

# THE SECRET OF KELLS



Jump by Aehrimán

*I have lived through many ages,  
Through the eyes of salmon, deer and wolf.  
I've seen the North Men invading Ireland,  
Destroying all in search of gold.  
I've seen suffering and the Darkness.  
Yet I've seen beauty thrive in the most fragile of places.*

*I have seen the book. The book that turned Darkness into Light.*

Following their infamous raid on Lindisfarne, the Northmen ravage up and down Eire in search of gold. To the people, it seems as if the very end times. In Kells, the Abbot turns from works of faith to building tall walls to keep the invaders at bay.

His young nephew, Brendan, leads a sheltered life. But one day, Brother Aidan comes bearing the Book of Iona, an illuminated manuscript like none other, and needing help to finish it.

You arrive in Kells a day before Brother Aidan, and will stay ten years. Have 1,000 celtic points (cp) to survive this troubled era.

## ORIGINS

**Drop-In:** You arrive in Medieval Ireland with naught but the clothes on your back, a traveler and a vagrant.

**Illuminator:** You grew up in a monastery, learning how to create beautiful manuscripts. Shame the Abbot of Kells cares only for building walls.

**Northman:** “Deliver us, O Lord, from the fury of the ~~Norse~~ North Men. They ravage our land, they murder our women and children.” Probably you’re raiding to support a family or community back home, but it’s unlikely your victims will appreciate that.

**Fairy** (-300 cp) “Pagan nonsense” made flesh, you are one of the old gods driven underground by iron-wielders, then devoured by Crom. Another survivor like Aisling, you are quick of mind and mutable of form.

# PERKS

**Friendly** (-100 cp, free Drop-In) You make friends very easily, and can be quickly embraced by any community.

**Cool Guy** (-200 cp, discount Drop-In) You carry with you a spirit of fun. You can turn the most boring chores into an adventure, and know when people need a little challenge to grow, and when they need support.

**All the World is Mist** (-400 cp, discount Drop-In) And we live but a short time. There are far more mysteries to the world than you could possibly solve in a lifetime, let alone a decade. But... that isn't a bad thing. However much you learn, there is always more to discover. No matter how strong or capable your journeys make you, you will always find challenges worthy of your full abilities.

**Illustrator** (-600 cp, discount Drop-In) You can draw lines in air and have them be as solid things. Tougher than mere ink, ash or chalk, but not so tough a person couldn't batter through eventually. Walls, stairs, ladders, dinosaurs, you can birth all these things, restricted only by your imagination.

**Steady Hand** (-100 cp, free Illuminator) Your hands are steady and almost inhumanly precise, able to duplicate

even tiny minute details such as are found in the Book of Kells.

**Of Every Place** (-200 cp, discount Illuminator) The brothers at Kells are certainly a terribly varied bunch from all over the known worlds, united in faith. People do not judge you for your background or inherent qualities, as long as you judge not others for the same.

**I Think I Read That Somewhere** (-400 cp, discount Illuminator) “You can’t learn everything from books. I think I read that somewhere.” The difference between knowledge and wisdom is the difference between hearing about something and living it. You possess a great deal of common sense, sound judgement and perception, that makes you unlikely to slip up and hard to trick.

**Darkness to Light** (-600 cp, discount Illuminator) The world is brutal, and scary, but it doesn’t have to be. When you set out to make a difference, ripples of kindness and decency spread from you. That person you saved goes on to adopt a child and help a village clear debris, helping many people who will go on to help others. On and on this chain of kindness grows, until you find you’ve transformed a brutal world into quite a pleasant one.

**𐌲𐌹𐌶𐌹 Gold!** (-100 cp, free Northman) You may or may not be able to speak the local language, but you have ways of making it known exactly you want all the same.

**Intimidating** (-200 cp, discount Northman) You know how to be scary, and engender a great fear. People would rather flee than fight, and tell you all you want to hear when asked.

**Red of Tooth** (-400 cp, discount Northman) You are a great warrior, skilled in the bow, the sword, the axe. Hardly any man, or small group of men, can stand against you. Particularly impressive is your ability to focus and track a single target across the battlefield without once losing sight of the broader situation.

**Walls Cannot Stop the Northmen** (-600 cp, discount Northman) And you're a Northman, aren't you? Given just a minute or two you can punch through or circumvent any kind of barrier or defense.

**Best at Climbing** (-100 cp, free Fairy) You have incredible balance and grip strength, never slip, and can scramble up a tree or wall almost as quickly as you can run on the ground.

**Through Many Ages** (-100 cp, free Fairy) Age and frailty cannot take hold of you now. A fairy can be slain, but never by the sheer passage of time.

**Friend of Nature** (-200 cp, discount Fairy) Animals like you, won't attack you without a very good reason, and are happy to do you favors.

**Aithníonn cláróg cláróg eile** (-200 cp, discount Fairy) One beetle recognizes another. When someone is touched by or aware of the supernatural, you can tell at a glance. Likewise if they are themselves magical or inhuman in some way.

**Many Forms** (-400 cp, discount Fairy) You can transform into any kind of animal. Unless you wish it otherwise, this is a prime physical specimen.

**Draíocht** (-600 cp, discount Fairy) The magic of the Fair Folk. Best at encouraging nature, letting plants or animals greatly exaggerate the traits they already had, so a hawk may swoop like a thunderbolt or a cat creep unseen as a ghost. Also encouraging healing and growth. You are also skilled in illusion and can manipulate the weather.





