13 Treasures

v1.0
by Low_Hour

On the surface of it, this world is completely ordinary. People live lives, have ups and downs; disaster strikes from time to time. Sometimes infants go missing from nurseries and orphanages. The world is a confusing place, and people are clumsy. You'll take sugar with your tea, only to realize it's been switched with salt. You'll go looking for your runaway dog in the woods, only to be bewildered, as you go in circles, the forest seeming to change around you when you're not paying attention, leading you ever more astray.

Sometimes, rarely, this is perfectly normal. Stuff happens. Most of the time, it's fairies. Invisible to most humans, these mischievous creatures are native to another plane, but also heavily populate the human world, particularly in forests, very old buildings, and places trapped in the past. They may be in the old grandfather clock, the drain in your sink or tub, the tea caddy. Most of the time they're fine; well, they're almost all pests, but you won't experience any more misfortune than you normally would day to day — they're the ones who cause it, after all.

Just don't piss any of them off. Also, keep a close eye on babies, lest they be replaced with a fairy or just go missing.

You begin with 1000 CP

You remain the sex from your previous Jump, or may pay 50 CP to switch.

Roll 1d4+10 to determine your age, or pay 50 CP to choose.

Roll 1d8 to determine your starting location, or pay 50 CP to choose:

1. **Elvesden Manor:** A very old manor belonging to Florence Elvesden, built on a network of secret tunnels, one of which leads to the nearby church. Tanya is being sent to live there with her grandmother this summer after her mother loses her last straw, and Red will seek shelter in the tunnels as well.
2. **Tickey End:** The town nearest to Elvesden Manor. Home to a few very closed-off people, a jewellery shop, a tea shop run by a very nosy gossip, and not much else.
3. **Hangman's Wood:** The woods behind the manor. Be careful. Those who wander in are often lost for days. It's as if the place purposely tries to get you lost.
4. **The Catacombs:** You begin at the bottom of one of the catacombs in Hangman's Wood. They're not actually catacombs, though — they're deneholes; over the years people began to call them that because so many people vanished there.
5. **The Secrets' Circus:** The Thirteen Secrets is an organization of thirteen meant to return children stolen by fairies back to their proper homes. Everyone needs a day job, though, and the circus is theirs. You're in the stands, having bought a ticket. Enjoy this spectacular show, on the house.
6. **The Dead Wood:** You begin in the woods of the fairy realm, under a rowan tree. You're not far from the Hedge Witch's cabin, but at least you have time to flee rather than waking up already captured.
7. **Avalon:** You begin in the Fairy Court. Luckily, it's summer, so the Seelie Court (the relatively nice ones) is in session rather than the Unseelie. Still, expect a lot of questions and not much courtesy.
8. **Free choice:** Pick any location, even one not listed here.

Origins

Drop-In **[+300 CP]**

You're new to this world, a visitor from somewhere else. You don't have a past here or get any discounts on the options in this doc, but in exchange you start with an extra 300 CP.

Inheritor **[Free]**

You come from a long legacy of those with the second sight; you probably have some family members who can also see fairies, as well as a few friends who might not be able to, but are loyal and know of their existence.

Runaway **[Free]**

You're used to being on the run, never staying in one place too long. Maybe the police are after you, or maybe you're just homeless.

Perks

The following Perks are not discounted for any origin.

Seer **[Free/-100 CP]**

Fairies are invisible to most humans, but not to you. Somewhere in your ancestry was a fairy, likely a changeling, bestowing upon you the 'second sight'. Sometimes this trait skips a generation, but in you it is strong, allowing you to see through the passive invisibility that prevents mundane humans from noticing fairies and granting you some minor resistance to the glamour magicks that fairies use to deceive those like you. I wouldn't recommend trying to tell anyone, though — the fairies don't take too kindly to those of the second sight trying to expose them. Will still allow you to see through standard fairy glamour post-Jump.

For 100 CP, post-Jump you will be able to see through any illusions/glamours/invisibility not intended to fool you specifically.

