

Alfheim Offline - A Tale Of Nine Fairies

In one world, Alfheim Online is a popular VR-MMORPG game created in the wake of Sword Art Online, that has the players take on the role of different fairy races. The players complete quests, fight monsters, and clear dungeons to level up their characters. This is not that world. In this world, Alfheim is no mere game. It is a very real continent on the endless seas of a fantastical world.

Since time immemorial, the land of Alfheim has stood as the home and bastion of the combined fairy races. This is a vast continent where the nine different fairy races have lived in harmony. Each fairy race occupies a different segment of the continent. The source of their unity can be seen from anywhere that one can see the clear blue skies of this land: The World Tree. This is the residence of the Fairy King Oberon and Fairy Queen Titania. It is here that they first gave birth to the various Fairy Races that now live in Alfheim so many years ago. In time the World Tree has come to act as a seal, suppressing the evil land of Jötunheimr below, and preventing the Frost Giants from invading the world above.

Nearly a century ago, the Fairy King Oberon made an unprecedented announcement to all the fairy races. He had set a test for them, and allowed some monsters to settle on these fair shores. The doors of the World Tree were closed and the capital city of Alne was abandoned. Oberon declared that whichever fairy race could grow strong enough to pass his test, defeat his guards, and reach his throne would be elevated to the status of Alf. They would become a mythical fairy race that would serve as the custodians of Alfheim and would work directly under the Fairy King and Queen. The once united land fractured into many different factions within months as each race vied for this coveted position.

What the fairy races did not know was that the mind of the Fairy King had been twisted by the dark magic of Thrym, leader of the Frost Giants. His heart had become a cruel and twisted thing, every bit as dark as the abyss he once guarded against. Oberon had lured the Fairy Queen into an enchanted birdcage and trapped her there, where she could not get in the way of his plans. After that, he set about fracturing the fairy races, pitting them against each other to weaken the fairy race as a whole. In the meantime, he began studying the evil mind bending magic of Thrym himself. He hopes to master it and turn the once pure fairy races into his loyal minions. Once Alfheim is fully corrupted, he can lift the seal on Jötunheimr and unleash the dark gods on the world once more.

Now it comes to the present. Without the fairies knowing, the doomsday clock has started and now it is up to some hero to race to stop the Fairy King, save the Fairy Queen, and defeat Thrym once and for all.

You will be entering into this world several years before things truly reach the breaking point, which means you have time to prepare and plan. You will start with **1000CP** to spend on the document below, to serve you on this journey. Your stay will end exactly a decade later. Best of luck.



From Vafi (Chaos) arose Himinn (Heaven) and Heimr (Earth). These two Primordial Beings divided the cosmos. Himinn expanded toward infinity, always seeking growth. Heimr turned inwards, creating a small domain in which there was plenty. After countless Epochs, Heimr and Himinn met once again. The clash of their reunion gave birth to the three Primus Gods; Sol (Sun), Mani (Moon), and Gymir (Ocean). Sol chose Himinn's domain, becoming the radiant Sun that illuminated the dark. Gymir chose Heimr's domain, forming the boundless seas that flooded the world. Mani chose to exist at the boundary of the two domains, high up in the sky yet still affecting the world down below.

The appearances of these three Gods brought with them the first major Change to the cosmos. Himinn and Heimr witnessed their children and experienced true emotions for the first time. These thoughts and feelings manifested into the first Mortal Beings: Spirits. Himinn gave birth to the Ethereal Spirits that exist perpetually in a state of unreality. Heimr gave birth to the Elemental Spirits who were formed from the very base components of Heimr itself. Of these Spirits, nine were gifted with Immortality and charged with stewardship of their domain. From the Ethereal Spirits: the Spirits of Kindness, Justice, Order, Faith, and Courage. From the Elemental Spirits; the Spirits of Fire, Earth, Air, and Water. These Spirits became known as the Divine Spirits.

Sol grew tired of the emptiness of Himinn, and so turned to his two sisters. With Mani, he bore many children, foremost of which was Stjarna, Goddess of the Stars. With Gymir he bore fewer but still many children. The first of which was Eðli, the God of Nature. These two Secundus Gods brought vitality, beauty, and life to the domains of Himinn and Heimr respectively.

- *An excerpt from "The Mythos Of Creation" in the Great Alne Library of Alfheimr, 442 years post-schism. Consensus on the validity of these chronicles is still debated.*

Species: *The first thing you should decide is what race of fairy you will be entering this world as. Each race has their own speciality, be it in magic or talent. Choose wisely.*

Pixie Race
By far the smallest and most common of the fairy races, the pixies stand no taller than a hamster. Their population as well as their explorative nature means they have become the de-facto ‘face’ of the fairy race. They are what spring to mind when other races think of fairies. Pixies have no specific speciality of talent or magic, and this is actually their strength. You will almost never see an Undine wielding fire magic, but a pixie can as easily cause a forest fire as they can summon a rainstorm. Their small frame also serves them well, making them better at hiding and making them a real pain to hit on the battlefield. None of the other races particularly consider the Pixies as true contenders for the status of Alf and frankly the pixies are largely uninterested in it too. Too much responsibility in their opinion. The pixies don’t have any specific cities that could be called their centre, but most gatherings of pixie communities can be found in the southernmost corner of the continent.

Sylph Race
The first of the elemental fairy races created by Titania, the Sylph embody the fairies most key trait, their love for the skies. They are true masters of the air, commanding it like a composer to his opera. Owing to their affinity with the air, the Sylph are some of the fastest fliers of all fairy races, using the wind itself to aid their travel. Typically most Sylph have a quite fair complexion, sporting variations of blonde or silver hair. Despite being the race you would expect to be the most aerodynamic, the Sylph typically are the tallest and most curvy of the fairy races. The Sylph make their homes in the fair open fields of the great plains in the North East of Alfheim, where there are no trees or hills to get in the way of the wind and sky.

Undine Race
The second of the elemental fairy races, the Undine are masters of water magic. They are experts in underwater combat and are as comfortable underwater as they are on land. Born of rivers and lakes, the Undine are an almost wholly female race. Male examples of Undine are rare and far between. The Undine can manifest mermaid tails while in the water, and it is for this reason that they are often mistaken for mermaids themselves. It is also this very fact that has spawned the myth the Mermaids can gain human legs when they walk on land, a false truth borne of mistaken identity.
The Undine are the most human-like race in appearance, marked as different largely by their association with the colour blue. They generally have blue hair, wear blue accented clothes, and have clear blue eyes. The Undine Race have homes in the great Rainbow Lakes in the western portion of Alfheim. These aquatic cities extend below into the clear waters of the lake.

Gnome Race
The third born of the elemental fairy races, the Gnomes were forged from clay and mud and rock. The Earth is their domain and they are its master. Gnomes are most comfortable when they are underground, even in the pitch black darkness. The gnomish mines extend deep, deep into the bedrock and it is from these bowels that the endless metals, stones, and precious gems treasured by the fairy races flow. Gnomes are a supernatural sense for minerals, capable of quite literally sniffing out different types of ore or rock. Their powerful arms make quick work of the ground and they could hollow out a six foot hole deep in a matter of minutes, and that is without the use of their innate earth magic. Gnomes have a darker complexion with black or brown hair, which is at odds with how little sun they get. They are also typically around half to two-thirds the height of a human, being on the shorter side of things. They have made their home in the rocky mountains of the South West of Alfheim.

Salamander Race
The last of the fairies forged of the four elements, the Salamanders were born of the divine flames of life borrowed from the Gods. Unlike their name, the Salamanders are not a reptilian race. Like most fairies they are largely humanoid. What sets them apart is their red hair that burns in the morning sun and eyes that glow like the embers of coal. Fire was their birth place and so it is their sanctum. No mortal flame can harm a Salamander. Instead, flames are the Salamanders to command or summon. They use it to carefully tend to the forests, removing overly harmful plants and preventing wildfires. Like the proverbial flames of passion, the Salamanders are known to be the fairy race that most intensely feels their own emotions. When they get angry they rage, when they are happy they become exuberant, when they are sad they become devastated. The love of a Salamander is not something to be taken lightly. The Salamanders stand as the most militarised of the fairy races, making use of their great physical strength. They have fortified their territory in the South East section of Alfheim.

Dryad Race
Fairies are a species that are innately close with nature, but the Dryads are the fairy race that truly exemplify this trait. Nature is as much a part of them as they are of it. They wear garbs formed of vine, leaf, and moss. Branches with tender green leaves thread through their long green hair, and bright flowers form small crowns atop their head. Dryads can come in kinds of sizes, ranging from as small as a child to as tall as a Sylph. Known as tree-whisperers, the Dryad are able to communicate and coax plants to do their will. They can use their magic to summon protectors of the forest to serve as sentinels and soldiers or sprout fully grown trees from seed life. Dryads are a very social but also very quiet race, content to sit in complete silence with entire groups of friends for extended periods of time. The Dryads have made their home in the great woods of the North-West plateau of Alfheim. No-one can truly recall if the trees there pre-date the Dryad's settlement or not. The Dryads have a nominal alliance with the Cait Sith, being the other fairy race that is close with nature.

Cait Sith Race

Among the many fairy races, the Cait Sith are the race that least look like Fairies. Rather, they look more like beastkin. Instead of pointed ears, the Cait Sith have animal ears and an animal tail. Typically these are feline, but other types have been seen. These features grant the Cait Sith notably enhanced senses as well as impressive agility. In line with these bestial features, the cait sith's speciality is that of beast taming. They are particularly in tune with animals and can communicate with them to a limited extent. Similarly animals find the presence of Cait Sith soothing and will rarely act aggressive towards them. Uniquely, the Cait Sith possess the ability to manifest phantom-like beast traits to use in battle or exploration. The Cait Sith race are predominantly based in the northern forests of Alfheim, where wildlife is abundant and diverse. They make their homes in large wooden structures made to house both fairies and beasts alike. Because of this, the Cait Sith also have some of the largest cities in all of Alfheim, despite having only a middling amount of members of their race.

Leprechaun Race

The Leprechauns are an interesting fairy race. While other fairy races use magic to create and change the world to their desires, the Leprechauns are utterly obsessed with changing what already exists into something better. Because of this, their creations tend to have a permanence that is lacking in the creations of the other races. The most obvious example of this is that the Leprechauns are the only fairy race that lack natural wings. Rather, it is a rite of passage for young Leprechauns to create their own set of mechanical wings. This is considered their graduation from childhood. Leprechauns are on the shorter side of things, and their thin frame hides powerful muscles developed over a lifetime of working the forges in the large Factory City that they call home just on the outskirts of the Gnomish mountains. The Leprechauns have close ties with the Gnome race, forming a symbiotic relationship where the Gnomes harvest ores and the Leprechauns fashion them into equipment and gadgets.

Spriggan Race

The Spriggan are the most mysterious of all the fairy races of Alfheim. They are masters of trickery, illusions, and transformations. One can never truly trust what their eyes are showing them while in the presence of a Spriggan, and it is for this very reason that only the other fairy races know what the Spriggan even look like. As a general rule, the Spriggan have black hair, black eyes, and favour darker clothes. This all serves to allow them to blend in with the shadows better. As mentioned, the Spriggan like to mix in real transformations with their illusion magic, so one can never quite be sure if the giant monster bearing down on them is actually there or not. The Spriggan have made their home in the Misty Woods of the South-East segment of Alfheim. Notably the Spriggan are not currently in an alliance with any of the races due to certain incidents in the past they try to forget involving Sylph council women and identify theft that ended in elopement.

