

October Daye Jumpchain

v1.2 by dhasenan

The fae walk our world in secret. Oberon, Titania, and Maeve ruled over all the Fae in their fractious clans, over all their realms. The Wild Hunt was an anchor of their power. Then a human stole away their quarry, breaking the Wild Hunt. The Three stayed long enough to set their affairs in order and shut the doors to most of the fae realms before they were forced to leave.

But with their parents away, the fae are troublesome. They hide from humans, bespelling us whenever we notice their existence. They fight each other and engage in intrigue like a backstabbing group of feudal lords. They interfere with the humans who enter their lands and the half-fae changelings, many of them treating them no better than chattel.

For those who want a better world, one that's more equal and more lawful, but who don't have enough power, what do they do? Sunlight is a powerful treatment for corruption. Enter October Daye, Knight of Duke Sylvester Torquill, private investigator, nosy busybody for one of the most powerful fae with integrity in the Bay Area. Someone who believes in the rule of law and doing what is right.

And she's a changeling. That won't cause any issues, will it? Especially not with the Queen of the Mists who usurped the throne of the Bay Area. Nor the monarchs of their neighbor to the north, the Kingdom of Silences, for whom the term "human resources" is more than a euphemism.

While she's making enemies and barely surviving, there are plenty more malcontents and people with nefarious plots for you to trip over. Step carefully.



Take 1000 changeling points. You're here for 10 years, starting May 1, 2009. You start at Golden Gate Park, San Francisco.

Races

Fae (0cp): One of Oberon's descendants, most of the time. Sapient, sentient, sophont, magical. They're immortal and hard to injure, but they are vulnerable to iron and silver weapons. Oberon has forbidden them from killing each other. You may pick an age up to 1000 years, or you can roll a random age between 30 and 1000. If you are older than 500 years, you have memories of the deeper fae lands.

Changeling (+200cp): You are half-fae.¹ Your bloodline powers are significantly reduced in strength. The coming of the dawn, which fazes purebloods, is painful and debilitating to you. You are susceptible to iron to a lesser degree than normal but lack the durability of pureblooded fae. Elf-shot is lethal to you. You may pick an age up to 300 years, or roll a random age between 20 and 300.

As a side note, any changeling children you have here who choose human with the Changeling's Choice will be resurrected at the end of the jump and may continue on with you in your chain.

¹ Other fractions are possible, but for the purposes of this document, half and full are all that's available.

Backgrounds

All of these options are drop in-compatible; see the **Drop-In** drawback.

Investigator: Every now and then, fae society needs someone who can snoop around and find things out.

Court-mage: Not necessarily attached to a court, but a specialist in a field of magic.

Knight: A traditional knight was skilled with a range of melee weapons and the bow, capable of riding a horse with the best of them. In the modern age, they've added firearms and driving to their skill sets.

Noble: A peer of the fae realms. This doesn't require a particular lineage; anyone may be elevated to peerage. Not all peers are landed.

Perks

General perks

What language barrier? (free/100cp): All of Faerie is depicted as speaking English. Whether this is actually a special language handed down in blood, the true language of the world that all fae learn, a telepathic ability, or something stranger, you have it too. For 100cp, you keep this ability in other worlds.

Marsh-water Charms (50cp): You've got a thorough knowledge of lesser magic and how to make the most of limited personal power.

Innate magic (100cp): The standard magic that most fae can use. You can disguise yourself in a few moments, hide yourself from notice, transform yourself and others with effort, and even place geasa on others. Insofar as magic is required for alchemy, you have it.

Perfect Blend (200cp): Normally, a fae with disparate bloodlines, specifically from both Titania and Maeve, will be prone to madness and physical issues due to warring bloodlines. Blood alchemy allows you to take another's power into yourself, but it warps you slightly and allows them a hold over you. Not so with you. You may mingle incompatible powers within yourself without ill effects, and taking on others' powers will never harm you. Furthermore, when granting your powers to others, you can suppress any downsides the process would have.