Unclog the Drain **[-100 CP]**

Don't you just hate it when the fairy that dwells in the drain of your sink steals all your stuff? And then, when you manage to keep it from stealing the lovely charm bracelet your grandmother gave you, it glares at you and mutters "Tricketty", like you're the one in the wrong for not wanting it to steal your things! Good thing you don't have to worry about that anymore. Well, you do, just not forever. Any items you own that go missing or are lost or stolen will eventually magically return to you. It might not be for a while, but it will never be longer than a year.

Beloved by Fairies **[-200 CP]**

When fairies interact with humans, it's most often to pull pranks and bits of mischief on them. And that might still happen with you, but the pranks will be much nicer; most of the time, they'll be helping you out in whatever small ways they can — adjusting your clothes to smooth out wrinkles, tying your shoes when you've forgotten, returning an item you've lost. Fairies are, at least when it comes to you, benevolent. In future Jumps, this will grant slightly enhanced everyday luck, as well as positively incline the weaker supernatural creatures towards you.

You are a Treasure **[-400 CP]**

Pick one of the following concepts: divination, healing, theft, disguise, strength, victory, courage, stealth, youth, light, food, knowledge, or life. You embody and represent this concept, bolstering any abilities you have related to it to new heights, expanding them in power and versatility, branching out to cover more ground. If you pick stealth and can already turn invisible, now you can hide yourself from scent and hearing as well as sight. If you're a skilled tactician and picked victory, then not only will your skill improve, but fate will shift to guarantee victory as well. And so on.

If It Worked Here **[-600 CP]**

Fairies are powerful, but they have weaknesses, too. Their magic is dispelled by iron and running water. They can't see the color red, and things wearing red are effectively invisible to them until they draw attention to themselves. They are burned by iron and salt. And now, you will be able to treat any magic or magical beings you encounter in future Jumps as having the same weaknesses. Keep a monster from breaking into your house by lining the doorway with salt. Wash away a deadly curse by swimming in a stream. Hide from divination by wearing a red tee shirt. See the Notes section for further details.

Inheritor Perks

These Perks are discounted for Inheritors, and cost only half their listed price. 100-CP Perks are free for Inheritors.

Just a Coincidence **[-100 CP]**

Sometimes you're set up to take the fall for things that aren't actually your fault, or simply put in a situation that makes it look like you've done something wrong. It can be awkward and unfair, and lead to you being punished for things you didn't do. But from now on, you'll never be blamed for a situation or problem you didn't directly cause, even with rock solid evidence otherwise.

Believable **[-200 CP]**

Just because fairies are real doesn't mean everyone believes in them; seeing is believing, and almost everyone is blind to them. No one will believe you if you start spouting nonsense about make-believe creatures, no matter how true it might be. But now, so long as you speak the truth to the best of your knowledge, people will believe whatever you say, no matter how far fetched. Note that this only applies to facts, not more nebulous things like opinions.

Support System **[-400 CP]**

True power is having friends to support you. From now on, you will enter every Jump (that you don't Drop In to) with loved ones with experience in dealing with whatever supernatural or extraordinary forces plague this world; once you prove yourself capable, they may even be willing to teach you what they know. Should you come upon a new mountain to climb, even a mundane one, you will quickly meet and befriend someone who can help you.

Treasure Hunter **[-600 CP]**

When it comes to finding supernatural artifacts, there's no one better. Even when you aren't looking for them, you tend to stumble across or receive as gifts useful magical doodads — stuff like compasses that always point home or scissors that can cut through almost anything. When you are looking for a specific magical artifact, it'll never be longer than a few days before you find it, and you'll probably find enough clues to give you a good hunch where it is within a few hours of starting your search. Go forth, young lad or miss, and enjoy your bounty.

Runaway Perks

These Perks are discounted for Runaways, and cost only half their listed price. 100-CP Perks are free for Runaways.

