# A Midsummer Night's Dream



v1.0 by AxstromVinoven
Based on the play by William Shakespeare

*The Duke of Athens hastens to his Queen,*
*While trouble stirs in nearby wood, unseen.*
*Four lovers flee by night into the grove,*
*Where fairy king and queen by quarrel clove.*
*As working men aspire to Duke's delight,*
*The trickster Puck is sent to set things right.*
*By fairy magic, love is twisted 'round,*
*Thus four young lovers dizzy, lost, then found.*
*By dawn all lovers wake from Cupid's scheme,*
*So welcome to A Midsummer Night's Dream.*

*To help you, Jumper, find your bardic voice,*
*I gift to you* ***ten hundred Points of Choice****.*

# Starting Out

## Modes

In either mode, you arrive on the morning Egeus brings his complaint before Theseus, and depart three days later, at the dawn that follows the wedding night: that evening when the moon, new-bent like a silver bow, looks down upon three pairs of newlyweds.

**More Witnesseth Than Fancy's Images**
You may visit this jump as you would any other. Your choices have real consequences, and at its end you will make your decision as normal.

**That You Have But Slumbered Here**
You may visit this jump as an interlude while in another jump. When your time here is complete, you will return to that jump as though waking from a vivid dream. Three days will have passed, and what you gained here remains with you, but the memory carries the quality of something half-imagined.

## Age and Gender

Mortals may choose an age between 18 and 80 to start as in this world; fairies must at least pretend to be ageless. You are free to choose your own gender as you enter this world.

## Location

Mortals begin their time here in the city of Athens, though they will undoubtedly venture into the nearby wood at some point.
Fairies begin in that same wood, though they may visit Athens, perhaps to attend a wedding ceremony and bless the newlyweds.

## Origins

Choose one of the following Origins.

**Courtier (Free)**
You are a member of Athenian society with standing at or near the Duke's court. Whether you serve Theseus directly, hold some position of civic responsibility, or simply move in the circles of the well-born, the law and ceremony of Athens are your native element.

**Lover (Free)**
You are a young Athenian in the grip of passionate feeling: in love, or fleeing love, or both at once. The law of Athens has opinions about your heart's desires that may not align with your own, and the enchanted wood outside the city has a way of making everything dramatically worse before it makes things better.

**Mechanical (Free)**
You are a craftsperson of Athens: a weaver, a joiner, a tinker, a tailor, or some other honest trade. You have been enlisted to perform a play before the Duke on his wedding night, and while your theatrical ambitions considerably outstrip your theatrical abilities, your sincerity and commitment are beyond question.

**Trickster Fairy (200 CP)**
You are a wild spirit of the night: a hobgoblin, a Robin Goodfellow, a merry wanderer of the kind that has haunted English folklore since time out of mind. You serve, nominally, a greater power, but your true allegiance is to the pleasure of the next good jest. You are not quite part of the fairy court so much as adjacent to it: useful, clever, fast, and constitutionally incapable of leaving well enough alone.

**Courtly Fairy (200 CP)**
You are one of the fairy nobility: a spirit of the elder and deeper world, proud, powerful, and older than Athens by a considerable margin. The affairs of mortals are your amusement and occasionally your business, and the enchanted wood is

your domain.  Whether you attend on Titania or Oberon, or hold some position of your own, the quarrel between the king and queen of fairies is unlikely to leave you untouched.

---

# Perks

Origins receive their respective 100 CP perks for free, and a 50% discount on any other perks within their list.

## General Perks

**What Fools These Mortals Be (100 CP)**
You have an instinct for the perfect prank.  Turn your attention to mischief against a particular soul and you will sense their precise vulnerabilities: what will embarrass them, what will unsettle them, and the exact moment to strike for greatest effect.  This perk provides no means to act on that knowledge, only the knowledge itself.

**Like To A Double Cherry (100 CP)**
Shared hardship forges fellowship faster for you than for others.  A pitched battle may turn a reluctant ally into a staunch supporter.  A difficult night alongside a bitter rival may leave you both willing to celebrate together come morning.