Knowe-Building (300cp): The knowledge of how to create a knowe, a building that exists between dimensions. Normally, you need to connect a knowe to two different dimensions, such as Earth and the Summerlands. If you build yours between an extradimensional space you own and a CP-backed property, it will import whenever that property or that extradimensional space is available. Knowes are alive and can detect people's intentions. They can rearrange their corridors, add and remove doors, and otherwise redirect people.

March (400cp): You're a duke or countess or the like, ruling over a fief. It comes with a modest knowe. If you have **Knowe-building**, it's a very robust and elaborate knowe that optionally connects to your warehouse and is very closely linked to you.

Unchained Power (600cp, changeling only): Normally, bloodline powers come with limits. These limits reduce their power but make them much safer. Sometimes, a changeling is born with a broken limiter and broken control. Requires **Power Incontinence**.

Background perks

Perks are discounted 50% for their backgrounds, with discounted 100cp perks being free.

Investigator

Licensed (-100cp): You're a licensed and trained investigator, and you've got the basic skills: spotting tails, following people surreptitiously, clandestine photography, commercial spy gear, and the grunt work of interviewing people and asking salient questions.

Investigator (-200cp): You've got a sixth sense about stuff that's out of place or relevant to your investigation. Smudges on a doorknob, a key threaded the wrong way, someone's order being different than normal. This also applies to when you're interviewing people or going through records. You also have an instinct leading you toward thoroughness during interviews.

Putting it all together (-400cp): You have a way of seeing what happened in the past, perhaps something related to psychometry or simply a genius intellect for reconstructing past events from clues. You have an easy time getting people to trust your investigative results and abilities — you're nearly beyond reproach as a witness, at least until you're caught lying, and even then you've got a bonus to weaseling out of it.

Knight

Protect the Client (-100cp): A Knight serves as a bodyguard. You have the skills at fighting with a full array of weapons, from ancient to modern, and escorting a principal to serve effectively in this role. In the worst case, you will always be able to take damage in place of a person you are protecting, provided it's coming only from one broad direction (call it a 120° cone), and you have 50% resistance to this damage.

Squire (-200cp): A Knight trains a Squire. This is the way of things. A squire might be trained as a way of giving a noble from a distant land an idea of what things are like abroad, or to become a knight themselves. You can

likewise train a squire to perform the same job that you're currently performing. They can gain the primary perks you use for the job. A normal squireship lasts ten years. Additionally, you collaborate with a close, small crew extremely effectively.

Before they become problems (-400cp): If your liege or their realm is under threat, it's your job to defend them. But it's more efficient to head off problems than to let them mature. You have both a sixth sense and the analytic skills to identify potential threats to your liege and to the peace, though primarily for more direct threats. Your conflict resolution skills are enough to handle any routine issue easily, and you can wield politeness, implication, and subtext well enough to handle people in more powerful positions. For less routine issues, you can still frequently defuse situations, and failing that, you can still track the relevant parties with preternatural skill.

Court-mage

Well-Grounded (-100cp): As court mage, you're at least familiar with all well-attested types of fae magic in an academic way and an expert in the types of magic your bloodline specializes in. Even the types of magic that your bloodline tends to be weak at, you can partially compensate with deftness and technique.

No Island You (-200cp): Significant workings require collaboration. A single person striving alone can do a lot, but much of the time, it takes a proper team of experts in various fields. You have both an existing network of experts in various fields of magic, and the skills to quickly integrate with other networks, such as chemistry or physics. When collaborating in this way, you can produce much better results much faster.

Substitution (-400cp): There's more than one way to do it. Whenever you're faced with a problem that requires a specific rare or expensive or difficult ingredient, you can find a way to substitute something that's a bit easier for you. The unobtainable merely requires a difficult quest. What would bankrupt queens is merely usuriously expensive. And if you'd have to

make a special trip all the way to the corner store, a bit of work and you can probably make do with what you have on hand.