Hide-away Home **[-100 CP]**

You know how to find them, that is. A year or two of being homeless has given you plenty of experience in finding temporary homes and places to squat in where you won't be looked for. Old, abandoned buildings, circus troupes, even secret tunnels beneath historic manors.

Disappearing Act **[-200 CP]**

Sometimes, like when you've kidnapped multiple infants, you need to hide from the coppers. Sure, you could try telling them the infants were actually changelings, and you only kidnapped them to reverse-switch them with the real children, whom you would immediately return to their real homes, but that would just get you landed in an insane asylum. Good thing, then, that you know how to pull a good disappearing act. When the police, or government officials, or bounty hunters, or whoever are after you, you're able to go to ground and, so long as you don't try to do anything that would draw attention, like what drew them to you in the first place, remain undetected until the storm passes.

What's in a Nickname? **[-400 CP]**

Names have power. You probably don't want to give out your name to anyone you aren't sure is a friend, and you definitely don't want to give it out to enemies or potential enemies. Fortunately, you don't really have to worry about that — no action on your part will ever give out any information that could potentially be used against you unless it's done deliberately and with full knowledge of that possibility, and even then it will never make its way to your enemies unless you want it to. You won't slip up and accidentally reveal any sensitive information, and if you decided to trust someone with the information, it still wouldn't be found out by anyone else who might use it against you, unless you wanted it to be, say as part of a trap.

A Protective Name **[-600 CP]**

You are named after something sacred, which affords you a certain protection from magic. Well, 'protection' is a bit of a misnomer, in that it doesn't actually seem to protect you from the effects of magic so much as causes the magic to backfire disastrously. A fairy tries to brand you with an insignia of wings? It'll work, but their own wings will burn to nothing as a result. A witch tries to use a bit of your hair to glamour herself to look like you? She dies horribly, rapidly switching between the different forms she's taken.

Normally, you'd have to show a bit of care with handing your name out or leaving your cut hair around instead of burning it, but now you don't have to worry; any attempts to use it to harm you will do more harm to the caster than to you. Fortunately, as it *is* protective in nature, this only seems to activate in response to hostile magicks; you don't have to worry about someone trying to heal you and getting their flesh melted off for their efforts.

Items

The following Items are not discounted for any origin.

Eye Drops **[-100 CP]**

Most people aren't able to see fairies, but are still aware of their existence. These eye drops, however, are capable of giving a non-seer the second sight for about an hour. They have about as much liquid as a normal eye dropper, and refill come midnight. Post-Jump, these will allow the user to see through invisibility.

Compass pointing Home **[-200 CP]**

This compass is, on the face of it, useless. To anyone unaware of its true function, it doesn't even point to anything — the needle just seems to point in a random direction for each person who holds it. It doesn't even have an N for north. Instead, it has an H, for home, and the compass's needle will point towards the home of whoever holds it. Useful, if you're ever trapped in a forest enchanted to get people who wander inside lost.

Spidertwine **[-400 CP]**

This is spidertwine, spider webs enchanted to be unbreakable by mortal hands; it has long been used in the changeling trade to weave nets, and fetches a fair price at the fairy markets. In this Jump, fairies can break it without much effort, but the only way a human could is with another enchanted item, or by submerging it in running water. In future Jumps, it will be completely unbreakable by brute strength, no matter what manner of creature you are — only pure magic or an enchanted item could break it. You have enough to tie up an entire family, and any that is destroyed will be restored come midnight.

Silver Scissors **[-600 CP]**

Be careful with these. You shouldn't run with normal scissors, but you definitely shouldn't with these; they'll cut through your flesh like nothing. That's what they do — these scissors are enchanted to be able to cut through almost anything, except for metal, wood, or stone. So be careful.

Inheritor Items

These Items are discounted for Inheritors, and cost only half their listed price. 100-CP Items are free for Inheritors.

Myth and Magic Through the Ages **[-100 CP]**

This book contains all you need to know about fairies — their society, their home, their powers, their weaknesses, whatever. Learn about glamours, the thirteen treasures, and the fairy courts. In future Jumps, the book will contain similar information on the setting's prominent supernatural races.