**A Most Rare Vision (200 CP)**
Your creative and practical imagination outstrips what your learning and experience would suggest.  When working through an artistic challenge or a thorny problem, you find solutions and inspirations that seem to come from somewhere beyond ordinary thought.

**Awake The Pert And Nimble Spirit Of Mirth (300 CP)**
You possess the skill and talent to arrange legendary revels.  Upon arriving in a new place, you quickly sense where good cheer gathers and who holds sway over such matters.  Furthermore, through encouragement and broad influence, you may turn

the mood of an entire city from sorrow toward celebration, though such an undertaking demands time and effort befitting the scale of the city.

**I Know A Bank (300 CP)**
You have an instinct for hidden and beautiful places. Secret glades, moonlit hollows, and groves where rare things grow will call to you, and you sense quickly where such places lie and how to find them. Your awareness extends to the magical character of these places and others. You can sense the properties of the flora and fauna within them, the enchantments laid upon them, and the forces at work there.

**I Am Invisible (300 CP, exclusive to Fairies)**
You are unseen by mortal eyes unless you choose otherwise, and may move among them freely, observing and overhearing their counsels without fear of detection. You cannot, however, touch or move any mortal thing; your hand passes through as smoke through a keyhole. You may still work enchantments of the mind upon those around you. Be aware that other spirits and certain powerful mortals may espy you.

**I'll Put A Girdle Round About The Earth (400 CP, exclusive to Fairies)**
You may travel between distant places as though the intervening distance were no obstacle at all. A journey of many days you may accomplish in minutes. You need no mount, road, or vessel, and no terrain will impede you. To those who do not witness your departure and arrival, you were simply elsewhere.

## *Courtier Perks*

**Noble Respect Takes It In Might, Not Merit (100 CP)**
You can find genuine appreciation in things that are flawed. You perceive the effort and intent behind a play written and performed by laborers, or the earnest craft of an apprentice's hands. Those in your company may be persuaded to see likewise, even the most cynical or lofty among them.

**I May Dispose Of Her (200 CP)**
That which is yours remains yours. Thieves and opportunists find their attention sliding away from your possessions before the thought of taking them fully forms. Trespassers will not stumble accidentally into your domain, though a determined intruder with clear intent may still find their way. What you misplace will prove easy to recover, or else find its own way back to your side.

**Doing Thee Injuries (400 CP)**
You are a martial master, fit to stand alongside Duke Theseus or Hippolyta, Queen of the Amazons. You are equal to the slaying of a fearsome minotaur or the dueling of any mortal soul. Your tactical and strategic wit matches your skill with arms. Allies will recognize your quality and defer to your leadership. You may even use combat to win the heart of an enemy, as Theseus won Hippolyta's.

**I Never May Believe (600 CP)**
*The lunatic, the lover, and the poet*
*Are of imagination all compact.*
Your wits remain ever your own. You are proof against all manner of mind control, and your eye can pierce any illusion. You may love freely, but love shall never cloud your judgment: you remain always aware of how you would feel or choose, were your heart unencumbered.

## *Lover Perks*

**Through Athens I Am Thought As Fair (100 CP)**
You are gifted with a handsome countenance and a pleasing manner that precedes you into every room. Strangers notice you and remember you favorably; new acquaintances are inclined to think well of you before you have spoken a word in your own defense. A fair reputation follows you into unfamiliar places, and doors that might otherwise require effort to open are inclined to swing your way.

**I'll Follow Thee (200 CP)**
When you set yourself in pursuit of another, be they beloved, rival, or quarry, the world conspires to aid your chase. Rough terrain yields more easily beneath your feet, and the dark of the wood holds fewer hazards for you than for others. Your body endures long past the point where weariness would stop a lesser pursuer, and your senses sharpen toward the one you seek, lending you an instinct for the right path forward.

**Though She Be But Little, She Is Fierce (400 CP)**
You have advantage against those physically larger than you. Whether in matters of violence, social competition, or romantic pursuit, if the other is larger in body than yourself, your talents and fortune grow to help make up the difference. This alone

will not let a lone man best a giant, but it will improve the chances of a clever plan; and it would certainly aid a devoted bard in the wooing of a dragon.

