time and more pleasant memories, but it will always faintly linger at the back of your mind.

GOLD!!!! (+200 CP): *The Northman's lust for treasure has afflicted you far more deeply than even the cruel demons themselves. You crave it, desire it, and can want little else when even the possibility of it is in front of you. Your singular passion for gold has driven most other thoughts out of the language centers of your mind. You can only say one word now. "Gold". While you may know it in many languages, the simple fact is that it will be the only word you can say or write during your time in this world.*

It's All Lost (+200 CP): *It's easy to lose things when you're running for your life. You may not be in danger all the time, but you seem to be cursed with the habit of losing important items all the same. Especially just when you need them the most. Don't worry, what you've lost is not gone forever. You will find the items again. But you might have to go on an adventure to get them back.*

They're Coming (+400 CP): *The Northmen seem drawn to you. For one reason or another they will hound your steps, invade your forest, or hunt you for sport. They are relentless, tireless, and as numerous as the crows that proceed them. Still, they are mortal. You may be able to fight off such demons for a time. The only other choice is to run and hope you are fast enough.*

It's Not... Imagined (+400 CP): *That which lurks in the darkness has taken an interest in you. A dark Fae as evil as Crom Cruach himself, if it isn't the dread creature himself, will be after you. If you know how to fight such creatures, you may be able to drive them back for the time. Perhaps even kill them. But there will always be more shades to take its place.*

The Fall of Kells (+600 CP): *Kells must stand against the Northmen. It is the birthplace of the Book of Kells, the tome that will turn darkness into light. If the town falls... it will never be made. This world will fall into chaos punctuated by brutal bloodshed and terror. You must secure the town against the Northmen's assault. And be warned, they will be more than up to the task to counter whatever you bring to the table. Work quickly. Work diligently. You've only got six months until the sky clouds over with crows and winter snow. Both sure signs of the Northmen's approach.*





Outro

Stay Here

Go Home

Continue Onward