Magic is a science, so naturally this requires research, and the research scales. The more magical² it is, the less research required. The more trivial the benefit, the less research. Applying this to multiple parts of the same process requires more research and tightens tolerances. Applying it recursively to the same part of the process even more so.

Noble

Just one of those faces (-100cp): You've got noble bearing down to a science. It's so good that you can make dirty rags look downright regal. Your voice matches and is strong enough to give a speech from dawn to dusk without a water break, powerful enough to cut across a battlefield.

Faerie's First Rule (-200cp): Even if this is your first time ruling, you've got the chops to do a good job of it. Coordination, bandying words with powerful people, running a group of fractious individuals – heck, you can even make a high school group project successful. This just gets you to average levels for successful duchies, mind; the rest is up to you.

I've got people (-400cp): Those in your command are steadfastly loyal and unusually skilled in a diverse range of disciplines. If you do your servant an injury, they will come to you so you can redress their grievance instead of gaining a grudge. They're less likely to defect, and if they do, they will always give honorable notice. When you need someone with specific skills, you're much more likely to find someone among your existing people who can fill your need – or who can point you to someone they've got an in with who can help. This effect disappears when you abuse your people too much. Unless they're into that sort of thing.

Servant

In any environment (-100cp): Servants must work wherever their noble goes. It can be difficult to adjust to a new environment. As a skilled servant,

² “Magical” in this case is more of a genre indicator. If you're finding an alternative to a component of a psionic boosting drug or a dilithium matrix, it's probably not magical. If you're working on a steam-powered magitech mecha, that's probably magical.

you make a point of familiarizing yourself with any new environment, and you're unusually quick and thorough at it.

Savoir Faire (-200cp): A noble may bluster, a knight may snark, but a servant must always be the soul of grace. You have a façade of politeness behind which you can hide your true feelings. But a servant's grace is conveyed through the environment for their nobles and guests. You know just how to decorate, design, and cater to the effect you're seeking as best available on your budget.

Managing Notice (-400cp): A servant should go unnoticed unless specifically needed. At the same time, a servant must notice everything that could indicate they have work to do. You excel at both of these with a keen nose for finding work, reading a room to see when you're wanted or unwanted, and finding ways to move around without bothering others. In your home knowe and with the nobles you work for frequently, you're nearly prescient and invisible.

Bloodline perks

These mention bloodlines that canonically have the power. You're special, Jumper, so you don't have those restrictions.

Associate (50cp): Candela (Merry Dancers). You have up to three objects or creatures that are a part of you but can move independently. You sense what they sense and always know where they are relative to you. They have a fraction of your senses, strength, durability, and speed, but will always be able to see and hear enough to navigate rooms, be durable enough to take accidental blows, and move at a brisk walking pace. When close to you, they are faster, always able to keep up with you and able to dodge nimbly enough not to pose a significant combat weakness.

If your associate breaks, it is terribly painful and you are as likely to develop phantom limb syndrome as if any other body part had been destroyed. Effects that can restore missing limbs can restore an associate.

Assumption of form (50cp/200cp): Night Haunt, Baobhan Sidhe, Doppelganger. Under certain circumstances, you can take on the appearance of another. This is a transformation and not an illusion. It doesn't grant any abilities of the creature that aren't directly implied by their basic biology; a viper form would give you venom, but a Tuatha de Dannan form would not give you the ability to create portals, and an Abathur form from Starcraft II would not give you the ability to craft novel Zerg breeds.

If the circumstances are odious, like drinking a fair portion of their blood or consuming their corpse, this costs 50cp. If it is trivial, like seeing them clearly, it costs 200cp.

Blood riding (300cp): Daoine Sidhe, Dóchas Sidhe. You can read someone's memories by tasting their blood. It is extremely difficult to fake these memories. While normally riding someone's memories through their dead will kill you, in your case, it will merely result in grave but non-lethal mental injuries.