**The Course Of True Love Never Did Run Smooth (600 CP)**
*Then let us teach our trial patience*
*Because it is a customary cross.*
Choose one goal which seems nearly, but not entirely, beyond your reach. The road toward it shall never be wholly barred: where one door closes, another shall open, and every obstacle, however great, admits some answer. With each trial you overcome in pursuit of this goal, your eventual success grows more certain, as though the world itself were slowly persuaded of the rightness of your cause. You may hold only one such goal at a time; when it is achieved, you may designate another.

## *Mechanical Perks*

**Hard-Handed Men (100 CP)**
Choose a practical trade: weaving, tailoring, joinery, tinkering, or the like. You have the skill of a master in that craft, and your work carries a quality and honest integrity that sets it apart. You may purchase this perk more than once, each time choosing a new trade.

**I Am Not Afraid (200 CP)**
Your confidence is absolute. Strange circumstances such as transformation, enchantment, the attentions of unearthly beings, or simply finding yourself wildly out of your depth do not unsettle you at your core. You may find such things curious, but you remain fully yourself throughout. Even when your reach exceeds your grasp, others will not fault you for the reaching.

**Wall (400 CP)**
You may take on the aspect of a wall, blocking passage through the space you occupy and anywhere you can reach without taking a step. This extends beyond the merely physical: spirits, magic, sound, and sight are all subject to your obstruction. You may selectively permit anything to pass through at your discretion, as a wall with a crannied hole remains a wall nonetheless. Force that could knock down a brick wall can overcome you unless you have supernatural durability of your own.

**Bottom's Dream (600 CP)**
*And those things do best please me*
*That befall prepost'rously.*
When your schemes go awry or fortune turns against you, the world has a habit of compensating you in unexpected fashion. The blunder that ought to have ended your endeavor instead opens a door you never saw. The performance that should have brought humiliation instead delights its audience. You will not be spared hardship or failure, but misfortune has a way of leading you somewhere better than where you intended to go.

## Trickster Fairy Perks

**In Very Likeness (100 CP, exclusive to Trickster Fairy)**
You can take on the appearance of an animal or common object well enough to fool a casual observer. A close look or direct interaction will see through you, but at a distance, in dim light, or in an unguarded moment, you are convincing. You do not gain the properties or voice of whatever you resemble, only its outward semblance.

**Neigh, And Bark, And Grunt, And Roar (200 CP)**
You can reproduce any voice, sound, or call with perfect fidelity: human, animal, or otherwise. When impersonating a specific person, you are indistinguishable from them by ear alone, and you have a keen sense of what to say to impersonate them. Your animal calls are convincing enough to deceive the animals themselves.

**Shrewd And Knavish Sprite (400 CP)**
You can work minor magical mischief: a passing enchantment of the affections, a temporary and embarrassing alteration of appearance, phantom voices or false lights to lead a traveler astray in the dark. These are tricks and jests rather than weapons, suited to confusion and comedy rather than destruction. Their effects are fleeting, and fade like memories of a dream.

**If We Shadows Have Offended (600 CP)**
*Think but this, and all is mended:*
*That you have but slumbered here*
Any mischief you cause, provided it leaves no overwhelming physical evidence behind, will be remembered by witnesses as little more than a strange dream, a

trick of the light, or a passing fancy, should you so choose. Even those who suffered directly will find their certainty fading to doubt before they can make proper account of it. This affords no protection against the lasting consequences of destruction or harm.

## Courtly Fairy Perks

**A Spirit Of No Common Rate (100 CP)**
Your dignity is not a performance but a quality of your very nature, and it cannot be stripped from you. Those who attempt to humiliate or diminish you will find the attempt reflecting poorly upon themselves instead. You may be visited by misfortune, but it will never cause others to view you as lesser. Your own follies, however, may tarnish your reputation in time.

**The Summer Still Doth Tend Upon My State (200 CP, exclusive to Courtly Fairy)**
Your glamour is a thing beyond mortal beauty. Those who behold you find their attention drawn and held, and the natural world seems to arrange itself more pleasingly in your presence. Neither dishevelment, weariness, nor misfortune can diminish this; it is a property of what you are, not of how you present yourself.