Variant Birth - The nine fairy races make up the majority of the denizens of Alfheim, and generally there is no such thing as a half-breed fairy who shares the traits of different fairy races. However every once in a while a fairy may be born that is different from the rest of its race. These are by no means common, but also cannot be said to be unique. These fairies are usually slightly different from their kin, with variant magical affinities and markedly different physical features. Some of the most well known of these would be the Imps, variant species of the Spriggan whose talent for illusionary magic has mutated into an affinity for darkness magic instead. Other variants include the likes of the Sirens from the Undine, the Brownies from the Pixies, the Banshees from the Sylph, the Nymphs from the Dryads, and more. These variants are rarely treated any differently by the race they were born to, instead being thought of as a gift by the Fairy King and Queen.



Growing jealous of the gift of Immortality given to the Divine Spirits, the Ethereal Spirit of Hate and the Elemental Spirit of Ice would join together to hatch a plot. From their collaboration would arise the First Treachery. They sought an audience with the Primus God Sol. While the Spirit of Hate distracted Sol with talk of Heimr and its brothers, the Spirit of Ice snuck up on Sol with a blade fashioned of black ice. He wrought a wound on Sol. This wound was nothing to the Primus God, but it was still a wound nonetheless. They stole a drop of his blood and used it to ascend to become twisted parodies of the Secundus Gods. Outraged by this affront and betrayal, Sol cursed these new Gods so that neither they nor their children or followers would ever be able to experience the warmth of the Sun again. Cold would forever be their existence. This denial of the Light is what gave them the name of Dark Gods. A title to denote their curse and a reminder of their deeds.

The Dark Gods fled Himinn and sought refuge in Heimr. They attempted to create their own forms of life, something that might bring them the warmth of company and the enjoyment of worship. The things they created were failures. They lacked any love or kindness, not allowed even an iota of warmth in their hearts. They were the Goblins and Trolls, the Imps and Draugr. Growing angry at their curse, the Dark Gods took their rage out on the creations of the other gods. With fire and blade, they unleashed their twisted armies on to Heimr. After much devastation was caused, Sol pleaded for a boon from Heimr itself, feeling responsible for the atrocities committed. Heimr granted this boon. It sank the land of Jotunheimr that the Dark Gods had claimed as their own deep beneath the earth, the Dark Gods alongside it. In penance for his part in this, Sol was made to illuminate the world, to bring light and life in order to make up for that which was lost.

The cosmos entered another period of peace, as life continued to bloom in wonderful and new shapes. Eðli, the God of Nature, had a daughter with a Spirit of Magic, a demi-god that was named Titania. Speki, Goddess of Intellect and daughter of Stjarna, had a son with a Breeze Spirit. They named him Oberon. These two demi-gods would eventually meet and become partners.

The Dark Gods started to strain against their restrictions. Pick and claw dug through the crust of the world, grasping for freedom. Eðli took note of this and gave a Quest to his daughter. He asked her to reinforce the seal over Jotunheimr and ensure that the Dark Gods cannot escape. She accepted this quest and, with his blessing, the World Tree was born as well as the Fairy Races. This realm of Fairies was named Alfheim. For their creation of these fairies and act of creating the World Tree, Lordship of the Fairies is granted to Titania and Oberon by Eðli.

- *Further excerpt from “The Mythos Of Creation”, 442 years post-schism.*

Origin: *Now it is time for you to decide your background and role when entering into this world. You may optionally choose your apparent age and gender for free.*

Free-Spirit - The fairies were once a pure and peaceful race. It is only in recent years that they shifted their focus to combat. Even still there are many fairies that are content to live their lives as they did previously, and their more ambitious comrades do not begrudge them this desire. You will be entering this world as one of those free-spirits. You aren't part of the army, nor are you tied to any obligations. You are just a free spirited fairy, happy to go where the world takes you, and do whatever strikes your fancy.

Artificer - The art of creation is something that is respected and even venerated amongst fairy kind. The great fae structures and artefacts are renowned even amongst humanity, who have never set foot upon these lands. You will be starting off in this world as some kind of craftsman, someone who at the very least worked in a relevant field for a time. Whether you still do and just how good you were at it is another matter.

Warrior - While warriors have existed for as long as the fairies have lived, their role in history is much more subdued. They only appear in large numbers during times of great tumult or difficulty. That isn't to say that fairies do not make for fierce warriors. On the contrary, the fairy legions once suppressed the dark gods that blackened the skies with ice and soot. With Oberon's declaration and the subsequent fairy race schisms, fairies have once again started to take up their arms and dust off their bows. You are a warrior, through and through. Whether you are a soldier, an adventurer, or a mercenary for hire, people wouldn't be surprised to see you in a fight.

Mage - This is a world that contains more than just the mundane. Fairies are an innately magical race and many of them choose to focus on this fact. Each fairy race has their own magical speciality and each fairy race has spent centuries diving into the mysteries of the mystical. The Great Library of Alne is said to contain over ten thousand unique magical tomes. Like so many others, you are one of those fairies that has chosen to devote a notable part of their life to the study and training of magic. Your physical ability may not be something to boast about, but who needs that when you have spells?

Elder - How each fairy race governs their species is slightly different depending on which race it is. For instance the Salamanders are more militant, with a near army-like governmental structure. The Sylph has grand councils. The Pixies are a disorganised mess. But each race still has some form of leadership. You will be entering this world as an Elder. You are in some position of authority. Perhaps not the most glamorous position, but one that leaves you with power over a small village worth of fairies or so about. Whether spiritually or otherwise, you are someone that at least some fairies will listen to. Such fairies tend to be exactly the kind that are targeted by Thrym.

Faction: *Following the schism of the fairies, multiple different factions formed across Alfheim, as alliances were made and treaties signed. Choose which one you wish to start off as a part of. Note that you don't have to be the matching fairy race to be part of their faction.*

Green Wings

As fairies that represent each half of the biological ecosystem, the Dryad and Cait Sith have a pseudo alliance. The Cait Sith, being quite outgoing, handle the external affairs while the Dryad, being more insular, handle the internal affairs. The Cait Sith tame beasts and prevent them running amuk in the forests and the Dryads provide natural homes and food for them to subsist off. The Cait Sith use special scent markers only detectable to their sensitive noses to navigate the maze-like woods of the Dryad home. Despite living on the literal other side of the continent, the Pixies are nominally part of this alliance too. In theory they are secret messengers that act as the eyes and ears of the two other races. In practice they enjoy the homegrown houses provided to them by the Dryads and love petting the fluffy ears and tails of the Cait Sith. Most Pixies are uninterested in the overall conflict and so it is mainly a small subset of pixies that actively work with the alliance.

Grey Wings

The Gnomes dig up the ores, Leprechauns forge the ores into products, and the Undine provide cooling and fresh water to the workers. Special water filtration masks keep dust from getting into the lungs of workers and act as an oxygen exchange to avoid exposure to poisonous gases. This alliance has led to the Undine being one of the most outwardly affluent fairy races, with large structures of gold and silver gifted to them for their help. These large structures are placed at the borders of lakes and rivers, blurring the line between where one begins and the other ends. The gnomish race live in large stone castles halfway up the mountains, thick stone walls decorated with pretty or interesting looking luminescent crystals and precious gems. The Leprechauns live at the base of these mountains where they have easy access to the ores pulled from the earth. Each Leprechaun house is stranger than the last, each member attempting to outdo each other with their creations. The Leprechauns used to stay closer to the Gnomes, but one too many flattened streets has left the gnomes wary of setting up too close to Leprechaun dwellings.

Orange Wings

In a combination that would seem surprising at first glance, the Salamander and Sylph races have a rock solid alliance that pre-dates the splintering of the races. The Salamanders are a passionate people that put their whole heart into everything they do. The Sylph are a race that love the sky and love the world. Like attracts like, and the Salamanders find the Sylph's passion for the heavens incredibly endearing. By the same token, the Sylph find that the Salamanders are the only race that can match their love for flight. There is also something to be said about the Salamander's preference for tall, dominant partners. Most squads of Salamander troops will have an accompanying Sylph specialist who will use their air magic to synergistically boost the Salamanders fire magic.

Black Wings

The Spriggan's strength lies in their mystery. Part of this means that they have no true alliances with other races. They will temporarily team up with certain races as the situation demands, but mostly they prefer to keep to their own territory. Their ability to transform and use illusions allows them to easily pretend to be a different fairy race. One memorable instance involved a Spriggan replacing the Sylph delegate sent to strong-arm cooperation. The deception was only revealed when the delegate's wife, a prominent Sylph Councilwoman, noted them to be far more charming than previously. Incidentally the two would elope not long after this to places unknown, becoming an embarrassing tale that both sides do their best to forget entirely. It has spawned a popular joke that 'the chance that your bed is a spriggan spy is low but never zero'.

Frostbite

The Frostbite faction are not any specific race or alliance. Rather, the Frostbite are those fairies that have been caught and corrupted by the whispers of Thrym. Thrym himself cannot leave Jotunheim, but when he musters his power, he can send a fragment of his influence out into the world in the form of an eternal snowflake. This snowflake will drift through the world and land on the heads of sleeping fairies, allowing Thrym to infiltrate their dreams. Those who have been corrupted by Thrym work to sow chaos among the other factions. They spread false rumours, stage ambushes, and do their best to ensure no peace can last. They are best identified by a characteristic snowflake shaped mark on their brow, which they try to cover up with magic, makeup, or cloth.

Renegades

Fairies that have ‘abandoned’ or been exiled by their respective races for whatever reason. These Fairies have moved away from their original territory and instead live in the neutral areas between borders, or near the World Tree. Many Renegades are not those who are criminals, but rather are Fairies who strongly still believe in cooperating with other Fairies. They will team up with other Renegade Fairies and either live in peace or form adventuring teams. Many Fairy races tend to look down on the Renegades for their perceived abandonment of their home.

In recent weeks, as I wandered the mortal world, I have heard retellings of the Night of Betrayal and the events thereafter. Humanity, with their short lives and shorter memories, have come to have some quite amusing misunderstandings as to what truly transpired back then. Word of mouth and the many centuries have long since mutated the story into something wholly divorced from reality, yet still retaining a kernel of truth.

Humanity has forgotten entirely that it was my dear late husband that divided the fairy races. In fact they have come to label all the fairies that fought alongside him as 'Dark Elves', while those brave heroes that rescued me from my prison were dubbed as 'Light Elves'. Some versions of the truth about the fairy races still remain, particularly near the green isles of Arthur, where a tribe of Undine led by Viviane Nimue have settled down. Even there, however, scant few know the true origins of the Undine, Sylph, Salamanders, and Gnomes.

- Excerpt from Titania's Diary, 513 years post-schism.