Bloodweaver (400cp): Dóchas Sidhe. You have the bloodline power of changing a person's bloodline. Rebalancing and suppressing existing

bloodlines in a person's blood is the primary canonical use, but a clever jumper can find other uses.

Engineering (100cp): Gremlins, Coblynau. You have skills at working magic into objects. An adept gremlin can bake a dozen spells into a car, reinforcement, selective ignoring, speed, and safety, turning it into a stealth tank. A Coblynau can work their magic directly into metal, reinforcing it or adding more esoteric effects. This doesn't grant any resistance to the effects of iron and silver. For 200cp, you have both variants.

Faerie Roads (200cp): Cait Sidhe, Blodynryd. You can access a dimension that allows you to travel. It may have special rules for how to traverse it, who can freely use it, and where it can go. Any such restrictions weigh lightly on your kind of fae. For instance, Cait Sidhe can walk the Shadow Roads normally, but any other who finds their way to them will be unable to breathe and will frost over. Anyone may walk the Rose Roads, but if they are not Blodynryd or rose goblin, they will be ejected if they look back where they came from.

If you can access these roads at will but still have significant burdens from the rules you are still restricted to, this costs half as much. As a benchmark, a Cait Sidhe monarch would pay full price.

Purchasing this twice grants you access to all the fae roads.

In future jumps, you may use these roads to travel between alternate dimensions and as an alternate way to access your warehouse. The Shadow Roads may only be used to access shadow or dark realms.

Flight (100cp): Tylwyth Teg, Raven-maid, etc. Unaided or with a bundle of yarrow sticks. Half price if it is restricted to a transformation.

Half-animal Form (free): Merrow, Cetace, Lamia, Satyr, etc. Your legs are from an animal of some sort. You are able to suppress your animal half easily, but with mild discomfort that grows over time. Practice reduces the discomfort and causes the discomfort to grow slower.

Magic talent (100cp): An unusual facility with a type of magic available to fae in general, or access to a type of magic that is not common. Illusions,

enchancing, warding, healing, etc. Repeated purchases are discounted and grant additional talents.

Magic tasting (50cp): Daoine Sidhe, Dóchas Sidhe. Most fae can smell magic and, with practice and effort, discern some aspects of an individual's scent. You get a strong, distinct flavor or scent of magic that you can trace to an individual. It can help you determine what magic they used and if they're under the influence of another's magic.

Portals (400cp): Tuatha de Dannan. You can create portals leading to other places and other dimensions, assuming they haven't been sealed off from this kind of entry.

Regenerator (600cp): Dóchas Sidhe. You can recover from almost any injury. Of your brain, brain stem, and heart, if any two are connected, you can survive. You are also resilient against poisons, but not proof against them. Healing times are significantly faster than normal, injuries that would take a human a year to recover only requiring a week for you. The recovery rate is reduced when you are low on sustenance.

Transformation, single-form (100cp): Cait Sidhe, Swanmay, Raven-maid, etc. Pick a mundane animal. You can turn into it. You also gain access to intermediate forms, both kemomimi and monstrous.

Water breathing (100cp): Merrow, Cetace, etc. You can either breathe water, or use innate magic to call air bubbles to you, allowing you to live underwater. In the latter case, the innate magic functions even when you are unconscious. Half price if it is restricted to a transformation.

Items

A Hitchhiker's Guide to the Faerie Realms & Culture (free): A bestiary, maps, a description of each of the kinds of fae, an overview of magic (with instructions to cast an illusion charm to appear human), a who's who (as of the date of your insertion) of nobles, and a brief history for the Lord and Ladies and each of the Firstborn.

An Anthology of Myth (50cp): A comprehensive collection of myths, legends, nursery rhymes, and the like. Most of the contents are relevant in some way, and all relevant myths are contained within. It will occasionally prod you to open it to a particular page that's especially relevant to your current circumstances, but this won't happen every time.