Red Ensemble **[-200 CP]**

If you want to hide from humans, you wear camouflage. If you want to hide from fairies, you wear red. This is a wardrobe of all red clothes, and while wearing any of them, you will be completely invisible to fairies until you reveal yourself through speech or action. Don't worry about a fashion disaster — even a little red will do, so you can just wear a scarf if you don't want to be red from head to toe. In future Jumps, while wearing any of these clothes you will be invisible to others until you reveal yourself through speech or action.

Family Manor **[-400 CP]**

This gorgeous manor has been in your family since its conception. It's a little rough around the edges now — many of the windows are covered by ivy, the servants' corridor has collapsed in on itself, and much of the building hasn't seen human life in decades. Hopefully the many secret passages, as well as secret escape tunnels that lie beneath the house, will make up for that. Though currently decrepit, it will be completely repaired at the end of the Jump.

The Thirteen Treasures **[-600 CP]**

You now possess a charm bracelet with thirteen unusual charms on it. The charms, when on the bracelet, are totally ordinary, but by pulling a charm off the bracelet, you can have it grow into a magical object, and can shrink and reattach it when you're done.

The charms include: 1) a cup that, when drunk from, will grant divinatory visions; 2) a dagger that constantly drips blood that heals whatever wounds it is poured on; 3) a key that can open any lock, even to other worlds; 4) a mask that grants you the glamour of your choice; 5) a staff that grants superhuman strength and fortitude to whatever holds it, including objects; 6) a sword that ensures victory in battle so long as it's remotely plausible; 7) a metal heart that grants bravery to and breaks enchantments on its holder; 8) a ring that makes its wearer invisible; 9) a

goblet that rejuvenates and grants youth to those who drink from it; 10) a candelabra whose bright light grants hope and never diminishes; 11) a platter that generates food unending; 12) a book that will answer any question of the reader; and, finally, 13) a cauldron that can bring the dead back to life, but it only works for each person once per ten years or once per Jump, whichever is shorter.

Any one of these charms would be considered quite valuable — priceless, to any magical community. And, anyone with any ability to detect magic will instantly be able to sense their power. Watch out for thieves.

Runaway Items

These Items are discounted for Runaways, and cost only half their listed price. 100-CP Items are free for Runaways.

Food **[-100 CP]**

Being on the run is hard enough. Being on the run without any food is something else entirely. It's hard to find things to eat, and it's not like you can go to a grocery store when it'll mean well-intentioned citizens calling the police to come arrest you. Now, at the beginning of each day, you will find in your possession a fresh batch of bland but perfectly edible food, even accounting for any dietary restrictions you or your friends might possess. Enough to feed two people.

Fox-Skin Coat **[-200 CP]**

A lovely fox-skin coat, crafted by a hedge witch. When the clasp is clicked shut, it will transform its wearer into a fox. Or, rather, you will be placed under an illusion so powerful that even you will think you are a fox, complete with a fox's smaller size and superior senses; you'll still be able to talk, though. Good luck towards anyone looking for you then. Don't bother trying to lend it out, though; it won't work for anyone else — it's bonded to you and only you.

Map of Another World **[-400 CP]**

If you're in a setting with a magical plane of existence, then this is the Item for you! It's a map of magical worlds, showing where you are and where you'd like to be; even if you're in the mortal world, it'll show you the entry points to the magical one. All laid out in an easy to read manner, so that as long as you look at the map often enough, you'll be able to navigate even the Fairy Realm like it's your own home town. Indispensable, if you happen to be trapped there.

The Thirteen Curses **[-600 CP]**

Well, not necessarily thirteen, but it was too good an opportunity to pass up. Once a year, you will find in your possession a small, innocuous silver charm resembling an item from the current world's mythology. On its own, one of these charms is nothing special, but once activated (which you can do mentally at any time), they become instilled with a terrible curse that plagues anyone nearby and only grows more powerful with time. The curse is always linked to the item the charm resembles in some ironic fashion; the candelabra for light might bestow darkness, the sword for victory might instill defeat, the dagger that drips healing blood might deal you a wound that won't stop bleeding, and so on. Until they are activated, you will never lose any of these

charms, and they will follow you into future Jumps. You begin this Jump with one curse-charm for each of the thirteen treasures.