Location:

Capital City
This is not THE fairy capital city of Alfheim. That would be Alne. Instead, this is one of the capital cities of the various fairy races. Each city is slightly different, owing to the quirks and strengths of each species. You can choose which of these great cities you will be starting in. These locations are the height of fairy power. They are well defended by both fairy knights and faceless golems. Not even Thrym would recklessly try to cause trouble in one of these places. On the bright side, it is easy to get lost in the crowd if you want to lay low. You are not limited to just the capital city of the race you chose. Just keep in mind that you may need to hold your breath and bring a swimsuit if choosing to start in the Undine capital. Notably the Gnome and Leprechaun races share a capital city.

Outskirts Town
As a counterpart to the above capital city, the fairies have many different smaller cities and towns scattered throughout Alfheim. Many of the smaller settlements were abandoned when monsters started to appear across the land, but you will be starting in one of those remaining villages located in the outskirts of fairy territory. You are still in civilization, but nothing quite as fancy or well built as the centers of power. As with the above, the exact terrain and aesthetic of the town you start in will greatly vary depending on which territory you choose to start in.

Alfheim Wilds
As mentioned, many of the smaller settlements and hamlets around Alfheim have long since been abandoned. Consequently there are very large stretches of Alfheim that would appear to lack any kind of sign of civilisation. You could travel for days, across hundreds of kilometers, and not see any sign of fairy life. Your best bet for figuring out where exactly you are is the terraformed terrain. Seasoned explorers have also learned to use the World Tree, visible from anywhere in Alfheim, as a pseudo compass by comparing it to the position of the sun and stars. If nothing else, head to the World Tree and you should find the various travel highways leading out of the great city at its base. Just keep in mind that you are likely to encounter some monsters while camping out in the wild. Create your campfires with care.

The Great City Of Alne
What was once the centerpiece of Alfheim and a melting pot of different species and cultures has since fallen into disrepair. The buildings have withstood the wear of time without a scratch, but its soul has been lost. Gone are the cheerful cries of children and the light chat of citizens. Now Alne has become an informal neutral ground for the nine races, where people can come to trade equipment and discuss plans. Most of those that call this place home for any stretch of time are adventurers or warriors who use it as a base of operations as they hunt beasts or delve into the caves leading to Jotunheim.

Dragon Cliffs
Dragons are not the first thing one would think of when imagining the fantastical realm of fairies. Yet just off the coast of its fair shores lies the legendary Dragon Cliffs of Alfheim. Truthfully there never used to be such a place when Alfheim was first formed. Dragon Cliffs only appeared here later, created when the fell Wyrm Fafnir crashed into Heimr upon an icy rock from Himinn. While Fafnir was slain, the mark he left on Alfheim remains. The dragons and wyverns that remain here have been influenced by the land of harmony and become far less aggressive. But they still remain quite territorial and brook no trespassing upon their land. Try to avoid any notice while leaving, lest you end up chased by a horde of angry dragons. Luckily you will be starting at its outskirts, rather than the center of draconic activity.

Jotunheimr Entrance
Long before Sol was tasked to bask the world in his light eternally, Jotunheimr was once a flourishing land upon the surface of Heimr. It was sunk below the earth along with the Dark Gods as punishment for their transgressions. In the many millennia hence, they have made numerous attempts to break free from their prison, digging towards the light with claw and fang. Over time, many small, winding tunnels have formed that connect Alfheimr to the world down below. This is one such entrance. It is not large enough to allow a full Ice Giant passage but small monsters have been known to use it as a rat-run. If you wish to climb back to the surface, simply travel away from the cold and biting wind.

From what I have gathered, Alfheim and Jotunheimr are considered by the historians of today to have been separate realms, divorced from this world, which they have dubbed Midgard. Yet the misunderstanding goes beyond this. The great mist that covered the land after the eternal ice of Jotunheimr was melted by the forging of Surtr's Sword has seen it called a different realm from both; Niflheim, the realm of mist. To be fair to them, in those dark days it truly did seem like an entirely different world.

Furthermore, Helheim, the 'realm of death', is naught but a mortal confusion stemming from what we fairies called the Land of The Dead. This is no world where the souls of the damned go. Rather, it is simply where the great battle took place between my brave fairy knights and those twisted by the wretch, Thrym, cursed-be-his-name. The tales of the soul flames of fallen fairy warriors that illuminated the icy mists likely play no small in this misunderstanding.

- Response by Titania to a letter of query by Archmage Azuras

Perks: *Perks are discounted to half price for their origin. 100CP perks are free on discount.*

General Perks

Wings Of The World Tree [Free To All]
Every race of fairy is capable of flight, but interestingly their wings are not part of their physiology in the way one might expect. In fact many of the races have different methods of manifesting their wings. The Pixies uniquely have their delicate wings as an active part of their biology, and thus have them out permanently. The Leprechauns create mechanical wings, lacking wings of their own. The Cait Sith manifest the wings of an animal, usually that of a bird. The Dryads have butterfly wings of a radiant glow. The four elemental fairies conjure up wings of light using their respective element. The Spriggan form wings made of the darkest shadow. Each of these wings allow their user to fly many times faster than they can run, though come with a correspondingly greater stamina drain. Particularly lazy fairies might only be able to fly for a couple of minutes before needing to stop to rest. Notably, under the fell work of Oberon, fairies can no longer manifest their wings for very long before they vanish.

Pointy Ears And Pointier Hats [100]
The Magic of Fairies can generally be divided into three distinct categories: Innate Magic, Chanted Magic, and Acquired Magic. Innate magics are instinctive, able to be used without any training, chanting, and with very little mana cost. These would be things like the Salamander's near immunity to fire or the Undine's ability to breathe underwater. Every Fairy Race has their own innate magic, considered a gift bestowed by the Fairy King and Queen at the moment of their creation. Basic mana blasts are also considered Innate Magic, though only by the technicality of not requiring a chant.

Chanted magic on the other hand requires dedicated training and experience to use properly, using the language of the Gods to affect the world. Chanted spells are spoken word by word, each additional word dramatically increasing the potency of the spell but also the complexity and mana cost of using it. One word chants are simple, something even children could do. Ten word chants are significantly harder, usually only done by experienced magicians. Twenty word chants are used only by those peak existences among the Fairies. It is said that Titania created the World Tree with a fifty word divine chant. Of all the magics, Chants are the most obvious when being used. Not only does the caster need to chant the spell, but each word will manifest in a separate glowing golden ring hovering around them.

Acquired magic is the last type of magic, and one least seen. It is Chanted magic that has been mastered to such an extent that it has become akin to Innate. Generally most Fairies will only master a handful of chants to this level in their lives, and even then these will be chants that use only a handful of words that the caster uses frequently. While you may not be able to call yourself a master magician, at the very least you will not be entering into this jump as a bumbling novice. You know most of the more basic spells of your race and can generally cast up to five word Chants without issue. Further ability will require dedicated time training.

Purebred Child [200]
There are nearly a dozen different species of Fairies in Alfheim, many of which used to freely find partners among each other before the schism. Yet despite this there are no mixed race fairies. There is no such thing as a ‘half-fairy’. The reason is simple. The child of a fairy will always inherit the species of the stronger race or parent. This appears to predominantly be based on racial strength first, personal strength second. This led to some interesting behavioural habits of fairies seeking partners in the olden days, with some actively refusing partners stronger than themselves. This interesting magical trait is one you share. Your children will always be pure of blood. There are no magical mishaps, no malformed births. They are always hale, healthy, and pure. That isn’t to say that they inherit nothing from their ‘weaker’ parent, mind you. They may keep lesser forms of any inherent racial strengths or talents. For instance a child of an Imp and Dryad, even if they are born a pure Dryad, is likely to display a mild talent for darkness magic.

Free-Spirit Perks

Spirit Of Nature [100]
The Dryads may be experts of flora, but all the Fairy races are inherently close with nature to a degree. In ages past, all of Alfheim was a flourishing world of carefully tended flowers and sturdy trees. With the schism dividing the land into different factions these once verdant fields have lost themselves amongst wild root and bramble, trodden on by monsters and beaten down by magic. But this innate trait of the fae is not so easily lost. You have a real green thumb, a real eye for plants and flowers. The plants you tend to grow up healthy and strong, with vibrant petals and succulent fruit. Any garden you have that has your personal touch would be a sight to behold indeed. It is like being in your mere presence keeps them healthy.

Blessing Of Fairies [100]
Fairies are fundamentally magical beings. On the totem pole of Divinity, they are only a step below Spirits. Being around such innately magical creatures has an effect on mundane beings. There is a reason human mages seek out contracts with Spirits and Fairies, because just being around them slowly boosts their magical abilities. In the same vein, being in the presence of a fairy can serve to activate the hidden magical potential within mortal beings. Close physical contact does this faster. A pixie coming to rest on your head isn't just a funny story, it is a genuine blessing and possibly life changing event. This may have no immediate benefit for you, but as long as you stay around non-magical creatures long enough, they will start to gain magic of their own. The closer the better. This includes plants, though how this manifests can be subtle.

Hidden Viper [200]
Things are not all sunshine and rainbows within the ranks of the Fairy Races. Even outside of the manipulations of Thrym, there are those whose greed and pride makes them seek power unearned. Even the most healthy tree may sometimes sprout a bad apple. Whether you in particular are one of those bad apples is uncertain, but the best way to prepare for something is to know all you can about it. Like the very best Frost Bite agent, you are extremely knowledgeable on the more covert and underhanded aspects of conflict. You have had extensive training on how to infiltrate groups, undermine leadership, create spies and unwitting pawns, and generally sabotage your target through any means necessary. It’s not honest work, but it is effective.

Leaf On The Wind [200]
Oberon has stripped the fairies of their ability to fly freely through the skies, but that just means they need to squeeze the most out of every moment they can manifest their wings. High speed movement is already hard enough before you factor in a 3rd dimensional axis. True high level combat amongst fairies is a dizzying display of twists, spins, loops, and pivots, where clashes come from every direction; up, down, left, right, forward, and behind. Your wings may be temporary but your love of the open air is forever. You move through it with a finesse and grace that would make a falcon jealous. Few amongst the fairy can be considered your equal in this regard.

Dragon Hearted [400]
The Dragons of Alfheim have had a long time to acclimatise to the realm of Fairies. What was once a brutal race full of anger and bloodlust has mellowed to the point where some are willing to allow certain fairies to ride upon their backs. But this acclimatization was not a one way street. The aura of the dragons has managed to infiltrate your body while you were still in the womb. The purity of the fairies mixed with the soul of a dragon. Physically this has done little to you, good or bad. However it has given you a rather neat trait; dragons and reptiles of all kinds are extremely inclined to be friendly with you. They have no issue with you stroking their scales or walking through their nests. In turn, you have an instinctive understanding of dragons; their needs, desires, and habits. You could become quite an accomplished dragon tamer, if you wished.

Fairy Orb [400]
Strictly speaking Fairies aren't fully material beings. They are creatures of magic. They were born from magic and so too do they return to magic upon death. Yet this very fact gives them some wiggle room. When a fairy dies, it leaves behind a small flickering flame, a core of pure mana. This is their gravestone but it is also their last hope. If one can get to this flame before it burns out, they have a chance to resurrect that fairy. If injected with sufficient life energy, this flame can restore their body and let them be reborn, like a phoenix from their ashes. How long this flame lasts is not determined by their power in life, but rather by their sense of identity and strength of will. On top of your own innate fairy ability to do this, you also can wrap the souls of other recently deceased in a shell of mana to protect them and give them hope for revival.