**On The Ground Sleep Sound (400 CP)**
With a touch or a brief working, you may send a mortal, beast, or even a spirit lesser than you into a deep and natural-seeming sleep. The sleeper rests undisturbed and wakes refreshed, with no knowledge of having been enchanted. The sleep runs its natural course over several hours, or may be ended at your will before then.

**The Issue There Create (600 CP)**
*The seasons alter: hoary-headed frosts*
*Fall in the fresh lap of the crimson rose*
You may bestow a lasting blessing upon the children born of any union you have witnessed or sanctioned. They shall be favored in health, in temperament, and in circumstance; at your will, the blessing carries into subsequent generations.
This gift has its shadow. Your strong emotions and unresolved grievances carry weight in the natural world: seasons fall out of sequence, weather turns contrary, and the land grows strange when your heart is troubled. The greater your passion, the wider the disorder. It will not mend until you choose to mend it.

# Items

Items can be freely imported into similar items.

**With Pomp, With Triumph (100 CP, free for Courtier)**
A set of fine formal attire that always presents itself as appropriate to the occasion and setting: Athenian wedding garments, a Renaissance doublet, a Victorian evening coat, as circumstances demand. It is always correct, always becoming, and keeps itself clean and in good repair.

**One Turf Shall Serve As Pillow (100 CP, free for Lover)**
A small grove in the wild, yours to call upon wherever you travel. The ground is soft, the temperature clement, and no insect, vermin, or natural predator will trouble you within it. It is a place to rest, nothing more, but it is always there when you need it.

**Get Your Apparel Together (100 CP, free for Mechanical)**
A set of tools, working clothes, and a modest workspace suited to a single trade. They begin simple and functional, but any improvements or additions you make to them persist between jumps.

**In Likeness Of A Filly Foal (100 CP, free for Trickster Fairy)**
A pair of shoes fitted with interchangeable soles designed to leave tracks of a variety of creatures: boars, bears, horses shod or unshod, or even another person's boots. The impression left is convincing to the eye of even an experienced tracker.

**Lulled In These Flowers (100 CP, free for Courtly Fairy)**
A bower: a small and beautiful natural space that follows you between worlds. It is always in bloom, hidden from uninvited eyes, and comfortable enough for rest or for receiving guests on your own terms.

**Bill Of Properties (100 CP)**

A basket of props and costumes suitable for an amateur production of any tedious yet brief play. You may select a new play once per new moon, at which point any extant props disintegrate.

**This Lantern Doth The Hornèd Moon Present (100 CP)**
A lantern that never runs dry and casts clear, steady light through even the darkest wood. Held aloft and set to its fullest, it throws a broad silver light convincing enough, at a distance, to be mistaken for the moon itself.

**An Ass's Noll (100 CP)**
A mask fashioned in the likeness of an ass's head. When worn, it appears entirely convincing: a genuine transformation to all appearances, with all the ears, eyes, and jaw of the real article. The wearer retains their own faculties throughout, though they may find themselves with a sudden and inexplicable urge to bray and eat hay.

**Come, Trusty Sword (200 CP)**
An extremely convincing prop sword that cannot cause harm. It passes harmlessly against flesh and bone, and leaves no wound; but when it strikes, it produces convincing stage blood in quantities befitting the blow. When imported into or merged with another weapon or dangerous item, it irreversibly renders the result similarly theatrical: capable of every appearance of harm without any of the reality.

**Love-in-idleness (300 CP)**
The little western flower was struck by Cupid's arrow: before milk-white, now purple with love's wound. Juice from its petals, applied to the eyelids of a sleeping person, causes them to fall devotedly in love with the first living thing they behold upon waking. You receive a living plant which may be cultivated and harvested for further use.

**Dian's Bud (300 CP)**
The herb to counteract Love-in-idleness. Applied to the eyelids of one afflicted by love-draughts or other mind-altering magic, it dissolves the enchantment and returns the subject to their natural feelings. You receive a living plant which may be cultivated and harvested for further use.