Marsh water (50cp): An endless spritz bottle of marsh water. This will help out with spellcasting with marginal power use. It won't give you a very powerful spell for cheap, but it means that minor spells will barely tax you. For a low-powered changeling, this can turn spells from uncastable to usable.

Fairy ointment (50cp): A little jar containing some fairy ointment. It never runs out. Spread a bit around your eyes and you can see through many illusions, notice-me-not spells, and the like. There are spells that work against it, but those are less effective against plain magical power.

Elf-shot formula (50cp): Instructions for how to create a potent soporific that can, upon blood contact, render a fae unconscious for a century. This variant is not lethal toward humans and changelings, instead rendering changelings unconscious for twenty years and humans for two years. However, there are enough notes for you to engineer other variants, if you have alchemical knowledge.

Fae-bane dagger (50cp): A blade of bronze with a lead sheath. The edge of the blade is alternating bands of iron and silver, as narrow as possible to let a pureblood wield it. Still quite uncomfortable, just not debilitating. You can import an existing weapon into this item, giving it an alt-form and merging the properties. The combination of iron and silver is normally

required to kill a Firstborn permanently, though some esoteric techniques may also be effective.

Knight's gear (50cp): Available in concealed and blatant varieties (and you can purchase each individually). In either case, you have a blade, a firearm, and a suit with enchantments to help keep you alive, turning mortal wounds into grave wounds and reducing bleeding. It can't do much against massive damage or iron. The concealed form is low-profile body armor with a silenced handgun and short blade of your choice. The blatant form is plate armor, a shield or buckler, a handgun or longarm, and your choice of melee weapon (or paired melee weapons for dual-wielding). You may import the armor, weapons, and shields of your choice into the components of this item.

Library pass (50cp): A pass to the fae library. It moves, but you can always find it, and it's never terribly inconvenient to reach. In future jumps, it will contain esoteric "public" knowledge, including for hidden societies. It won't give you blackmail material or tell you who really killed John F Kennedy, but it will contain biographies of all the Ministers of Magic, for instance.

Alchemy lab (100cp): A quiet place perfectly arranged and equipped for doing some potioning.

Farms (100cp/level): There are many plants that grew in the deeper fae realms that can with care be coaxed to grow elsewhere and animals that depend on those environments or plants. This farm makes plants grow as well as they would in the fae lands they are native to (*any* fae, in case you have a pile of mallorn seeds). It can do the same for animals, if you give the right grazing or prey. The first purchase gets you farmland three miles on a side; subsequent purchases give you an extra mile per side (9mi², 25mi², 49mi², etc). The fae care not for your metric units. For 200cp more, your farm can emulate any environmental needs, not just fae.

Seed bank (100cp): Seeds, seedlings, saplings, and bulbs for growing any sort of fae plant.

Hope chest (300cp): A chest of oak, ash, rowan, and thorn that can alter someone's blood, changing a changeling into pure human or pure fae. It greatly prefers the latter. It will work on other mixtures of heritage as well.

Companions and Pets

Companions (special): You may take any number of companion options any number of times. All companions may take drawbacks. These options may be used to create as well as import companions.

- 0cp: One companion who gains 0cp, freebies, and a free background.
- 50cp: One companion who gains 600cp and a background.
- 200cp: Eight companions who gain 600cp and a background.
- 400cp: An unlimited number of companions who gain 600cp and a background.

Invent (50cp/100cp): 50cp will get you a small group of lesser fae (pixies or goblins) as followers, or one unexceptional changeling. 100cp gets a full-blooded fae, an exceptional changeling, a large group of lesser fae, or a follower group sufficient to staff a proper and busy knowe.

Recruit (0cp/100cp): You may extend an offer of companion status to anyone you wish, and if they accept, they are your companion. For 100cp each, you get a guaranteed chance to recruit a specific canon character. They will take your offer in earnest. You will not have any negative consequences for your recruitment attempt – the worst that can happen is the person refusing. Regardless of whether they have stopped their dancing, are incapacitated, or refused previously, you will get one last attempt to recruit them on the last day of the jump.