Divine Blood [600]
Gods are beings of divinity. They are not so much organic beings so much as concepts given form. Titania is the demi-goddess of life. Oberon is the demi-god of intellect. Despite being the creators of the fairies, neither could be said to hold divine dominion over the race. That left a vacancy, a space that you filled upon your birth. By a fluke of cosmic proportion, a demi-god was born to two ordinary fairies; you. You hold the divine position of Demi-God of Fairies. Fairies are naturally drawn to you. They feel close to you and feel safe around you. You have an innate sense of where gatherings of fairies are, and can tell when something is of fae origin. Quite notably, as the demi-god of fairies, you have a close connection to the seasons of the world. As the seasons change and give way to one another, so too do your abilities. In the peak of winter, your hair grows frosty and your ability to harness the cold grows tenfold. In summer you have a healthy flush to your skin and are filled with life and warmth, with a matching boost in fire affinity. In spring your talent for rejuvenation and healing reaches its peak, while in autumn it is the time of cleansing and renewal.

Artificer Perks

Fae Smith [100]
There is an old saying. ‘Never challenge a Sylph to a race, never try to out-eat a Cait Sith, never arm wrestle a Salamander, and never tell a Leprechaun how to smith’. On the other hand, if a Leprechaun is giving you tips? You better prick your ears. Smithing is a skill that is by no means limited to that technologically touched fairy race, but it certainly one they have mastered. However there are also more forms of creation than just purely blacksmithing. You are something of an artisan yourself. You are skilled in one particular form of craft, whether that be the traditional blacksmithing, architecture, landscaping, or something of a slightly more mystical inclination such as enchanting or rune craft.

Professor Pixie [100]
Despite being the most easy going and distractible of the fairy races, the pixies make for startlingly good teachers and guides. You may occasionally see a pixie being carried around in someone’s pocket, directing them or commenting on various topics. This, combined with their widespread neutrality in the competition for ascension as well as their all-rounded magic affinity has led to the odd situation where most schools and academies throughout Alfheim are staffed in large part by Pixies. While you may not be the kind of person who could turn a lump of coal into a diamond, you are more than sufficient at polishing an uncut gem and letting them shine. Just as Oberon and Titania once taught the fairies how to use their magic, you are a skilled magical and theoretical instructor. Your students would flourish, provided they are willing to put in the work.

A Giant's Giant [200]
Alfheim is a land not only of fairies but also of giants. This is a fact that does occasionally bleed into the fairies born in these fair woods. The Frost Giant tribe, contrary to their name, are not all massive in size. Thrym himself is barely the size of a human. Yet some among their numbers can indeed grow to truly tremendous sizes. You are one of those fairies that has inherited this giant’s trait. When puberty hit, you shot up like a shoot, just like any other of your kind. But the difference is that you didn't stop. You were nearly four times taller than your kin by the time your growth-rate slowed down. Some fairies have been known to grow even larger than this. There are stories of pixies as tall as sylphs, and gnomes that could be mistaken for giants working in their grand forges. While this hasn't had much of an affect on your magic, your physical strength and endurance has had a corresponding boost.

Tireless Creation [200]
One will occasionally enter into something akin to a fugue state while in the middle of creation. They will enter a certain rhythm where their concentration is at its peak and any interruption or distraction could snap them out of it. When working on particularly large or complex projects, it is known for these periods to last days or even weeks. To that end, you have developed a way to subsist off of your own mana in the place of food, drink, and sleep for long periods of time. You’ll likely crash at the end of it, but you’ll be perfectly able to go for almost a fortnight of uninterrupted concentration if you put your mind to it. And that is indeed something you are capable of doing, days of single-minded focus on a specific thing.

The Flow Of Life [400]
Fairies are warriors. Fairies are mages. Fairies are guardians. But most of all, fundamentally, fairies are healers and caretakers of the natural world. One of the most noble professions an artificer can have is to be charged with the creation of medicines, rare tinctures, and magical potions. They are those who can take seemingly mundane plants and turn them into impossible elixirs. You have been trained in the fae art of manipulating the essence of life itself, of being able to extract the rawest essence of plants and animals and instill them in a bottle. Let not the healing power of foxglove and lavender go wasted, coalesce the soothing power of moonglow lotus, bring to bear the ferocious poison of scarlet wolfwort. From your tender hands flow the fabled potions of healing, of magic, of poison, and so much more. Even the most mundane of plants can be made into a magical brew in your hands.

Inanimate Living [400]
It was Titania who shaped the first fairies. She breathed life into the elements and the world, and from them came the fairy races. This particular art can be considered a lesser form of that act. The fairies cannot guard their homes night and day without end, so in their place they fashion beings who can do it for them. Automatons. Guardians. Golems. From tree and rock and metal, they, and you, have learned the complex magic of animating the inanimate, and granting thought to that which should have none. Beyond the rudimentaries, you have studied in the fabled halls of Alne itself, and watched as Oberon crafted the famous armoured legion that guards the world tree. The golems and such that you create are no mere skeletons of walking mud, but potentially warriors and guardians that could contest with experienced fairy knights. With the right materials on hand, you might be able to make automatons that could rival those that guard Alfheim’s heart.

Forged In Ice, Quenched In Flame [600]
There are weapons famous for having been used by great heroes, and then there are heroes famous for having used great weapons. These tools are so powerful, so grand, that the person wielding them is almost less important than the mere fact that they are wielding that tool: Surtr's Blade, that burned the roots of the World Tree and melted the eternal ice of Jotunheimr. Gram, bane of all dragons, that slew the ruinous wyrm Fafnir. Excalibur, forged as a symbol of friendship and later kingship by the Undine to the people of a faraway land. These blades aren't just the weapons used by heroes, but are weapons so great that any that wield them could become legends themselves. You are a divine blacksmith of great renown across all of the realms, capable of forging these mythological tools enshrined in song for generations after. Even for you, these are no easy feat to produce. Each of these items is a masterpiece, a magnum opus of magic and smithing that borders on the divine.

Warrior Perks

Marksman [100]
Despite the general preference for swords, melee weaponry is not the first thing that comes to mind when one thinks of Fairies. Likely in part due to their physical similarity with elves, the thought of a fairy warrior usually evokes the image of a mage or archer. In fact only a small proportion of Fairies make use of ranged weaponry. But those that do do credit to their name. As a trained fairy archer, you have an incredible affinity for any and all kinds of ranged weaponry. As long as you are in range of the target, you have a good chance of hitting it.

Synchronised Movements [100]
Combat is very rarely a wholly solo affair. Doubly so for a species as sociable as the fairies. Those that go it alone are few and far between, and rarely last long if they are frequent fighters. Combat with teammates has its own difficulties though. It's all too common for the inexperienced or ill-trained to get in the way of their companions and bring down the combat effectiveness of the whole team. Not you though. You are well adept at swiftly falling into sync with whoever you are working with, matching their pace and rhythm so that you are not just helping, but covering their weak points while also having your own protected in turn. With you on the team, you are all more than just the sum of your parts.

Dual Focus [200]
Splitting your focus in twain has always been a hard skill to learn. Learning to wield two different weapons in each hand at the same time is orders of magnitude harder. Most warriors prefer to focus on mastering a single weapon to the pinnacle rather than divide their attention. You have a leg up from them, for you were born with the minor but still notable talent for being able to split your concentration equally to each hand. The most basic benefit of this is that you are ambidextrous. More importantly, however, is that as you learned the ways of war, you also learned how to dual wield with equal skill. This is most effective when you are using two of the same weapon, such as two swords or axes, but this can still be used with different weapons, such as a stave and a hammer.

Damage Substitution [200]
A special type of life magic but one that is considered invaluable enough that every race ensures their top mages know how to cast it. This magic has only one effect. It substitutes physical damage for mana damage. Blades, arrows, and magic essentially 'phase' through your body. Rather than wounding your body they instead take a chunk of your mana away instead, leaving a faint red glow to show where this occurred. This magic does have limits though. The amount of damage it can substitute depends largely on the caster, and it can be worn down quickly by many little cuts. This magic is a saving grace, not something to rely on like a crutch. You have undergone the special training necessary to learn how to cast this magic on yourself and others.

Light Of Sol [400]
The Dark Gods betrayed the Primus God Sol and were cursed to never experience the warmth of the sun again. Sol has recognised you as a champion in the fight against the Dark Gods and has thus given you his blessing. The Light Of Sol resides within your soul. Woe be to any fiend that tries to use their fell magic to influence your mind or touch your soul. The eternally burning star residing within you will protect you from any foul magic that tries to leave its corruptive mark on you, burning it away like the rot it is. The whispers of Thrym are but snowflakes attempting to dowse a roaring fire. With time, you may be able to learn how to manifest this light externally, to protect not just yourself but your companions too from the evils lurking in the dark. You will become a shining light in the dark for all that fight for good. The more deep-rooted corruptions may take time to burn away, but with enough effort they too will lose their hold.

Freyja's Chosen [400]
The Goddess Freyja has a particular interest in the land of Alfheim. Not only is it home to a race not too dissimilar to her in appearance, but it is also the area where she received a grave insult. The Ice Giant Thrym once demanded her hand in marriage in exchange for the return of Thor's Hammer. Thrym insulted her husband and treated her like a prize to be traded. As such, she is always on the lookout for a chosen champion who she believes can slay the foul giant. Currently she has set her eyes on you. You have been made her chosen champion in the mortal world, and gifted her boon. As the Goddess of both Beauty and War, her blessing is nothing to scoff at. Your blade will sing true, your arrows will fly straight, and your beauty will only grow with time. If you could also find a chance to free her foolish comrade Thor, after he idiotically got himself captured by Thrym while disguised as her, she would be grateful.

Saint Of The Sword [600]
They say there is always someone better than you out there. While this might well be true, those of that level of skill are few and far between. You are a master of the sword. Some would call you a Sword Saint. You may not have been the most talented of your generation, but time and hardwork has honed your skill until you were ready to challenge the very gods. With a sword alone, you could clear a forest for one hundred meters, or split a wall of solid metal. There may only be one person your equal in all of Alfheim, a young purple-haired fairy referred to in rumour as the Absolute Sword. If you wish, this skill could be in a different kind of weapon than the sword, such as a spear, polearm, axe, or so on.

Mage Perks

Siren Song [100]
One of the things that fairies are best known for is their love and talent for singing. It is a well known fact that spans across all of the nine fairy races. Some say this is caused by a splinter of Oberon's soul that dwells within all fairies since their conception. In no fairy does this manifest stronger than in the variant Siren fairies, whose affinity for singing is so great that their magic itself is utilised via the medium of song. That said, just because they love to sing doesn't mean that they are necessarily very good at it. The choirs of the Cait Sith are an... acquired taste. As it happens, you have a very pleasant singing voice. You can sing the whole vocal range, from high to low, and can hold a note for as long as you have breath. Beyond that though, you have a Siren's talent for casting your spells via singing, a skill that is not easy to learn.

Queen's Aura [100]
The Queen is the most beloved fairy in all the lands. She is the jewel of the kingdom, the shining dawn of Alfheim. This isn't a status attained by might or trickery. While part of it can be owed to her beauty and charm, a not insignificant pushing force is an innate aura that she emits by virtue of her status as a pseudo-mother goddess. Her half-divine nature, domain of life, and status as a mother goddess all combine to generate a unique aura that evokes strong feelings of caring motherhood. Those that lay eyes on her see a warm and protective mother that comforted them through the cold nights. You may not necessarily have the same aura, but you certainly have an aura of some kind.