**The Wood A League Without The Town (300 CP)**

A tract of wild woodland, accessible from wherever you are, that shares the enchanted character of the wood near Athens. By day it is merely a pleasant wood; by night it becomes something else. Magic is easier here after dark, transformation more possible, and the boundary between worlds noticeably thinner. Strange things happen here, and not always at anyone's bidding.

**Athens (500 CP)**
Your own Athens: a living city, complete with its population, its institutions, its marble and its noise. You hold the seat of Theseus within it, and its laws and ceremonies answer to you. The city does not require your constant presence to function; its magistrates, its merchants, and its people go about their affairs whether you are there or not. It is yours to return to, to govern, or to leave in capable hands, as you see fit.

---

## *Companions*

You may import or recruit up to eight companions during this jump in any combination. Non-imported companions and followers may visit the jump world, but will not benefit from any of their powers or items that don't fit with the context of this world.

**Take Hands With Me (50 CP each, or 150 CP for four)**
You may bring companions from your prior adventures into this world alongside you. Each receives 800 CP of their own to spend, and may take an origin at the listed price.

**If We Be Friends (Free)**
Any mortal soul you encounter in this world may be invited to join your chain, should they be willing to leave their world behind. You will be given opportunity to make a favorable first impression, but the choice is wholly theirs and must be freely made: no enchantment or compulsion may bear upon it. A companion recruited in this way brings the free perk and free item of their mortal origin and their own native abilities, but receives no additional budget.

**Be Kind And Courteous (50 CP each)**
You may recruit any fairy you encounter in this world to join your chain, whether a named character or one of Titania's attendants. As with mortals, the choice must be freely made: no enchantment or compulsion may bear upon it. Fairy companions recruited in this way bring the free item and all the perks of their origin, but no additional budget. They will serve willingly, within the bounds of their nature.

**A Little Changeling (100 CP)**
The orphaned child of an Indian votaress of Titania's order, blessed by the fairy queen at birth with beauty, health, wit, and years well beyond the mortal span. The changeling has no magical abilities of their own, but will look upon you as their guardian and grow up shaped by your care and example. What they become is yours to influence; and, in time, theirs to decide.

---

# Drawbacks

You may take as many drawbacks as you want, but you can gain at most **500 CP** from them. Why the limit? It is in the very nature of drawbacks to be limiting, and constraints spur creativity.

**A Scandal On My Sex (0 CP)**
The genders of any or all canon characters may be altered at your discretion before you arrive. Their roles, relationships, and natures are otherwise unchanged.

**Over Park, Over Pale (0 CP)**
This story unfolds not in Athens but in another city of your choosing, with a wild and enchanted wood close by. The time period, too, is yours to set. The people, the passions, and the magic remain; only the streets and the century are changed.

**Tongue-Tied Simplicity (0 CP)**

Every soul in this world speaks exclusively in rhyming couplets. Those who do not are regarded as simpletons, and their words pass largely unheeded. You would do well to mind your meter.

**The Best In This Kind Are But Shadows (0 CP)**
The world and all its inhabitants appear as though rendered in paint, puppetry, or some other stylized art: vivid and expressive, but visibly not quite real. The magic and the danger are no less genuine for it.

**The Wisest Aunt (+100 CP)**
Puck has singled you out as especially promising material for mischief. Pranks, phantom sounds, misleading paths, and carefully arranged humiliations will follow you throughout your stay. He is not trying to harm you, as that would spoil the sport, but he is persistent, creative, and thoroughly delighted by your discomfort.

**To Say, To Swear, I Love Thee (+100 CP)**
Someone in this world has had love-in-idleness applied to their eyes, and you were the first living thing they saw. They are entirely, devotedly, and inconveniently in love with you, and will follow, defend, and declare their love at every opportunity. The enchantment will not lift during your stay.

**Reason And Love Keep Little Company (+100 CP)**
At least once each day, you will be dosed with love-in-idleness, whether by Puck's mischief, by accident, or by the general enchanted character of the wood. You will fall hopelessly in love with the next living thing you lay eyes upon. The enchantment fades after some hours, but another dose will follow before long.