Pets (50cp): Import an existing pet into a new form, or get a new pet friend. You also receive a renewing set of eggs that hatch into that creature, enough to start a breeding population. They are wrapped in a stasis spell until you need them.

Drawbacks

Vulnerability (+0cp, mandatory): Fae are vulnerable to iron and, to a lesser degree, silver. Iron blades and iron bullets slice through a fae's normal resistance to death and significant damage. Being in the presence of significant amounts of iron is painful. This doubles as an iron sense. After this jump, while in fae form, you will be able to sense iron, but as no more than a mild discomfort that you can ignore.

If you are a Coblynau, the weakness to iron is highly reduced but not absent, and you have a compensatory weakness to the fae woods such as rowan and thorn, but not to the point where you are injured by the proximity. If you are a Gremlin, the same applies, but you are not at all vulnerable to proximity to iron.

This is a racial vulnerability, not a magical hole in all your defenses. A Kevlar vest will help against iron bullets as normal, and a suit of plate mail will protect against silver axes. You can still interact in normal human society just fine. You can walk by a wrought iron fence feeling discomfort, but touching it with bare skin would give you a sunburn changing quickly into welts. Even a prison cell with mounds of iron in it would take days to kill you from exposure.

No time like the present (+0cp): You may choose to start any time after the start of Oberon's exile. You must spend at least ten years here, but you can set your end date as late as the current date in real life.

Ingratitude (+0cp, mandatory): Fae society treats debts as a Big Frikkín Deal. Even saying "thank you" to someone can be considered an acknowledgment of a debt. You must be careful with what you say and ask for to avoid this kind of entanglement. Fortunately, you have acclimated well to the rule, praising skill or remarking on the fortuitousness rather than directly thanking. If you slip up, people will only demand a repayment commensurate with what they did for you.

Gratitude (+100cp): You have a habit of saying please and thank you, incurring minor obligations. You can stop yourself with a *lot* of willpower and presence of mind, but you're likely to slip up a lot.

Ablative vehicles (+100cp): You've got a habit of trashing vehicles you're driving. It's always for a good cause — okay, *usually* for a good cause — but you probably don't want to look at your insurance bills. If it's a fiat-backed vehicle, its respawning / autorepair is delayed by one year or to the end of the jump, whichever is sooner, and its durability is reduced to mere gremlin-backed levels.

Magic susceptibility (+100cp): Pick a type of magic that can be used offensively, such as transformation or illusion. You're significantly more susceptible to those than most. An inept attempt at a magical disguise will utterly fool you; a baleful polymorph that would normally last a year instead lasts over a decade; a compulsion turns from a strong suggestion to an iron-clad inevitability. You may take this up to three times, taking a different type of magic each time.

Hit with a Pie (+100cp, +400cp with **Changeling**): To be fair, it was an evil pie. Goblin fruit is mildly habit-forming to typical fae, albeit not enough to majorly interfere with their work. Just a moderate high without a loss of clarity. For you, though, it's a problem, clouding your mind, and you undergo significant withdrawal symptoms when you go without, a withdrawal that never stops. For changelings, the addiction is normally lethal, but you have enough hardiness and support to survive. It's going to be quite hard on you, though, and you'll have trouble thinking past your next dose. Seriously, why would you take this as a changeling? It goes without saying that the med bay cannot remove your addiction.

Power incontinence (+150cp / +300cp, requires active fae bloodline powers): Your bloodline powers are out of control. You'll use them frequently, even when you'd rather not. You'll have trouble directing them. At 150cp, you can negate the drawback by changing the balance of your blood and then training your powers over time, though this will negate **Broken Limiter** until the end of the jump. At 300cp, it cannot be removed.

The Small Folk (+200cp): You're short of stature, no more than 15cm (6 inches) tall. For some reason, most big people can't understand you, but you can understand them. Shrink them or increase your own size and you can understand each other.