Font Of Mana [200]
"I have more magic in my pinkie toe than you do in your whole body!" An exaggeration, but less of one than you might think. As children of two demigods, the fairy races are naturally abundant in mana. A magically starved fairy child has more than most humans. This trait is why human mages so eagerly enter into partnerships with wayward fairies. Even among fairies, you are somewhat of an outlier when it comes to sheer magical capacity. You have several times more mana in your body than the average fairy, and this will grow steadily greater with time and use. If you live long enough, you may have enough to rival the Fairy Queen herself.

Exceptional Elementalism [200]
Generally most Fairies are specialised in a specific type of elemental magic. These are typically the four classical elements or nature magic. You were born different. A unique mutant fairy. Alongside your base racial affinity, you were born with a second affinity. One outside of the normal system of magic. These mutant affinities are generally harder to learn but are exceptionally potent when mastered. This could be something like an affinity for Lightning, Ice, Crystal, or Darkness. Those that are born like this are once in a generation flukes, and often venerated by others of their kind.

Fairy Incarnate [400]
Each fairy race has their own speciality; an inherent affinity with some aspect of the physical world. In this way they can be considered akin to weaker cousins of the Spirits. Every species has those that stand out. Your own affinity with your species' talent has manifested far more strongly than most. You are as far above your own race when it comes to this talent as they are above other fairy races. You are closer to a Spirit than a Fairy in this respect. The world sings with joy when you let loose, eager to prove itself to you. It's almost like it's trying to show off in front of you. In the case of Pixies, you can choose if this is a milder general boost to all affinities or a singular boost to a specific affinity of your choice.

Magical Prodigy [400]
Magic, like any skill, is a learned profession. And with that means that there are those more and less talented at it. You are a literal prodigy when it comes to the field of magic, a true polymath of the mystical. The blood of Titania runs thick and strong through your veins. It doesn't matter what branch of magic you are studying, for you take to it like a fish to water. The only real limiting factor for you is your own innate affinity for what magic you can use, and even in this area you show a remarkable ability to make headway in the use of the affinities not usually blessed to your race. As a Sylph you may never equal the *ease* in which a Spriggan uses illusions or Dryad manipulates plants, but through study and effort, you may match their skill.

Queen Of Fairies [600]
As with the Fairy Lords, the King and Queen of Fairies are no mere empty titles. There is real power attached to these positions and names. When the fairy races were created, the world granted two authorities to their rulers in recognition for their deed. This is the first of these authorities, the authority of the Supreme Mother of all fairies. The ritual to create the fairies was long and complex, and effort very nearly killed Titania. The reward for this was the Authority to mould new fairies from the Flesh of Heimr itself. To put it another way, Titania was given the ability to create new fairies from the earth, the trees, the wind, and all the material aspects of the world. Doing so costs a comparative pittance of mana than creating them wholesale. You have been granted this same boon. What material you use will affect what type of fairy you create.

Elder Perks

Curated Appearance [100]
Fairies are the grandchildren of Nature and Wisdom, created by two demi-gods to serve a noble purpose. Divine Blood suffuses their bodies. There is a reason that mortal races consider them ethereal and beautiful. There is no such thing as an ugly fairy. Even far in the future, when the fairies have fractured into Light and Dark, Good and Evil, those who have fallen maintained their unearthly beauty. Though rather than the beauty of a stainless white flower, those dark fairies instead have the beauty of a thorny red rose. As a fairy, this trait exists with you too. You are attractive. Very much so. A kind of beauty that transcends species, such that all that view you can appreciate your looks. From animals to mortals to spirits, all can see your beauty, even if they are not necessarily attracted to it.

Pure Being [100]
Most Fairies are considered pure beings. They are kind-hearted, albeit mischievous at times. But their trickery is the trickery of children playing, rather than cruel malice. This pure nature can sometimes extend beyond just their personalities. They are pure not only in mind but also in body. Dust, dirt, ash, and oil, none will stain a fairy's body such as these. It simply flakes off within minutes of settling on you. It is thought to be a blessing of Heimr for their continued service guarding the entrance to Jotunheimr. Regular bathing is still a recommendation though. The guts of monsters may not stick to you, but their smell can linger.

The Nya-gotiator [200]
It should come as a surprise to no-one that the Cait Sith are considered the fairy race with the best interpersonal skills. Their species talent is communicating with and taming beasts of all kinds, after all. It is no accident that this extends to diplomacy with other races. Even on a bad day, corralling rowdy Pixies is easier than pleasing a grumpy dragon. It helps that their animal features tend to make them appear cute to most other intelligent species. Even if you aren't personally a Cait Sith, you have a similar talent for negotiations and politics as one... minus the animal features. There are many different factions on Alfheim, let alone the wider world, and being able to navigate the intricacies of double talk and political-speak will serve you well.

Commander [200]
Ever since the nine fairy races split from one another and began competing for the chance of ascension, the need for competent commanders and skilled tacticians soared. The fairies, ever peaceful creatures, found that they were no slouches when it came to war. Titania may have been a demi-goddess of life, but Oberon was the son of wisdom, and wisdom is one of the most important parts of leading troops. When you trained for combat, when you were educated in the army, you were one of those chosen not to fight on the front lines, but to lead others to do so. You were taught how to deploy your forces optimally, shown how to boost their morale, and proved that you could do more than just throw lives at a blender. With your experience, you could sign up to any army and quickly distinguish yourself in matters regarding the art of war.

The Voice Of The Abyss [400]
A drop of ink can dye a glass of milk. And what could be darker than the abyss? This is the conceptual basis for the twisted dark magic of the abyssal gods. It is this otherworldly magic that Thrym used to overthrow an entire realm. It is this corruptive magic that poisoned Oberon's mind. This is a magic centered wholly around corrupting and changing the hearts of other people. Perhaps the most insidious aspect of this magic is the fact that because it was created by the dark gods, it sits outside of the normal magical affinities. In theory, any being that can use mana can learn it. Take care about using this magic. The warnings about staring into the abyss were made for a reason. Using this even a single time will expose you to the sights of the Dark Gods, ever looking for more agents in the world above. If you can resist their quiet whispers and the pollution of the magic itself, you will find yourself with a potent mind-bending tool in your arsenal.

Fairy Lord [400]
Nine fairy lords for nine fairy races. A fairy lord is not just an empty title. It is a responsibility but also a gift. You are burdened with stewardship of one of the fairy races, but in return those same fairies are your backing. More specifically, you have the semi-unique ability to conjure a Fairy Gate, a portal of light that glows with a gentle light. Through this gate, you can call forth some fairies to carry out whatever task you might require. If you have the task in mind while creating the Gate, it will summon a fairy with the necessary skills. If you ever require a helping hand, the fairies are always only one spell away. Whether that be fighting, healing, forging, or something else. Keep in mind that you are summoning help, not commanding emotionless automatons. Treat them well, lest they refuse future summons.

King Of Fairies [600]
Titania was the mother of the fairies, but Oberon was their king and leader. He may have fallen under the sway of the dark gods, but he still retains the second of the Authorities bestowed upon the King and Queen. Just as the Queen has authority over the creation of new fairies, the King has dominion over all living fairies. Upon obtaining the throne of Fairy King, Oberon was granted the ability to effect species-wide changes on the fairy races. It was through this ability that he was able to strip the fairies of their wings, and it is through this ability that he promises to uplift a fairy race into the mythical Alfs. The mana cost for this is immense, only made possible by borrowing the endless magic that flows through the world tree. At a more personal level, however, it would be possible to alter singular individuals to grant or remove specific traits, or command them with absolute authority. Once again though, this is not something to be done lightly. You have gained this boon, and consequently the attention of Oberon.

Items: *As with perks, you may discount items to half price for their origin. 100CP items are free on discount.*

Free Spirit Items

Instant Flower Bed [100]
Fairies are caretakers and gardeners of nature. There are few plants that are conceptually more simple than that of flowers. Hence it is very easy to use magic to cause their growth. These magical seeds were developed by the Dryad race. They don't have any special uses, however they are quite popular for their ability to make any location burst into colour. Once planted, these seeds will develop into a large and luscious flower bed. A single bag of these seeds could convert an entire field into a rainbow carpet of flourishing flowers. A little bit of soil and a little bit of water is all you need to get started.

Beast Den [100]
The Cait Sith cities and towns are the most noisy of all the fairy cities, owing to the sheer quantity of beasts that reside in and around them. With so many animals to take care of, the Cait Sith got quite good at creating stables and farms for them to live in. Of course, the more vain of those animals wouldn't willingly live in something called a 'farm', so instead they are known as Beast Dens. This is one such beast den, a large and sturdy building situated on a verdant plot of land. It has plenty of amenities to help look after a whole range of creatures, including feeders, different nests, and various micro climates. Put a beast in here and there is a good chance they'll be happy.

Festival Of The Fairies [200]
Each year, there is a single day where all the different fairy races of Alfheim come together in Alne in a grand festival, to remind each other that despite their conflict they are not enemies. Grudges and rivalries are settled through games and competitions rather than sword and sorcery. This is also a chance for each race to show off their wealth and talent, with many stalls set up for people to hawk their wares. This sacred festival is perhaps the happiest day of the year for many fairies. You have received special tickets to this festival. Once a year these tickets will light up with magic and, if you allow it, you will be teleported right to the edge of the festivities of Alfheim for the night. It doesn't matter if you are a world away, the ticket will work wherever you are.

Eternal Hoarfrost [400]
Jotunheimr is a land of snow. The ground is covered in a thick layer of snow. The only landmarks, aside from the occasional fortress of black rock, are the giant towers of deep blue ice that spear towards the cavernous ceiling at all sorts of angles. These monuments of cold are the crystallisations of the magic of the Ice Giants, blessed by the Elemental Spirit of Ice. Their mere presence amplifies any frost-related magic used nearby. This is partly why the Ice Giants seem to drastically weaken outside of Jotunheimr but are so strong when driving off invaders. These towers of ice also serve to passively lower the temperature over a massive area. You have received a smaller stalagmite of this ice, around the size of a person. The only thing that could melt it would be flames on par with the divine.

Fountain Of Rebirth [600]
A special fountain said to have been the birthplace of the first Undine. The divine magic of Oberon has seeped into the water and changed it fundamentally. It has gained a transformative nature, just as water itself can change its shape to match a new container. Those that bathe in these waters will find their form becoming more malleable. As long as they concentrate with all their might, a fairy bathing in these waters can undergo rebirth and change their race to that of a different fairy. This fountain works best on fairies, however certain mortal races with sufficiently weak divine essence such as humans might also be able to use these waters to fundamentally rewrite their own nature into that of a fairy. The magics flowing through these waters are not infinite, and so can only be used once a year before needing to recharge. In decades past, those that wished to use this fountain would compete in a grand competition for a chance to submerge themselves within.