Pets, Followers, and Companions

Import **[-50 CP per import]**

You may pay any multiple of 50 CP to Import up to eight Companions for each 50 CP spent. Each Companion begins with 600 CP, and is incapable of purchasing any Perks or Items that cost 600 CP.

Canon Character **[-100 CP, may be purchased multiple times]**

Provided you can convince them to come along, you can leave this Jump with any canon character you desire as a Companion.

Mizhog **[Free]**

So, there's this type of fairy called a Mizhog, named such because it's like a hog but more mizerable. It's ugly, has ragged brown wings, is itchy, is covered in fleas and molting fur, always looks shamefaced, smells like a wet dog, and is constantly hungry. Its only beautiful feature is its soulful brown eyes. On the bright side, it doesn't play mean tricks like most fairies, and is actually fairly unobtrusive, not to mention loyal. You can have one, if you want.

Donkey of a Dog **[-100 CP, free for Inheritors]**

A dog that loves treats and playing fetch. Easily frightened, but loyal to its core.

Guardian Fairy **[-300 CP]**

They might be your guardian, but they ain't no angel. The changeling trade isn't technically legal or approved of by most fairies — it happens on their equivalent of a black market, and the punishment is a harsh one. If a fairy is arrested for this crime, then they and all of their descendants must serve as guardians to the descendants of changelings. Now, normally they're understandably upset by this, but if you purchase them as a Companion then they'll have taken a shine to you; your guardian will be utterly loyal, and help you however they can. You may, if you wish, Import a pre-existing Companion into this role, though it'll deprive them of the ability to purchase anything in this document.

Coven **[-600 CP]**

You have the loyalty of a group of thirteen people with unique and diverse skills. The power each of them can individually bring to bear is middling for the setting, but they synergize well enough that they can hit well above their weight class. They have experience working together and with you, and though they do not count as Companions and so can't technically Import, follow you into future Jumps, retaining all of the abilities they have possessed previously and gaining new ones in their theme appropriate for the new setting. The coven works from the shadows to protect the average citizen, facing danger in their stead. Unfortunately, this means they have a high turn-over rate, but any deceased members will quickly be replaced by new ones with similar abilities.

Drawbacks

Early Exit **[+0 CP]**

Though traditionally you're in a Jump for 10 years, the story of this trilogy is much shorter than that, taking place over just three summers. As such, once the books' plot is finished, you may, if you so choose, leave the Jump early.

Blind **[+100 CP, incompatible with "Changeling"]**

Well, not medically. You're not descended from fairies, after all, or if you are, the ability to see them skipped a generation; you can still see, but you can't see fairies without magical eye drops unless they're under a glamour specifically intended to be seen by mundane humans, which you will be fully fooled by. You will not benefit from the effects of the Perk **Seer** during this Jump; if you took a **Guardian Fairy** as a Companion, then they're actually the guardian of a family member and are looking out for you because that's in their charge's interest.

Brat **[+100 CP]**

You are one. You're self-centered, rude, and kind of obnoxious. It's not your fault, really, you're just at that age. You'll grow out of it eventually, but in the meantime don't expect many people to like you.

Changeling **[+100 CP, incompatible with "Blind"]**

You, my dear Jumper, are a changeling. You were a child of fairies, but deformed in some way, perhaps hideous to look at or very sickly. So, when you were very very young, some fairies, possibly even your parents, switched you with a healthy, attractive, potentially magically gifted human child. You've been living among the humans ever since, your fey powers beyond your reach.

This might not be so bad, if it weren't for the reason you were dumped on the humans in the first place — even if you weren't sickly to begin with, changelings just don't last long in the human realm; you'll likely be dead by your mid-twenties, and be greatly suffering from various illnesses years before that.