Blood War (+200cp): You have multiple competing bloodlines within yourself, causing mental and magical instability. This will not be lethal, and you won't lose all your faculties. Instead, you'll have urges that require willpower and focus to hold back, and your emotions will be wonky.

Drop-in (+200cp): It's not what you know, it's who you know. Fae society is built around connections. But you're a drop-in without any of those connections. At least you don't have any debts or duties, but even a debt can be to your benefit, at times. You'll have to work your way up from nothing.

Out of your depths (+200cp): Regardless of your bloodline, you are much more at home in an environment that you won't be in for most of your trip. You're a land-native or air-native fae stuck underwater, having to take alchemical potions to move between the few air-filled chambers and land. You're a water-native fae stuck on land most of the time, and maintaining a form that can survive on land is taxing on your magic and uncomfortable.

FaeSPCA (+200cp): Faerie has a lot of weird and wild creatures. They're not all happy to live alongside the fae or humans. Some of them want to eat your face. You are convinced that they're all misunderstood softies that need good homes. You'll run across them frequently and be tasked with handling them.

Lesser fae (+300cp): Oberon's Law doesn't enforce itself; if no one will speak up for you, your rights will not be honored. Nobody's going to care if someone kills a redcap. Using pixies as lanterns is just how some people roll. And if Oberon's Law doesn't protect you, don't expect much else from society.

If you picked a bloodline that normally has full rights, you now have enough of a lesser fae bloodline to lose its privileges.

Stuck in Deeper Faerie (+300cp): Oberon has left, and he sealed up the deeper realms of Faerie behind him, with you inside! Problem is, it's not stable without him here to prop it up. There is a way back to the

Summerlands from here, but finding it is difficult and following it harrowing. It won't be as simple as taking the Rose Road. Best get on it fast.

Insomnia (+400cp): You no longer have any protection against elfshot's soporific effects. You have no special protection against being transformed against your will and no special power to transform yourself back. You also have enemies who want to get you out of the way for a good while.

If you end the jump incapacitated due to elfshot or a transformation, you fail this jump, losing all purchases from it, and continue your chain. You may use a Return option to come here again, either continuing or restarting as your benefactor permits, with the same build (but with a new time period selection if appropriate). This gives you another chance to complete the jump successfully.

Major obligation (+400cp): You have a major debt to a powerful fae. They can command services of you. If you fail to repay your debt, you will at a minimum be shunned from all fae society and named Oath-breaker. You may be magically bound to discharge your debt if the creditor distrusts you and is willing to shock society, but at the start, you do not have any such binding. You cannot be forced to miss your ride home, to go to your death, or even endure overwhelming odds of maiming — this is a Labor, not a death sentence.

Scenarios

The King and Queens

Bring Oberon, Maeve, and Titania back. Your knowledge of canon is suppressed enough that it won't be trivial.

Reward: Over the course of the next century, you will grow to Firstborn status. This gives you a much wider range of powers and strengthens your existing powers, and you cannot be killed by mundane means except with both iron and silver. You may found lines of fae of entirely new types.

The Lands of Old

Open up the lands of Faerie beyond the Summerlands by your own hand (and that of your crew). It must be safe and stable, both living in the lands and traveling back and forth. You must do this with your own powers; it's not enough to ask or command Oberon. Oberon will be upset if you do this without his permission, but if you ask nicely to be the one to open them back up, he might let you try.

Reward: You may traverse all the Fae roads freely. Your warehouse becomes a knowe if it was not one already. It incorporates several outdoor spaces twenty leagues on a side, one corresponding to each of the lands of Faerie, filled with the flora and fauna of that land.

Respect

As a lesser fae or changeling, integrate a significant population of lesser fae and changelings into mainstream fae society with full rights. At least one hundred people across six duchies.

Reward: Those fae become your followers. Your future endeavors to uplift a downcast portion of society will go much more smoothly, gaining much less resistance and much more aid.

Why Weren't You At Elf Practice?!