Artificer Items

Tree House [100]
What do you get when you combine a fairy's love for nature with magic and a passion for creation? Not a tree house. A Tree-House. Literally a tree that is also a house. It is a living tree of wide girth that has been shaped with magic to become hollow inside, and then the insides furnished until it is a fully functional house. It has rooms, amenities, natural plumbing, and fresh (if a bit herbal) water. The tree itself is tall enough that the house has multiple floors. For an average sized fairy this would be a cosy but perfectly nice living space. For a pixie this would be like a mansion.

Selkie Skin [100]
Many Undine settlements are located at the bottom of lakes, rivers, or even the sea. Lacking their innate water affinity, most other races would struggle to stay prolonged periods in these locations. To that end, the Undine teamed up with the Spriggan to craft a special kind of suit that would allow the wearer to stay underwater. Early versions of this suit took the form of the skin of a seal and were known as Selkies. Those that wore the suit would become that seal and could swim unimpeded to the Undine settlements. While this was an improvement, it was still not ideal nor particularly dignified for diplomats and visitors to use. Further development would see the creation of a line of generic male and female mermaid skins, allowing their wears to not only stay underwater indefinitely but also allowed them to speak and use their hands while doing so. You have received a couple of these Selkie Skins for your own use, both the original and later models.

Magical Mine [200]
Each fairy race has slightly different ways of extracting the bounty of the earth from its rocky cradle. The undine will dissolve it into a slurry with their water magic, dryads will use penetrating roots to search out and find chunks of ore, and so on. You have obtained a mine of distinctly gnomish flavour. As the race most suited for the earth, their mines are naturally the largest, most efficient, and most plentiful. They make use of tools from all the different fairy races to make this as safe and productive as possible. Large flowers of crystal jut out of walls where gem seeds have been planted that feed on the rock to become elegant nodes of splendor. Veins of shiny ore crisscross the caves where earth magic has been used to pull heavy metals to the surface. Luminescent moss grown by dryads provide clean light. Special sylph orbs provide fresh air and glow to warn of pockets of noxious gas. Undine water filters keep dust particulates out of the air and clean the extracted minerals.

Fae Artefact [400]
Not all artefacts that come out of the leprechaun forges are some legend-making tool that gets talked of in myth. In fact most aren't. But every once in a while something truly special will appear from the fairy craftsmen. Some powerful, complex, or extremely valuable device, weapon, or tool will grace the world with its existence. It could be a vial that condenses the light of the stars into a twinkling elixir. It could be a moon staff that calls upon the divine power of the moon to strengthen your magic. It could be a bracelet that lets the wearer command the weather with the flick of the wrist. What specific type of artefact this is is up to you, but you are its owner.

Mythical Fairy Forge [600]
While Alfheim is a mystical realm of fairies and dragons, the earth and its treasures buried below are not significantly more magical than anywhere else in the world. It is the fairy blacksmiths that take the various ores and make them **more** than just mundane metal. On top of the usual furnace and smithing tools, this forge has various fae instruments and arrays used to work with or create magical materials. This is where the power of the stars is infused into gold, where life is breathed into copper, where iron shines with unconcealed veins of blue mana, and where silver gains shimmering scales of draconic power. It may not be the greatest forge in all of Alfheim, but it serves its purpose well. Human smiths speak of these forges in fable and legend.

Warrior Items

Crystal Cargo [100]
Crystals are a rare and valuable commodity among the Fairy races. Despite the rather lacklustre name, these are no mere ordinary crystals.They can also be called Stabilised Crystal Mana Clumps. 'Crystals' just roll off the tongue easier. These mystical objects are solidified lumps of raw mana, containing a nearly 100% pure core of elemental mana of a specific affinity. Once processed, they become incredibly useful magical items. Crystals of life mana can be used to heal the body. Crystals of water can wash away poison. Crystals of light can be used to teleport to a designated area. Each crystal is also quite easy to tell apart, given their vibrant and unique colours.

Adventurer's Gear [100]
Magical they may be, but a fairy is not wholly about worldly needs. Those seeking to fight monsters and explore the wilds will need the appropriate equipment. This includes the main essentials of a warrior; a sword or bow, a spear, wand, or axe. Whatever your choice of main weapon. But beyond this, you will also gain more general camping equipment, such as a tent, flint for fires, small rations, and the like. These may not be the most fancy things in existence, but each is essential in their own way when adventuring.

Golden Apple [200]
A potent divine apple gifted by the Goddess Idunn to her half-sibling Titania. Each slice of this apple is so bursting with life energy that a single bite will heal most wounds. Consuming a whole apple is said to grant one another hundred years of life. This apple was one of several treasures that Titania managed to spread throughout Alfheim before she was imprisoned, in the hopes of assisting any would-be heroes. By chance or fate, it has ended up in your hands. Maybe you could try growing your very own tree? The Fairies of Alfheim are nothing if not experienced with magical trees after all.

Dragon Caves [400]
The Dragon Cliffs are a series of jagged, impossibly steep rocks out at sea where one can hear the distant roars of wyverns and dragons from dozens of miles away. It is there they nest, roost, hunt, and mate. This long and narrow twisting tunnel is itself a dragon nursery, one made by the Cait Sith to replicate the conditions of the Dragon Cliffs. It is all but pitch black inside, with a winding path that expands and contracts at random, curling in on itself before splitting and reforming in multiple places. Only a dragon or serpent-like being could swiftly and easily traverse these dark paths. As one goes further into this cave, you will notice it gradually growing warmer. Hidden in crevices and placed on high ledges are a few small scaly rocks. Dragon eggs. Each one radiating heat like a furnace. If you manage to withstand the heat and get past this section you will find the dragon nursery itself. A dozen young dragons lie in quiet hibernation, surrounded by the scattered remains of their eggs. If one were to capture one of these dragons, they are at the perfect age for taming. Wait long enough and they will mature by themselves and leave, only returning in a year's time to lay their own clutch of eggs.

Thor's Hammer [600]
This is not the true divine hammer wielded by the god of lightning. It is, however, a serviceable replica formed from Thor's own divine power. Originally one such hammer was gifted to a Spriggan upon him rescuing Thor from containment within Jotunheimr, where Thrym had him caged (albeit disguised as Freya). This particular hammer has been shaped to best suit you. It may not even take the form of a hammer, if you do not wish. It is the ultimate conduit for lightning magic, and would allow even the most magically illiterate mortal to call down thunder upon their foes. As a divine instrument, it is near indestructible to all mortal means. You could throw it into a volcano and it wouldn't so much as glow with heat. In a way you are acting as Thor's champion when you wield this weapon, so treat it with the respect that deserves.

Mage Items

Floral Crown [100]
A beautiful crown made from a mix of living flowers and star-infused gold. This crown is a symbol of status and friendship with the fairy races. It was made by the collaborative effort of a Dryad, Leprechaun, and Undine working in concert. When worn, this crown serves to calm the mind and soothe the soul. Its original intention was to help with meditation, allowing energetic students to enter a more zen-like state where they are closer to nature and the subtle undercurrents of magic that flow through the leylines of the earth. Nowadays it is a favoured item of academics for use in studying or research, and to help with post-combat jitters.

Water Grotto [100]
A small paradise of crystal clear water, set within a hollow. Fresh water cascades from moss covered cliffs into the deep pool below, forming small rainbows in the air. Small fish can be seen darting about below the water surface. This is a veritable paradise carefully created via the blue magic of the Undine. It is a place to relax, bathe, or swim. Interestingly the rainbows that form under the waterfalls persist even in the darkest of night, illuminating the grotto in all shades of colours. It is some quirk of fae magic inherent to the land. You can choose where exactly this grotto is, or if it is part of a different property you have.

Yggdrasil Heart Splinter [200]
On the surface, an unassuming piece of wood. Not too heavy, not too light. Veins of blue-silver run up along the grain. Just by holding it in your hand, you can feel a gentle hum of mana emanating from it. This is a fragment of corewood from the fully grown World Tree. When creating the palace at the top of the World Tree, only a few of these fragments were harvested. It is a rare honour to be bestowed with one of them. Acting as a wand, simply wielding this corewood passively increases the speed at which you regenerate your mana. As a pure conduit for mana, it can equally be used as a focus for channelling any affinity of magic.

Tome Of Magic [400]
The mysterious depths of magic go further than anyone can fully explore. Not even the most ancient of gods can claim to know all its secrets. As a demi-god of notable repute and a passion for magic, Titania has made greater forays into the subject than most. She has compiled this magical knowledge into a book. A tome, or grimoire. Designed as a teaching instrument, this book contains everything she knows about magic, including personal notes and anecdotes, covering every step from beginner to master. Each subsequent page of the tome will only reveal itself to the reader once they have proven that they have learned what is on the current page. Who needs a magical library when you have this?

Yggdrasil Sapling [600]
You have been blessed to have received a very rare gift indeed. A white sapling born from a cutting of the World Tree. As a magical construct on par with a divine being, the World Tree does not reproduce like an ordinary plant. Instead, the fairy races must combine their magic and bloom a fallen branch of Yggdrasil into life. Usually these saplings are only given to those who have performed great deeds. Each race only has a few in their possession. While slow growing, each sapling has the potential to one day reach the same heights as the original. This sapling, like Yggdrasil, is an eternal font of mana. Pure mana leaks off of it like dew from a leaf, created by the tree itself. As it grows larger, this trickle of mana will only increase with time. This sapling can be used as a seal, acting as a perpetual battery for any kind of magical array. Finally, once the sapling is sufficiently mature, it will passively generate a field that drives away monsters in a radius around it. It is this exact function that each Fairy Race uses to protect their capital cities.

Elder Items

Elven Aesthetic [100]
The fairies may not be elves, but they are distant cousins, and their architectural aesthetic has a surprising amount of overlap. So much so that many of those unfamiliar with the two races have been known to mix the two up. As the two mortal races most in touch with nature, this should not come as a huge surprise. However it is certainly true that many people have come to appreciate this type of aesthetic that blends the natural world with architecture and tool use seamlessly. If you wish, you can take this to remodel your own various properties and items to give them a more definitive fairy or elven look. This does not actually change anything substantial about their properties, just their outward appearance.

Moonlight Mirror [100]
In whatever age, in whatever race, communication is a key part of society. Quite early on the fairies developed a darkness affinity magic chant that allowed them long range communication with whoever they wanted, as long as they knew the person's name. Unfortunately darkness magic is a somewhat rare affinity for a fairy to have. This is an artefact made to imitate that magic, usable by anyone. Like the original spell, one need only say the name of who they wish to talk to and a connected window of magic will appear in front of you and your target. The magic is intent-based, so the exact name spoken is less important than the fact that you have a clear idea who you want to speak to.

Pixie Grotto [200]
Pixies don't tend to live in large towns or cities. They gather in small villages of no more than a couple dozen pixies each. These little gathering places are known colloquially as Pixie Grottos. This is one of those grottos. To the unobservant this seems like any other forest glade, an opening in a forest where the sun or moon can shine down on a mossy rock in the center. Upon a deeper look, one will find small wooden houses built into the tree top branches. The stone in the center has a flat top which glows in the moonlight. Strange luminescent moss and lichen pads the forest floor. This is a pixie village and it is occupied. The inhabitants are quite friendly to you, though more shy to strangers. Any time you visit you'll find a couple of the cute little pixies coming out to say hello, braid your hair, or offer you snacks.