Only in Rhyme **[+100 CP]**

You are incapable of speaking unless it's in rhyme. This might not be terribly annoying, except you're also incapable of understanding anyone else unless *they're* speaking in rhyme.

Bad Reputation **[+100/200 CP]**

For 100 CP, one of your relatives was the prime suspect for a terrible crime a while ago, and even though there wasn't enough evidence to arrest them, everyone in town 'knows' they did it. More than that, their bad reputation has rubbed off on you. No one's actively hostile, but you're the black sheep of the town.

For an additional 100 CP, it turns out *you* were the prime suspect, and everyone in town *is* actively hostile towards you as a result.

Whichever option you pick, whether or not the police were right, you're too stubborn to leave town; as far as you're concerned, it would just convince the naysayers they're right.

Target of Mischief **[+100/300 CP]**

For 100 CP, fairies think you're fun to mess with; expect little pranks like missing trinkets, tied-together shoelaces, or the sugar you just put in your tea turning out to actually be salt.

For an additional 200 CP, it's much worse than that; fairies actively dislike you, and if they happen to see you, will do their best to enact at least one misery upon you, destroying your belongings, cursing your hair to grow a foot an hour, or putting you in situations designed to make other people think you're crazy.

It might be best for you to avoid the places fairies typically occupy, like forests and the countryside. Also, burn your hair and nail clippings; you don't want them to be used as reagents. You will not benefit from the effects of the Perk **Beloved by Fairies** during this Jump.

Blabbermouth **[+200 CP]**

Some people just can't keep their mouths shut. You have an irrepressible desire to reveal the existence of fairies to the world, and no amount of weird looks or disbelief from the people you tell will dissuade you, nor will the ever escalating punishments from the fairies who want to stop you. A sensible person might realize that revealing the truth would get them nothing, while giving up would at least get the fairies off their back. You're not that person.

Worst of Both Worlds **[+200 CP]**

You have all the weaknesses a fairy does, and none of their strengths. Iron and salt burn you on contact, you can't cross lines of salt or running water, and people wearing red are always able to sneak up on you. Also, you find primroses intoxicating.

The Hedge Witch's Cabin **[+300 CP]**

Instead of appearing in one of the Locations at the beginning of the Document, you wake up in the cellar of the Hedge Witch's cabin, bound by iron manacles. The Hedge Witch herself is upstairs, brewing a potion that, combined with a lock of your hair, will allow her to glamour herself to look just like you, powerful enough to fool even fey eyes. After that, she'll have no further use for you, and she'll leave you to starve to death.

Eldritch Foe **[+300/600 CP]**

For 300 CP, you've somehow wronged someone, and now they're after you. They aren't necessarily as powerful as you, if you're an experienced Jumper, but they're as near as someone in this setting can come, and more importantly, they're ruthless; they will stop at absolutely nothing to make you pay. It won't be sudden, though. No, they want to make you suffer first, and they plan on starting off by taking away everyone you love, before bestowing upon you a fate worse than death, all tailored to tear at you as much as possible.

For an additional 300 CP, they *are* as powerful as you, even if you're a planet-buster. This Drawback can only be taken at this level if you're powerful enough to not have to worry about any of the threats native to this world.

The Next Chapter

Pointed Home

You end your Chain and return to your first home, keeping all of the powers, perks, skills, abilities, and items you have picked up along the way.

Stay Here

You end your Chain and remain in this world, keeping all of the powers, perks, skills, abilities, and items you have picked up along the way. If you took the “Changeling” Drawback, your health and normal lifespan will be fully restored.

Somewhere New

You continue your Chain as normal. On to the next Jump!

Notes

Power Level

The world of *13 Treasures* is actually fairly low-powered. The weaker fairies, like pixies and drain dwellers, canonically die to splattering on a car windshield like a bug and being eaten by an old, fat house cat, respectively. Some fairies, such as Guardian Fairies, are much more powerful, capable of shapeshifting and magic, but they're far from invincible. Fairy magic isn't gone into much detail in the books, but appears to be centered on illusions (called glamours) and curses of the mischievous variety.