The monarchs of the High Kingdom of the Westlands (which is to say, North America) or a similar nation have sent their child into a blind fosterage. They picked you of all people to take their kid as a squire. Keep the kid alive and teach them something useful for when they take the throne. It doesn't have to be statecraft or traditional noble arts

Reward: You seem to be good at this whole apprenticeship deal. Whenever you take an apprentice, squire, Padawan learner, etc, they learn the skills that you can teach them appreciably faster than usual. Additionally, you may copy your perks to them, a process that takes one year per 100cp of perk and is not affected by learning rate effects.

End

Stay: You've made an impact and integrated yourself into this society. It might not be perfect, but it's home now.

Go home: Your wandering is over and it's time to settle down.

Continue: Kind fires and open roads.

Notes

Seanan McGuire was born in Martinez, California, and raised in a wide variety of locations, most of which boasted some sort of dangerous native wildlife. Despite her almost magnetic attraction to anything venomous, she somehow managed to survive long enough to acquire a typewriter, a reasonable grasp of the English language, and the desire to combine the two. The fact that she wasn't killed for using her typewriter at three o'clock in the morning is probably more impressive than her lack of death by spider-bite.

In her spare time, Seanan records CDs of her original filk music (see the [Albums page](#) for details). She is also a cartoonist, and draws an irregularly posted autobiographical web comic, "[With Friends Like These...](#)", as well as generating a truly ridiculous number of art cards. Surprisingly enough, she finds time to take multi-hour walks, blog regularly, watch a sickening amount of television, maintain her website, and go to pretty much any movie with the words "blood," "night," "terror," or "attack" in the title. Most people believe she doesn't sleep.

Seanan lives in an idiosyncratically designed labyrinth in the Pacific Northwest, which she shares with her cats, [Alice and Thomas](#), a vast collection of creepy dolls and horror movies, and sufficient books to qualify her as a fire hazard. She has strongly-held and oft-expressed beliefs about the origins of the Black Death, the X-Men, and the need for chainsaws in daily life.

If her recklessly large body of traditionally published work is insufficient for you, consider subscribing to her Patreon at <https://patreon.com/seananmcguire> for cat photos and monthly short stories.

Changelog

v1.1: typos

v1.2: added **Regenerator**. Improved descriptions for **Innate Magic** and **Perfect Blend**. Fixed name for **FaeSPCA**.

Appendix: Non-sapient fae

The following fae species are appropriate as pet recruits:

- Afanc: beaver with crocodile head, size of a cow. Friendly! Fish eaters.
- Barghest: a ~~monstrous~~ highly misunderstood pupper. It's got giant fangs and a scorpion tail. (Yes, it's venomous.) Easier to love if you're supernaturally durable.
- Crodh Sith: fairy cattle. Usually hornless and dun, but there's a decent amount of variation. They don't have special powers, but they produce very good milk.
- Hippocampi: A small flock of seahorse-like creatures. Their front halves are all horse, their rear halves are all fish. They reside in the sea and are capable of breathing air and water. They come with a 500 gallon tank with plenty of enrichment set up already; the water in the tank is always at the perfect temperature, pH, salinity, and so on for them, and it cleans itself.
- Kelpie: Normal horses think only of suicide and homicide. Kelpies have honed the latter instinct. They're deception-based predators, luring travelers with the promise of transport and adventure, but they drown their riders and consume them. This one...*might* not eat you.
- Mauthe Doog: A doggo that teleports.
- Rose goblin: flower fae made from the cuttings of a Blodynryd. They're effectively dense rosebushes shaped like cats. They act kind of like cats, but on the skittish side normally.
- Salamander: Small lizards that burn. Yours won't burn you or the stuff you care about, at least no more than is funny.
- Will o' Wisp: An orb of light. It's got a trickster personality in general, but it will sometimes try to lead you to something interesting or important. Other times, it's going to lead you deliberately astray in an amusing but not dangerous way. It's at least polite enough to avoid that when it would be too disruptive.