## ITEMS

**Film Collection** (-100 cp, free Drop-In) The complete Cartoon Saloon filmography, from Skunk-Fu to Wolfwalkers and more.

**Fleet Sandals** (-200 cp, discount Drop-In) A sturdy pair of sandals that never wear out, make the wearer tireless and let you move half again as quickly as without them.

**A Second Chance** (-400 cp discount Drop-In) Once per Jump, you can apparently recover from a fatal wound, though you will be bedridden for at least a week.

**SEP Amulet** (-600 cp, discount Drop-In) Because it would be a shame to be killed by accident so early, this token of a pagan or the Christian god has a special effect. While wearing it, people will not deliberately harm you until or unless you have made a hostile move towards them. Or if you try and access a specifically secure area.

**Good Habits** (-100 cp, free Illuminator) Sturdy and simple clothing, warm in the winter and cool in the summer. Self-mending and cleaning.

**Berries** (-200 cp, free Illuminator) You can't eat these, but if you follow the accompanying recipe, you can turn them into the most vibrant inks of every hue.

**Eye of Crom** (-400 cp, discount Illuminator) Or perhaps the Eye of Colmcille? This round gem serves as a perfect tool of magnification, and grants inhuman precision to the wielder as well. If you are already supernaturally precise, who knows? Perhaps one day you could paint individual molecules.

**Book of Kells** (-600 cp, discount Illuminator) An illuminated manuscript of the New Testament. Some say it blinds any sinner to look upon it, but what use would such a scripture be? No, the true power of the book is to turn darkness into light, that is, to restore hope and faith to even the most lost.

**Horned Helm** (-100 c, free Northman) It may be impractical, but it does protect your noggin and makes you seem even more intimidating and inhuman. Never seems to get snagged, nor do enemies get the idea of messing with you via the horns.



**Monk Mincer** (-200 cp, discount Northman) A sword that grows in power to at least match the wielder, and grows a teeny bit stronger each time it draws blood or takes a life.

**↑↑↑** (-400 cp, discount Northman) That shiny yellow metal you and your people love so very much. A seemingly limitless supply, actually it just regenerates really, really fast. Any kind of financial worries are a distant memory now, and your treasure hoard updates in future Jumps to match the local currency.

**Hunting Horn** (-600 cp, discount Northman) A horn that summons a fog, and with it a dread ship and fierce warriors such as would face the world's end at your command. They vanish after an hour or so.

**Wolves** (-100 cp, free Fairy) A pack of wolves. Very intelligent and loyal, floofy and loving of belly-rubs.

**Corrbolg** (-200 cp, discount Fairy) Some might say the original bag of holding, you can stuff it and stuff it full and never see a bulge, and whatever you need winds up on top when you reach in it.

**MY Forest** (-400 cp, discount Fairy) You have a forest! It is mysterious, you can raise or dismiss a thick, clinging fog.

Various standing stones, a cave and temple tell the true history of the world you stand in, and many forgotten secrets.

**Four Treasures** (-600 cp, discount Fairy) When Aisling's people first came to Eire, they brought with them four treasures. The bottomless stew cauldron, from which no man or crowd ever left unsatisfied. The sword that cut all things and which no man could flee from, the stone that screamed when a true king stood upon it, and the spear that slew a hundred men with each cast and returned to the user's hand. All these are now yours.



## FRIENDS

**Pangur Ban** (free) A friendly, yet mischievous white cat. Seems to have the ability to walk through walls when no one is looking, or maybe he's just really hard to contain?

**Monks** (-100 cp) Or really anyone but the last fairy you care to invite along.

**Old Friends** (-100 cp) Insert any number of Companions with 600 cp of their own to spend. Companions cannot take drawbacks.

**Aisling** (-200 cp) The last of her people, all alone, the mistress of wolves herself. This fairy child is mercurial as you might imagine, but a true friend.



## DRAWBACKS

**Start of an Era** (+0 cp) Proceed directly after this Jump to any other based on a Cartoon Saloon property, such as Song of the Sea, the Breadwinner, Wolfwalkers, Puffin Rock, etc.

**Clumsy** (+100 cp) You slip and trip or drop things at the most inconvenient of all times.

**Sheltered** (+100 cp) You forget the plot and general setting details. Things like Vikings or the supernatural will surprise you the first time you encounter them.

**Mute** (+200 cp) You cannot speak, and so few people in these days are literate.

**Gold Mine** (+200 cp) Everywhere you go, greedy Northmen follow, convinced you hold the secret to a great treasure. Yes, even if you are yourself a Northmen, there's a bunch of clans and tribes you know.

**Crom** (+300 cp) He killed all Aisling's people, now he's coming for you and not just waiting in his cave to be found. Best be prepared to fight for your life against an all-devouring serpent.

**Pagan Nonsense** (+400 cp) No out of Jump powers for you. Who even believes in that kind of stuff?

END

**Home Again;** To your own good home, wiser and stronger for your travels. May your house be too small to hold all your friends and family.

**Stay;** Health and long life to you, Jumper, and if you can't go to heaven, may you die in Ireland.

**Onwards;** May the road rise to meet you, may the wind be always at your back.