Example curses include making a girl only able to repeat words, like Echo from Echo and Narcissus, causing her hair to grow rapidly, or turning her full-grown dog back into a pre-house broken puppy. The only purely offensive magic used in the series is to burn an image of fairy wings into a person's back like a brand. However, even regular fairies, capable of magic and intelligence, appear to be able to make a woman drown herself.

The most powerful use of magic seen in canon, by the Seelie and Unseelie Courts themselves, is turning each of the thirteen treasures into an appropriately ironic curse, such as an overwhelming sense of defeat in the case of the sword of victory, or making someone continue to bleed all over in the case of the dagger that drips healing blood. There is no indication that this is the most powerful act of magic they can perform, however.

Be careful, try to avoid fairies and the fairy realm where possible, and avoid pissing anyone off and you should be just fine. But, just in case…

Protection From Fairies

- The color red acts as a sort of camouflage to fairies. You don't even need to be wearing all red — even if you're just wearing a red scarf, they won't be able to see you until you either speak or perform a sufficiently-attention-drawing action like touching them
- Wearing your clothes inside out and carrying an iron nail in your pocket is supposed to offer protection, though how is left unclear; you're free to make up your own interpretation, but the working assumption is that they keep fairies from randomly messing with you and offer some minor resistance to their magic. Be careful to have the nail pointed up — if it pierces through your pocket and falls out or just falls deeper into your pants, it doesn't count
- Fairy magic, unless part of an exceptionally powerful item such as the Hedge Witch's glamours, can be dispelled by being submerged in running water, or even just crossing over it

- Iron and salt burn fairies that touch them. Iron, or alloys involving enough iron, can be used to disrupt magic and block divination. Windows and thresholds can be lined with salt to prevent fairies from crossing them
- Hair or nail clippings can be used as reagents to target you with enchantments and curses. To prevent this, the clippings must not be merely thrown away but destroyed. Burning should do
- Names have power. Be careful with handing yours out. Nicknames work just fine
- Rowan trees and berries are also said to protect from fairies; one of the protagonists is named Rowan, and even though she's careful not to hand out her real name, she actually doesn't need to worry, as it causes all magic used against her to backfire disastrously
- Primroses attract fairies, and thus should likely be avoided. Even being named after them can invite trouble
- Don't step in fairy rings — circles of red, pale brown, and fresh-colored toadstools. You might be pulled into a fairy dance that goes on all night or sometimes even years, or be pulled into the fairy realm

Changelog

v1.0

- Minor grammatical corrections
- Changed “The Hedge Witch’s Cabin” from a Location option to a Drawback; replaced it with “The Secrets’ Circus”
- Added the Drop-In origin
- Clarified discount rules
- Clarified the effects of the general Perk “Seer”
- Added a 100-CP option to “Seer” allowing you to see through any magical form of disguise not intended to fool you specifically
- Clarified the effect of “Beloved by Fairies” in future Jumps
- Added the general capstone Perk “If It Worked Here”
- Added the Inheritor Perks “Support System” and the capstone “Treasure Hunter”
- Added the Runaway Items “Map of Another World” and the capstone “The Thirteen Curses”
- “Coven” changed to a Companion option
- Changed the sword charm to, rather than instill a feeling of defeat in those it wounds, ensure victory in battle as long as it’s reasonably possible, to better reflect its nature in canon
- Made the cauldron charm only work on each person it’s used on once per Jump, to prevent the Jumper from gaining effectively infinite lives
- Added the Drawbacks “Only in Rhyme”, “Bad Reputation”, “Worst of Both Worlds”, and “Eldritch Foe”
- Changed the higher reward option on the “Target of Mischief” Drawback from 200 to 300 CP, to reflect its far more serious nature
- Added the stay / go home / continue options
- Added a Notes section, beginning with information on the setting’s general power level and how to protect from fairies