Gilded Cage [400]
A cage that can contain a demigod as powerful as Titania is no simple construct. This is the result of fae engineering being perverted by the evil magics of the dark gods. An artefact made by the collaboration of Oberon with the smiths of Jotunheim. The same magic that seals the dark gods used against the forces of light. Shaped like a gigantic bird cage, Oberon presented it to Titania as a gift, a nice outdoor decoration in which she could drink tea and observe her children down below. When she stepped in, he closed the door and trapped her within. A similar cage is used to trap Thor within Jotunheim. This cage completely negates the use of magic inside, divine in nature or otherwise. At the same time, the metal bars are enchanted to be near unbreakable by conventional means. One could trap a god within here quite comfortably.

Fairy Town [600]
What kind of Elder would you be if you didn’t even have anyone to lead or advise? The different fairy races each have their own towns and settlements, and each of these are slightly different in appearance and atmosphere. You have found yourself in nominal ownership (or at least in charge of) of one such town. It may not be a match in size for any of the big fairy cities, but it is a decently sized town by itself. A few thousand fairies live within this municipality. By and large the majority of fairies within this town are of a specific race. You can choose whether this is your own fairy race or that of a different one. There are obviously fairies of other races interspersed among the population, but the majority are the same. As the pseudo mayor cum owner of this town, you have the final say as to the general layout of it as well as the basic laws that those inside must abide by. The fairies of this town are generally quite fond of you and will follow your wishes without too much fanfare provided that your orders are not outrageous. You can choose where this town is located.

Companions:

Adventuring Party [100]
If you're going to go exploring, you need to have your adventuring party. Why hog all the fun for yourself? If you wish, you can choose to import up to eight existing companions into this jump. They can choose their fairy race and will each gain 800CP to spend on the perks and items above. Nine fairy races, nine adventurers… What could be more fitting?

Character Creation [100]
This world is vast, and Alfheim is full to the brim with millions of different fairies spread across a dozen different races. There are all kinds of colourful people you could meet in your time here. If you want, you can choose to 'design' an encounter with one of the natives of this world. Like above, you can use 800CP to build the specific fairy in question, choosing what they look like, what their personality is, what happened in their backstory, and how exactly it is that they met you. The fairy races themselves were artificially created. What is one more to the pile? You could optionally use this to companion existing 'canon' characters in the world.

Witch Of The Wind [100]
Of all the fairies, the Sylph were hit hardest by Oberon's curse. On that momentous day, this Sylph mage was flying freely through the clouds. She was able to personally witness the wall of magic radiate from the peak of the World Tree as it rushed past and stripped her wings from her back mid-flight. Only the presence of a lake below her and some quick air magic saved her from more dire injury. Since that day, she has holed herself up in the libraries of the Sylph capital. One can often see her in her large floppy witch hat and starry dress huddled by a table, stacks of books on either side of her. She wears specially enchanted glasses to help her absorb everything she reads. Some would think to underestimate her, dismissing her as pampered for her soft voice and well groomed blonde hair. This would be a mistake. As the daughter of Valiana, Warchief of the Sylph Wing Squads, and Alfríkr, Ember of the Salamanders, she has unrestricted access to vast numbers of fae grimoires. She is a master magician, and has made it her mission to find a way to restore her wings without the help of Oberon. There are few mages you could want backing you up more.

The Goddess Of Love [100]
The day of her birth was marked by the red dawn being dyed a glorious pink that was visible all across Alfheim. Born to the union of a Undine and Gnome, it was immediately apparent that she was a variant fairy. With hair the same pink as the sunrise of her birth and pink pupils shaped like jewels, she was starkly different from the blues and browns of her kin. Her parents loved her regardless and she loved them back a hundredfold. Love and kindness could be said to be the two words that have defined her life. It is said that the Goddess Freyja blessed her, and prophesied that as long as she stuck true to her heart she would one day ascend to great power. To the present day, that is exactly what she has done. Clad in a beautiful white dress and wielding a bow of starlight, she is a heroine known by all fairies across the land. While she has never had a chance to meet Titania in person, some already whisper that she has become her equal in power. She is certainly already considered her equal in looks.

Angel On Your Shoulder [100]
There are many kinds of Spirits in this world, some major, some minor. This one is more towards the minor end of the spectrum. She isn't an elemental spirit, but rather an ethereal spirit of kindness. This means she lacks a fully material body of her own. Currently she is 'possessing' yours. This isn't the possession you may be thinking of, mind you. Perhaps a closer analog would be that her being resides within your body. Other people cannot perceive her, but you can see her as a small little angel that likes to sit on your shoulder or lie on your head. You can poke and prod her, and her vice versa, but to the rest of the material world she might as well not exist. In a sense, you are her gateway to interacting with the world. As a literal angel on your shoulder, she likes to encourage you towards acts of good. She acts as an adviser, giving tips, trivia, bits of magical knowledge, and the like. In times of need, she can synchronize with your soul to boost any 'Good' inclined magic you know.

Devil At Your Hip [100]
A counterpart, rival, and sister to the above spirit. The yin to her yang. This particular devilish woman is the spirit of sin. Taking the form of a small woman with devil horns, wings, and a pointed tail, she is the very image of a stereotypical temptress. Like her sister, she lacks a material body so has taken up residence in yours. As a spirit of sin, she is often encouraging you to give in to your own sins. Like her sister, she is only a minor spirit, so the sins she pushes for are all rather minor sins. 'Eat a second slice of cake', 'make my sister stub her toe', 'tell a bad joke', 'have a lie in'. That kind of thing. Honestly, listening to her is more akin to listening to a particularly bratty sister than an embodiment of evil. She is correspondingly easy to tease. As with her sister, she can synchronise with your soul to boost any 'Sinful' inclined magic you know.

Saintess Of Water [100]
Water is considered by many to be the gentlest of the elements. That reputation is likely owed in no small part due to this Undine. She is a magician with a particular talent for healing and purification magic. Her talent is so great that she gained the title of Saintess for her work in healing all those harmed by monsters, beasts, or war. Picking her out from the crowd is easy enough. She has long blue hair tied up into twin tails, dazzling pink eyes, and clad in white robes reminiscent of a priestess, albeit with shoulderless sleeves and a small golden halo behind her head. To the outside world she maintains an unapproachable exterior, always wearing an amiable smile that warms the heart yet keeps people at a distance. At home those walls break down and she reveals herself to be a silly young girl at heart. She snuggles a soft toy, rolls around on her bed, goes "hehehehehe~" at silly puns, and forgets to comb her hair.

Bouquet Of Flowers [100]
It has been mentioned that there are a rare few fairies that are extremely large for their race. Bouquet is on the opposite side of the spectrum. Despite being raised by Dryads, some pixie blood from her ancestors has manifested in her quite strongly. She is only the size of a small child, and has pixie-like wings that are out all the time. Although she is shy and has a very soft-spoken voice, she likes to act as a teacher and guide for other fairies. She can often be seen waiting on churches or guilds in her white dress and garland headband, waiting for a chance to offer her services for anyone who happens to be in need. Her strengths lie in clerical duties and paperwork rather than on the battlefield.

Wintery Wishes [100]
In the land of Alfheim, frost magic is generally associated with the frost giants trapped within Jotunheim. But ice is merely one of many affinities of magic, and naturally some fairies were born with a talent for it. Introducing The Princess Of Winter. That is what she calls herself at least. With long white hair as pure as snow, startlingly blue eyes that twinkle with frosty flakes, and a flowing white and blue dress adjourned with icy decorations, she truly fits the image of an ice queen. Contrary to this, however, is her personality. You would struggle to meet a more carefree and upbeat person. She's a wellspring of joy, and a star that illuminates the darkness for all her companions. Her command of ice magic can only be described as unprecedented, bordering on the divine. On the flip side, her cooking is bad enough that she rarely is allowed in the kitchen by her friends.

Kiriko [100]
When one thinks of the Spriggan race, one thinks of illusions and misdirection. Yet somehow some of the greatest fighters of the Fairy race have come from the Spriggan specifically. Kiriko is *the* Hero of the current generation of Spriggan. She is an experienced warrior and rare dual sword wielder. She mixes in her talent for the sword with beastial transformations taken from her past foes. She isn't the most social creature, which is odd given how much she tends to attract other women into her orbit. It is for this reason that the Spriggan have refused to send her on any more diplomatic missions, lest they be accused of trying to seduce *another* councilwoman. As it is, Kiriko is close friends with notable figures from numerous other fairy races. Kiriko is recogniseable for her slender frame and long black hair that falls all the way past her shapely rear. She prefers to wear a black coat that sweeps dramatically past her knees. On her back are her signature dual swords, one as black as pitch, the other carved from a rare draconic heart crystal. When not adventuring, she is fond of playing games.

Asuna [100]
Asuna is the up and coming champion of the Undine's annual swordsmanship tournament. She rose from seeming anonymity to great prominence with her dazzling sword skills, overwhelming all her opponents with her peerless blade speed. As the heiress of a successful jewelry business, few were expecting her to go down the path that she did. This didn't prevent her from swiftly becoming a fan favourite and semi-idol amongst the Undine. That she is considered one of the most pretty of the Undine likely played no small part in this. With her vibrant blue hair and kind demeanor, the Ocean Council of the Undine were quick to make her the poster child for their forces. When she became friends with Kiriko upon a diplomatic meeting, there were fears of a repeated Spriggan desertion incident. Currently they remain close friends, with Asuna occasionally cooking for Kiriko when they meet up. If you hadn't appeared in this world, she would have teamed up with Kiriko to be transformed into Titania's likeness, taking her place and allowing her to escape from Oberon's notice until such time as she could marshal a resistance.

Yuuki [100]
Yuuki is the other example of a Spriggan hero that dominates her peers in straight combat despite originating from a race that specialises in subterfuge. In fact Yuuki is considered more of a talent than Kiriko, being almost undefeated since she first appeared on the world stage. This has earned her the title of The Absolute Sword. While her parents were Spriggan, Yuuki herself is one of those rare variant births. She was born an Imp, with purple hair and a strong affinity for darkness magic. This affinity is truthfully rather at odds with her sunny personality. She exudes a constant youthful energy, always up and eager to move around. This is not without reason: Yuuki was deathly ill as a child, and the isolation and care she experienced during those times has taught her to value every moment of the day. She is deeply aware that if not for the access to magical healers or inherent survivability of the fairies, she likely wouldn't have lived to see maturity. She is on the small side for her race.

Sinon [100]
At a very young age, Sinon was unfortunate enough to witness a terrible incident where a beast went wild in a Cait Sith town after being exposed to a misfired Spriggan illusion. After a brief rampage, it was eventually put down. This event was enough to traumatise the young catgirl fairy. She became near unique amongst her fellow fairies for being the only Cait Sith to not tame any creatures. Instead, she took to learning archery with single-minded determination. Only when she was aiming down the arrow could she forget that day. This same trauma as well as her refusal to tame beasts led to her becoming a renegade fairy, working with no singular faction nor race. She hunts monsters from the underbrush, stalking them from the shadows, her tail waving behind her silently. Her turquoise hair and dark green dress works surprisingly well to camouflage her in the leaves. Her years of constant practice has made her one of the best sharpshooters in Alfheim. She could hit a falling leaf from 200 meters away.