**Thou Art Translated (+100 CP)**
You have an ass's head, and it is entirely convincing. Your senses and faculties remain intact and you are otherwise unharmed, but you look precisely like a person with a donkey's head, and you occasionally make donkey noises and hunger for oats, hay, or dried peas. This will complicate most social situations, and leave you itchy.

**Thou Shalt Remain Here (+100 CP)**

Your stay extends from three days to ten years. The events of the play will resolve in their proper time, but the world goes on, and you will remain part of it for a decade. This drawback is incompatible with "That You Have But Slumbered Here" mode.

**I Do Wander Everywhere (+100 CP)**
Your sense of direction is entirely unreliable, and not only in the wood. You take wrong turns in cities, lose familiar streets, and find that paths you have walked before lead somewhere unexpected. You will generally arrive where you need to be eventually, but never by the intended route and rarely on time.

**Methought I Was (+100 CP)**
Your memories of life outside this jump are inaccessible to you during this stay. You retain your skills and expertise, and anything carried on your person at the time of arrival remains available. Perks that operate without conscious thought may still do so quietly in the background, but you will not think to call upon anything deliberately, and your prior items are as forgotten as the rest.

**The Ancient Privilege (+100 CP)**
A figure of genuine authority holds a legal claim over you under Athenian law and is actively pressing it. During your time here, they and their agents will pursue you, obstruct your movements, and seek to bring you before the Duke for judgment. The sentence, if you are caught and cannot talk your way free, is death, imprisonment, or enforced compliance with something deeply unacceptable. Running is an option; so is persuasion. Neither is guaranteed to work.

**Ill Met By Moonlight (+100 CP)**
You have become a piece on the board between Oberon and Titania. Both want something from you or through you, and neither will leave you alone. Their servants follow suit; you may find Puck working against you one moment and a fairy attendant warning you the next. The royal quarrel has edges, and you are likely to catch some of them.

**He Knows Not The Stop (+100 CP)**
Your tongue does not serve you well in this world. When you most need to make your point, the words come out wrong: mangled, interrupted, or not at all. Others

talk over you before you can finish. Attempts at formality go awry. You are capable enough in action; it is speech that betrays you.

**Be As Thou Wast Wont To Be (+100 CP)**
The accumulated perks, items, and powers of your prior adventures are unavailable for the duration of this jump. You and any companions you have brought with you must rely upon what this world provides. Your skills and knowledge remain; your fiat-backed abilities do not.

**Draw Not Iron (+100 CP, Fairy only)**
Iron, whether wrought or cold, causes you genuine pain on contact and real harm with prolonged exposure. A gate latch is deeply unpleasant; a drawn blade is dangerous. You would do well to keep this weakness to yourself.

**Thou Hast Mistaken Quite (+100 CP, Fairy only)**
Your magical abilities are unreliable: striking the wrong target, producing the wrong effect, or triggering at the wrong moment. The intention is always there; the execution is not. You will never know in advance which workings will behave as intended and which will not.

---

# Conclusion

Your time in this world draws to a close. What happens next?

**I Will Not Stir From This Place**
You have found your place in this world and intend to keep it. Lay aside your jumping shoes; this is where your story settles. Your perks, items, and companions remain with you here for the rest of your days.

**The Man Shall Have His Mare Again**
The wandering is done for good. Return to your origin world with everything you have earned: your perks, your items, and your companions. Spend your remaining days where you began.

**I Go, I Go**
Off to the next world. Keep your knowledge and any perks and items you have purchased with CP, and carry on. Swiftly, if you please.

---

# Notes

This jump was made by AxstromVinoven.

1. If you haven't seen the play, I strongly recommend it. There have been enough recorded versions that it should be easy to find one. At the time of writing, this is free to watch within the US: https://www.pbs.org/video/a-midsummer-nights-dream-nuoain/
2. The script is available here: https://www.folger.edu/explore/shakespeares-works/a-midsummer-nights-dream/read/
    a. A plain modern English translation is here: https://www.litcharts.com/shakescleare/shakespeare-translations/a-midsummer-nights-dream
3. If you're interested in similar jumps:
    a. Shakespeare JumpChain.pdf v1.1 by Greeny

## Changelog

- **2025-01-01:** Template created
- **2026-04-28:** v1.0 completed and published