Titania [200]
Demi-Goddess. Fairy Queen. Creator of the Fairy Races. Daughter Of Nature. Divine Magister. Time and peace has mellowed her, but she used to be one of the greatest magicians of the Fairy Race, possessing an unprecedented mastery over all the elemental magics of fairy kind. It is her mastery of nature magic that gave rise to the birth of the World Tree. It is her mastery of magic that makes Thrym wary of attempting to put her under his sway. Now she is locked in a cage of Abyssal Iron, unable to muster up even a spark of mana. That isn’t to say she isn’t working on escaping herself, mind you, but freedom is difficult to obtain when denied it by one who knows her so well.

She enjoyed Oberon’s company, and was his faithful wife before his corruption, but that was centuries ago now. She has long since hardened her heart to do what must be done. Titania herself is, as has been mentioned before, one of the most beautiful women in this entire continent. She has long dark green hair, and a motherly, full figure that perfectly suits her role as Mother of All Fairies. She is usually clad in a long ball gown-esque dress that perfectly blends the colours of the rainbow to great effect, highlighting her appearance and giving her a magical charm. From behind her back are two massive butterfly wings of pure light, ever shimmering and shifting in colour. She has felt your special nature, and has bet the chances of her escape on you. Take care of her, jumper, for she has already had to deal with one broken heart. She is lonely, and would appreciate a shoulder to lean on.

It has been many centuries since the once united fairy races have scattered across the world. Many wished to flee from the memories of the horrors of that war. I cannot begrudge them this. Least not because I myself struggle to return to the land where my husband fell and my children perished. Those that remain are the very young and very old, those either blessed to have been born after it was all over and those too set in their ways to leave their home.

Last I had heard, the remaining Spriggan and Salamanders of Alfheim had begun working with the Dryads to bring life back to the once lifeless lands of Jotunheim. They are undertaking a grand ritual to create a false sun that will provide light to all corners of the land. From what I understand, they aim to convert Jotunheim into a boundless forest full of flowers and small creatures. A veritable paradise to rival Alfheim at its peak.

- Excerpt from Titania's memoires

Drawbacks: *How about making things harder for yourself, in exchange for more points?*

Why Do Birds Fly? [+100]
The ability to freely fly in the sky was torn from the fairies. That they can still fly at all is a blessing that many feel thankful for each day. Indeed many of the younger generation no longer remember a time when they could soar without limit. Yet even this small mercy has been denied to you. Since as long as you can remember, you have been unable to fly under any kind of consciously controlled flight. Other people could carry you in a rather undignified action, but any effort on your part is always met with failure. Attempts to use magic to fix this failed, and even the mechanical wings of the Leprechauns broke within a minute of taking off. You can still get around, but you lack the freedom of movement inherent to most fairies.

Friendcard [+100]
One can still be lonely whilst in amongst a crowd. Fairies are generally a very affectionate race, with some races in particular being known to love with a passion unrivaled. But not all are fortunate enough to experience this. For you, no matter how close your bonds grow, how much time is shared, or how deeply emotions seem to run, the seeds of love never truly take root. Those who might have loved you instead come to see you as a sibling, a confidant, or a cherished friend. Safe, dependable, and wholly non-romantic. You may have come to this world seeking love, but you will not find it while here.

Ghost In The Wood [+100]
Fairy tales, an ironic name, speak of witches that hide away in dark forests. Of wizards tucked away in tall towers. Of great warriors who avoid the towns and cities of society. Fairies may be a naturally sociable species, but every group has its exception. Crowds aren't your thing. People aren't either. In fact just general socialising is not something you are particularly comfortable with. You can hold a conversation perfectly fine, and chatting with a couple of friends causes you no issue, but overall you prefer the solitude of nature over the bustle of society. It exhausts you. A rare antisocial fairy.

Tentacles Everywhere! [+100]
Oberon has allowed monsters on to the fair shores of Alfheim once more. Originally these were all fairly standard monsters. The likes of wolves, goblins, carnivorous plants, and so on. The more weird and eldritch monsters he left to guard his palace in the World Tree. This is no longer the case. Thrym twisting his mind has left Oberon with a strange fondness for tentacles and slime. This interest has bled into the creatures he lets walk the land. You will find that many of the monsters stalking the woods are much more... tentacle covered. This doesn't particularly make them more dangerous to fight, but it does make them far less pleasant to fight. Having to clean slime off your gear after each battle is less than ideal.

Pain Threshold [+100]
Different people have different pain thresholds. Someone might not tap out with blood dripping from a thousand lashes, while others might quit at the first paper cut. Everyone is different. A capable warrior will need to have a high pain threshold. If a single wound leaves you shaking, then you are naught but cannon fodder. While you aren't so weak willed that you'll flee at the first wound, it cannot be denied that you are far from the best when it comes to handling pain. Even rough combat training might bring tears to the corners of your eyes. The solution is simple. Just don't get hit.

Name In the Mud [+200]
Fairies aren't so far removed from other mortal races that they are above the more petty aspects of life, such as sabotage or the dreaded rumour mill. Some event that transpired in the past has left you with a stain upon your reputation. Whispers speak of something you are suspected to have done or some incident you are thought to have a connection to. The higher-ups of fairy society are consequently quite suspicious of you. They wonder if you might be working with the evil Thrym himself. They will not overtly deny you services, but your actions will be scrutinised and they are far less willing to give you the benefit of the doubt should you be caught somewhere you shouldn't be.

Delusions of Gamedeur [+200]
Life's a game and you're the protagonist. Or rather, that is how you seem to act. There are always people in the world who can never take things seriously. You have joined those ranks for your visit here. Fairies have no concept of the virtual reality games of later years, nor of the many ideas humans would develop over time, but they have always been a race that enjoys playing games. Most don't take it as far as you, however. You treat the entire world like it's one big game. You lack that little bit of seriousness, that little spark of desperation, of meaningfulness. This attitude has a way of rubbing certain people the wrong way. Some would consider it insensitive. Others think of it as just plain rude.

Magicless [+200]
Magic is the birthright of all fairies. But you were born with a birth defect. Others might lack hair, limbs, or organs. You? You lack something even more integral to fairies than that. Magic itself. Magic does not respond to you. It does not come forth when you chant, nor react when you call upon your innate racial abilities. You could as much call upon the elements as could a particularly dull rock. This isn't truly crippling. There are plenty of fairies who's prowess with weapons or tools owe nothing to their ability to use magic. But it does leave you disadvantaged compared to your kin in most aspects of life.

Cold Iron Cold Heart [+200]
Later myths about the fairies would include mention of their weakness to the touch of cold iron. These myths had to come from somewhere. It is a strange condition unique only to the fairy races, but rare enough that only a few will be born with it each generation. A bit akin to an allergic reaction, the touch of cold iron burns your skin. Being in its proximity for a long period will leave you weakened and lethargic. Luckily fairy culture emphasises the use of wood over metal, but even still there are many small items and ornaments that you will have to learn to avoid like the plague. It will make living in affluent cities less than ideal. Keeping in contact for too long may even prove fatal.

Caged Bird [+300]
It seems it is all the rage in these parts for the heroes to be trapped away in cages. So it is with Titania, queen of the fairies, so too is it with Thor, god of lightning. And so too is this true with you. In quite stereotypical adventurer fashion, your story begins behind bars. To start your adventure the first thing you'll need to do is somehow get out. Your advantage lies in the fact that you are not as high profile as the other two prisoners. Consequently the security around your particular prison is far more lax. Enough so that escape is theoretically possible. But it will rely on you managing to either sneak a message out of your prison or you managing to escape from a heavily fortified seat of power. Doing so on your own, without divine power, would be near impossible.

Whispers In The Dark [+300]
Thrym has whispered into the ear of many a fair, turning even the likes of the Fairy King against the forces of good. But Thrym is but one pawn of the Dark Gods. And these Dark Gods have turned their gaze unto you. In quiet moments, in dreams, or at the edge of exhaustion, you hear them. Whispers in your ear. Dark temptations edging into your dreams. When the light of the sun cannot block them out, they will appear. Their suggestions are never too bad. They often seem almost reasonable, if of a darker turn than your usual. But make no mistake. They do not have your best interests in mind. You are a tool to them, something to be used and discarded. You can ever feel their gaze from the dark. You are not possessed nor under a spell. But you will always have that devil on your shoulder. And they have the patience of a being born near the beginning of the world. Do you have the mental fortitude to resist them forever?

Advanced Schedule [+300]
In many stories, the hero has a chance to train and grow into their strength, until they are able to fight the evil baddy. Yet the world is not always so kind as to wait for you to be ready. Originally you still had quite a few years until the main fairy war of Alfheim would kick off. It was only after Titania was freed and had marshalled her forces that the Frostbite faction would reveal their fangs and Oberon would divide the fairy races. Now the schedule has been moved up. Oberon has had a premonition that he cannot wait for much longer, and so moves to kick things off much earlier. In only a few months the Great Fairy Civil War will start in earnest. All of Alfheim will become embroiled in war, while down below the earth the Frost Giants will speed up the construction of their fiery blade meant to burn the World Tree.

"Some of the Aesir, ever vain, have ensured that the stories of Thor's defeat of Thrym exclude all mention of him getting captured and subsequently freed by my children. Retellings merely mention that he reclaimed his hammer and slew Thrym with a mighty blow. Though apparently they consider his daft plan to take the form of Freyja amusing enough to keep in the story. Naturally they made this as farcical as possible, such that he tricked Thrym wearing nothing but an ill-fitting dress. Probably so they can keep teasing the musclehead. Though I can't help but wonder if this was in part because Freyja was embarrassed by how good he was at pretending to be her."

"The Aesir at least had enough shame to include young Loki in those stories, the hero who personally freed Thor from his cage. Those same stories refer to him not as a Spriggan but as one of the Aesir, a god in his own right. Truthfully I would not be surprised to learn that Loki encouraged those embellishments. It is exactly the kind of small lie that he would find hilarious. It wouldn't be the first time he pretended to be divine in tales to mortals. Were Thor to hear those tales, I'm sure he would find them quite funny too. The pair did always have a strange friendship."

- Queen Titania, speaking to the Head Architect of the Leprechauns

The End
Your time in this world is reaching its end. A decade has passed, and now comes your choice as to what you wish to do from here.

Carry On - *Your journey doesn't end here. You still have much to do. You will carry on to your next jump, keeping all that you have purchased in the document above.*

Stay Here - *You've found yourself a nice little home in this world, surrounded by friends, magic, and whatever else caught your fancy. You wish to stay in this world. Your days of visiting other worlds are over… for now.*

Go Home - *All good things must come to an end, and as the final approaches it is time to return to the beginning. Your journey is over, and now you choose to head back to your home. Your original home. Your original world. What you choose to do there is up to you.*



Jump, lore, and most of the setting done by Lone Valkyrie. Hope you enjoyed!

Notes:

Fairy Lord - You can choose if this Gate extends to potentially include the local equivalent of the fairies.

Authority Of Fairies:
Queen Of Fairies - While you are able to create fairies, they will initially have a very basic intelligence and instincts. A genuine child in an adult's body, they will need to be taught more complex concepts.

King Of Fairies - Even changing the traits of a single fairy will require immense amounts of mana. The kind that is likely to leave you exhausted. Commands are less intensive to do but depending on the situation may require a constant upkeep to keep active.

Divine Family Tree:

