



Oberon Transformation Jump

Version 1.0

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Welcome to the Troyverse! In this fantastical, and at times hilariously mundane setting, monsters and magic exist. Among the many kinds of monsters, and undead, that exist here are also a staple of fantasy; Faeries. Faeries are usually pretty sexy and nearly always at least a bit

powerful. Faeries here are real and pretty gregarious, and this is especially true of the faeries behind **the Veil** which shrouds Earth and the rest of Earth's solar system.

In this visit to the **Veiled Earth**, the focus is on becoming a Oberon, a sex seelie (faerie of the summer faerie court of the seelie fey) who is probably at the center of a vast harem of lovely revelers and dazzling faeries.

You now have 1000 Seelie Points. Use them wisely.

This is an NSFW Troyverse Transformation CYOA. Have a [link](#) to the source.

Origin:

All origins can be taken as drop-ins. You can decide your age and gender for free in this jump so long as you are an adult, as this is an NSFW Jump.

Elf (+200 SP): Your soul is comparable to that of an elf. This is... not great. Elves are not seelie, at least not here. Elves are, instead, the distant descendants of seelie, and are considered weaker than their distant ancestors. That said, elves are not weak, they are just weaker than some of the seelie, and you yourself are not an elf, you are merely elf-like.

You only get **6 Inner Light** for your stipend in the **Oberon Customization Section**.

Knight (Free): You have a soul that is akin to that of a knight of the Summer Court. Knights are fey who are in good standing with the court, and are honored there, given full rights, and above average reputation in the court.

You get a healthy stipend of **9 Inner Light** for your use in the **Oberon Customization Section**.

King (-200 SP): A soul comparable to that of Mab, the daughter of Queen Demeter. This means that you will be honored above virtually all others outside of the royal family itself, and guarantees that you will be of great interest from non-fey and even non-seelie fey.

You get a delightful stipend of **12 Inner Light** for use in the **Oberon Customization Section** later in this document.

Starting Location:

1. Avalon

There is only one location this jump will begin in, the strange fey dimension of Avalon. This is where you begin this journey, in the home of the fair folk in the wake of the erection of The Veil. Long ago the actions and politics of an ancient group of alien exiles originally from far away in

both space and time resulted in the Solar System getting shrouded in a **Hyperion Veil** which protects the worlds from overly ambitious outside influence and power. The veil operates somewhat differently than other veils do (allowing outsiders to set foot on Earth and other veiled worlds, though only on the “Supernatural” side of the Veil, as opposed to most Hyperion Veils which wholly keep out outsiders), and it shrouds and protects (most) humans from even learning of the truth of the supernatural. You have lived a life on Earth and are some kind of an adult with a home somewhere on Earth when your adventure begins, despite starting off located on Avalon.

You initiate this jump in a strange pool, next to a naked faerie maiden, Mab, the royal princess of the Seelie Summer Court. She has just explained that you have become an **Oberon**, a sex seelie and her newly minted fiance. Your mind reels with memories, all of which took place mere minutes ago. From your first encounter with Mab, to the sensual love you made in the pool, as well as Mab’s explanation of topics like **The Veil** and the divided nature of **Avalon**; how it is split between the **Winter Court of the Unseelie** and the **Summer Court of the Seelie**, as well as the border region between the two courts. And you recall her explanation of the nature of **Brughs**; elaborate homes protected, maintained, and beautified by faerie magic. Mab looks at you adoringly, and you can feel the desire in her gaze...

Perks:

General Perks:

Oberon Overhaul (Free & Mandatory for this jump): You are an Oberon, a sex seelie. This section describes your default makeup, the traits you get even if you completely disregard every other perk, and the **Oberon Customization Section** (only doing required bits for it). You are an immortal sex seelie (the sort of perfect immortality, aging wise, where you stop aging when you hit your prime), are immune to mundane diseases and poisons, and have a peak human physique. You have pointed ears and can customize your exact appearance when you first take this perk (though your form must be fundamentally humanoid and within the bounds of the options you take in the **Oberon Customization Section**).

You do not need to sleep or breathe, and you instinctively know the magic of the **Seelie**. Curiously you do need to eat, and without eating you slowly appear to lose some of your supernatural good looks (as well as gradually grow more irritable). You also lose your refractory period.

Oberons are beings of passion and sensuality. You naturally command the attention of faeries, and are stunningly charismatic in their eyes, but your nature also appeals to those of passion and sensuality, be they mortals, faeries, or other types of beings. You naturally inspire, awe, and astound, and when you speak others listen. While in this form you radiate a subtle aura that makes others more passionate, more sensual, and also slowly draws them closer to you while it is active.

In future jumps your Oberon appearance and physiology becomes an alt-form you can access and don at will (barring drawbacks that trump and lock away your ability to access alt-forms).

Troyverse Physiology (100 SP): This perk grants you absolute control over your fertility, your attractiveness is boosted enough to at least make you an 8/10, you are perpetually clean, and you gain an ability to learn languages spoken by others through physical touch. More intense kinds of physical touch can grant you greater knowledge of languages, but we're applying a very loose definition to the phrase "more intense". If you are giving someone a massage that is considered "more intense", as is engaging in an unarmed brawl, and, of course, dancing and other fun activities can also be considered "more intense". The other person doesn't sense anything supernatural when this occurs. You can also have hybrid children with others that inherit the best possible traits from both parents (this effect tapers off and loses potency when it comes to traits like Omega Sparks and Ascensions, and effects and statuses of such power, not guaranteeing such effects but somewhat boosting the odds children inherit those things when they are inheritable). People will also be far less judgmental of your relationships so long as everything is age-appropriate and consensual.

Also, canonically, Oberons are said to be MALE sex seelies but for this jump, we're ignoring that even if you don't take this perk. This means you can be a female Oberon, if you want. **That said taking this perk guarantees you such protections moving forward.** No one can control your gender or sex but you. When relevant, you can ignore any gendered and/or sex-ed language and expectations with this. Your career types also won't be limited based on your gender and/or sex, letting you do stuff like being a male priest of Lolth.

Song of the Seelie (200 SP): Music imbues you. You can, at will, radiate the power of summer songs and fill your surroundings with music generated by your very soul, which can excite, relax, or induce any other emotion you wish to induce on those around you. Unintelligent and unwise beings are more affected by this, as are beings that are more fond of you, but even wise people who loathe you will feel the effects of the music in their souls, and will feel it subtly but surprisingly deeply.

Seasonal Strength (400 SP): You draw power from the seasons. You are capable of drawing fiery passion from summer, cold strength from winter, joyful swiftness from spring, and resolute endurance from fall. This comes with minor changes to your appearance, based on the season of your surroundings. In places where it is eternal summer, like Elysium, you'll perpetually be able to draw on fiery passion, while in places where it's always winter like Asgard you'll always be able to gather more cold strength. This also significantly improves your charisma, when it comes to creatures attuned or affiliated with a specific season when you're channeling that season (you'll be more charismatic to summer seelie when channeling the summer's passion, or you'll be seen in a better light with the unseelie of the winter court when you're utilizing the winter's strength). It's worth noting that, moving forward, every person and animal will be considered to have at least a minor tie to a season, and you'll be able to tell which person or

animal is tied to which season with a glance. Someone's tie to a season will be based on their hearts and innermost selves.

Elf Perks:

Grace (100 SP): Elves are seen as highly graceful, dexterous beings. And now, as one of their kind, you also possess this trait. You are easily capable of bonkers displays of grace, like walking on top of snow and leaving no footprints behind, or balancing on the head of a pin. You also possess incredible finesse and are more than capable of skillfully using precise weapons.

Nature's Speaker (200 SP): You are capable of communicating with all sorts of natural bodies, particularly (but not just) plants. You can hear them whisper secrets to each other, and befriend them with hilarious ease. You can also do this to things like piles of snow, ponds, lakes, sand dunes, and caves. This is easiest for you to do to plants, but you can practice it and gain the skill to effortlessly overhear even deeply held secrets. And these objects can be convinced to part with secrets others spill in their company, not knowing that plants can hear and even share them, with ease.

Artist (400 SP): With their grace and finesse many elves devote themselves to something that can impress the sometimes mercurial faeries of various courts; the arts. You are an artist of surpassing skill in an area you choose when selecting this perk, be it creating music, writing and performing plays, or some sort of visual art like painting or sculpting.

Druid (600 SP): You are a skilled sorcerer in one curious area. You are exceptionally talented at magic that touches on and manipulates nature. This magic involves everything from manipulating the classical elements to magic that touches on life and death. Your foes would be wise to not underestimate you, because if they do they could be in for a world of hurt. Dryads and other such spirits are also far more attracted to you than they would be without this.

Knight Perks:

Chivalry (100 SP): You are a gallant, dashing knight. You know all things knights are expected to know, including the rules of noble courting, swordplay, how to properly interact with true nobles and royals, and horsemanship. Those who dream of knights and old-timey-romance will be awed by you, and traditionalists are going to like you a whole lot, regardless of their actual class and social station.

Welcome Guest (200 SP): Courts of all sorts hear of your adventures and are excited for you to visit them. When you first appear in a place of political, royal, and courtly intrigue, you will be far more likely to receive a warm welcome, a place to stay, and opportunities to impress locals.

Adventuring Knight (400 SP): Adventure calls to you. You can, at will, enter a state where adventure seeks you out. These adventures will be opportunities for you to do things like engage in courtly diplomacy, cut down ruffians and brigands, and even partake in schemes and

business opportunities. The rewards for these adventures will always be appropriate to the risks involved. This also guarantees that when you go on quests, even ones not caused by this, you will get rewards, including both reputational boosts and material goods.

Courtship (600 SP): You are practically irresistible to nobles and royals. When you properly court them, they will fall for you with even a modicum of effort on your part. You seem to reawaken dreams of old time-y chivalry and romance in their hearts and inspire an admiration for traditional stories, and memories of the distant past, of ages of kings, wizards, knights, and adventure.

King Perks:

Royal Aura (100 SP): You **are** a king. You give off a dignified aura and are naturally incredibly appealing to those who like monarchies, royalty, nobility, and courtly intrigue. This IS sexual, sure, but it's also not so limited. Those who yearn for opportunities to prove themselves to monarchs, to be believed in by kings, will find you a worthy monarch to swear themselves too.

Decrees (200 SP): Your commands and decrees are law in places you are the recognized lord/boss of. This could be as small as your brough, or a business you own, but in it you are the boss and people will respect your wishes (within reason, but if you are actually the king of a place "Within reason" is hilariously broad. For example if you're the king of a place you can easily expect most citizens and inhabitants of a place to listen to a decree as absurd as "No clothes allowed"). Only those who truly do not see themselves as your subjects or with incredibly strong wills can reliably shrug off the effects of this power.

Authoritative Magic (400 SP): You have a pair of linked abilities. Your magic grows stronger the more authority you have over others and things (this effect is comprehensive and does everything from strengthening your spells and magic to making them cheaper at the same time), and you can use magic in remarkably freeform ways in places and on people you are the ruler of (though with people how strong this is depends on their loyalty to you). You can do this to instantly erect buildings and rooms in places you control, and to heal or harm those either loyal to you or in territory you control (and if they are loyal to you AND in territory you control the effects stack).

Leadership (600 SP): Those who view you as their leader are passively strengthened by their beliefs in your leadership and in you as a leader. They grow in every way, from beauty, to strength, to talent with their abilities, the more they believe in you as a leader worth following. Additionally when you directly train them the effectiveness of the training is doubled. If you had enough people believing in you this effect could increase in power, tripling, even quadrupling, with no real hard limit but with drastically increasing numbers of people needed to go higher.

Oberon Customization Section:

This is where you spend your **Inner Light Stipend**. How much Inner Light you have to spend depends on your origin. Elves have 6, Knights have 9, and Kings have 12. This section allows

you to customize some facets of your appearance, as well as allows you to decide which of the more classical, or at times odder genie abilities and powers you'll have in your Oberon form. You can also spend Seelie Points here, and the math is simple. 1 Inner Light equals 50 Seelie Points. Some facets of this section are required and will be marked as such. Prices default to 1 Inner Light unless stated otherwise.

Body Type (+1 Inner Light/0 Inner Light/1 Inner Light) (Required): In order to gain 1 Inner Light you can spend elsewhere, you can have a scrawny body. If you don't want to gain or spend Inner Light you can have a Normal body. If you want to be muscular and strong looking, you can spend 1 Inner Light to gain a muscular body. This set of choices is purely cosmetic, your actual strength is not at all determined by the appearance you choose.

Equipment Size (+1 Inner Light/0 Inner Light/1 Inner Light/2 Inner Light) (Required): Ah, this is an odd one. For +1 Inner Light your equipment (penis if male, breasts if female), is average sized. For free, and by default, your equipment is large. For 1 Inner Light your stuff is huge. For 2 Inner Light your stuff is gigantic, and is only possible to use fully and live with due to the power of fiat. Still if you want gigantic breasts or a massive dick this is the way to get it.

Stature (0/1/2 Inner Light) (Required): Every faerie has a stature. For free you can be of any normal human height, ranging from just under 5 feet to just over 7 feet. For 1 Inner Light you can attain Grand stature which lets you be anywhere from 7 and a half feet to 10 feet. For 2 Inner Light you can have Giant stature which lets you be anywhere from 10 and a half feet to 20 feet tall.

Aspect (+1/0/1 Inner Light) (Required): Every faerie has an aspect, which refers to changes made to your face based on your emotions, and to changes to how you experience emotions. If you want 1 Inner Light you can spend elsewhere you can gain a Neutral aspect which merely makes your face somewhat more attractive and does nothing else. For free you can have an Aweing aspect, which makes your face magnificent and causes it to reflect your mood. If you are happy your face will be resplendent and joyful. If you are sad your face will be despondent and heartbreaking. This heightens ALL emotions for you. For 1 Inner Light you can have a face that is Stunning, a face that will always be supernaturally lovely and that, when you are happy, will inspire awe in others. This heightens ONLY positive sensations and emotions.

Aura (+1/0/1) (Required): Most faeries have an aura of some sort. For an Inner Light you can spend elsewhere, you have no aura. For free you have an indiscriminate aura, one which causes your emotions to leak out of you and affect the emotions of others. If you spend a single Inner Light here you have a shining aura, which allows you to project whatever emotions you wish to project to others around you, even if you aren't feeling that emotion yourself. Your aura also keeps people from questioning your powers or nature, and lets you proposition anyone at any time and place without them finding it odd (but won't make them more likely to accept, that part is all you). Your aura also projects smells and even light depending on what you're feeling at any given time. Your aura is also toggleable, allowing you to turn it off or on at will.

Wings (+1/0/1) (Required): The lion's share of faeries, especially royal faeries, will have wings of some sort. If you wish for an Inner Light you can spend elsewhere you can opt to not have wings at all. For free you can choose between dragonfly or butterfly wings, though you can only pick one and the differences are purely cosmetic. If you wish to pick and choose both, swapping between both wing types at will, you can by spending one Inner Light.

Contractual Orgasms (+1 Inner Light/0 Inner Light/1 Inner Light) (Required): This ability embodies the fair folk's propensity for bargains and business. **Favors** are magical resources which can be spent to do a range of beneficial things, ranging from instantly de-aging someone a touch to feeding someone, or even inducing an orgasm in the recipient (which doesn't trigger further favors). When someone makes you orgasm they get a favor, and when you make someone orgasm you get a favor, at least depending on how much light you spend or receive here. If you receive an Inner Light to spend elsewhere you owe two favors per orgasm you get from someone else. If you spend or receive no Inner Light here one orgasm equals one favor, one way or another. If you spend an Inner Light here you will get two **Favors** per orgasm, directed one way or another. You decide what each individual **Favor** specifically does.

Selective: You naturally induce lust in those around you that of the gender you're attracted to. They will often idly fantasize about sucking you off, if you catch them unaware. That said, such individuals may not always be people you find sexy. With this power you can change that, making it so that your pheromones only affect people you find sexy.

Lots' o cum: This one enhances the size of your organs that produce your fluids. In males that's your balls, in women it's your breasts. This also immunizes them to damage, and thus removes what would otherwise be a major vulnerability to you.

Hyperfertility: You can control your fertility, which can be quite good seeing as Oberons have fairly high fertility by default.

Double Dick: This is really **Double Equipment**. You can give yourself another set of breasts, or another vagina, as easily as you can give yourself a new dick. Any options that affect one set of equipment affects all of your equipment.

Enough to go around: Another pheromone tweaker, this makes it so that you can, at will, cause those who want you sexually to be willing to share you with other mates and lovers. This only works while people are in your presence, but takes a while to wear off. If you spend time around your lovers, it's much easier for you to have a harem with this power.

Always Fits: You can enchant your sexual organs so they always fit or can always stretch appropriately. This makes it so that you only cause your sexual partners to feel ecstasy when you're inside of them, even if you should actually be damaging or painfully stretching them rather than pleasuring them. Also works if your partner is inside of you. Have fun having sex with a giant! You can decide if this is a physical phenomenon that people can see or some sort of bizarre hammerspace thing.

Flight: You can fly! This lets you fly without wings, at a speed of about 50 MPH, but if you have wings AND this option you can fly at nearly sonic speeds in the atmosphere and somewhat faster outside of it, if you can survive outside of the atmosphere.

Shapeshifting: You can give yourself any appearance possible, and can do some neat tricks like giving yourself more arms or changing your height (so long as it's still fundamentally humanoid and attractive in some way). You can also change the size of your equipment, but only up to the size you chose earlier in this document. You also can't make yourself more muscular than the body type you chose earlier, or grab a more expensive option for eyes, skin, face, or wings. Your shape changes last as long as you want them to. If you spend 2 Inner Light on this you can shapeshift others with a touch!

Climate Proof: This perk allows you to adjust your new form to make yourself comfortable at any temperature.

In Your Wake: This is an incredibly rare ability associated with the Summer Court, and possessing it will grant you great acclaim in and of itself. The ability itself refers to the power to make plants ripen in your presence, weather is altered by the power of your aura, and you possess the power to command the obedience of nature spirits of all sorts. They will obey you, and many will even be thirsty for you.

Geas of Pleasure (1/2/3 Inner Light): This is the power to induce orgasms in others. If you spend 1 Inner Light here your cock must be inside of someone for this to work. If you spend 2 Inner Light here you only have to touch them to induce an orgasm. If you spend 3 Inner Light here you can do it even if you're just near them and can see them. Orgasms induced by this power do not count for the purpose of **Favors**.

Enchanting Melody: This power gives you a supernatural singing voice, and a healthy level of skill with all instruments. You can also mesmerize others, putting them into a trance or just making them like you more. Faeries are immune to the mesmerizing part of this, but this works on most common races you can find on Earth well enough (aside from members of those species with strong wills).

Dance of the Summer: This makes you incredibly talented at dancing and lets you dance as long as you like without tiring. You can even share this skill with other people so long as you're dancing with them, and they will not tire until they stop dancing as well. Additionally, and more impressively in some eyes, those you dance with gain the following benefits (you can share as many of these as you want with those you dance with, giving them all or even none of these boons in the wake of your dance): boosted health and vigor, the ability to hover, no need to sleep, or even boosted cunning and wit.

Glamers: This is minor, though freeform, illusion creating that is easiest to do with auditory and visual illusions. These illusions require your concentration to be the strongest, and without it

quickly fade away (though you can concentrate for longer, or work for days on one to grant it more permanency even if you stop focusing on them). You can glamor small objects to make their size and texture seem different but these illusions quickly fade away and are easily dispelled.

Cantrips: This is a collection of innate magical abilities you possess as a faerie, including the ability to make yourself or others invisible, the power to put someone in an enchanted slumber, move small objects with your magic, teleport small distances, conjure fool's gold (identical to real gold at a glance, vanishes in a few hours), and other similar feats. These abilities, put together, are deceptively strong.

Nourishing: This makes your fluids... *magically delicious* and also quite nutritious, which can be a fun way to feed your allies and lovers.

Firstborn Pact: This is an ancient bit of magic, a powerful contract that when sealed allows you to impregnate someone, and if it's the first time that person has had a child, the child will be a Baldra (the female equivalent of an Oberon). This child will, after being born, mature to adulthood instantly and be loyal and devoted to you. This is also the only way to breed more Baldras without sleeping with already existing Baldras. The mother will get a **Major Favor** which is an effect of significant value, able to do things like grant immortality (not like your immortality but a more toned-down version of it that doesn't keep her youthful), obscene wealth, peak human physique, greatly boosted luck or other such effects.

Addictive Fluids: Your fluids are addictive. You can toggle this on or off at will, as well as dial up or dial down the intensity of the addictiveness. Beyond that, you can also add other effects to your fluids, such as letting them act like alcohol and thus getting those you orgasm inside of (or who otherwise take in your fluids) get drunk off of them, or cause them to feel the effects of some recreational drug.

Items:

General Items:

Brugh (100 SP): Your Brugh is a mystical home that is maintained and kept safe through the usage of magic. It is kept perpetually clean, perpetually stocked, and is bigger on the inside than it is on the outside. This home also serves as a small pocket to the local afterlife in future jumps, letting the souls of those who perished but who'd make fine revelers (according to how you define "fine revelers"), come in rather than go to some other afterlife, which means your home will always be stocked with interesting guests and fascinating activities.

Elf Items:

Wand (100 SP): This is a strange thing, a wand connected to you in a very intimate way. It seems that some special elves might be interested in you... Casting spells with this wand causes you to experience a pleasant tingling sensation in your more intimate places, with the

power of the spell increasing how pleasant you feel after casting it. This process is not just for fun, it has a practical benefit as well. When you cast spells using this wand your energy mixes with the spell, your aura touching it and subtly improving it, making it both cheaper and more effective. If a spell is powerful enough you may be pushed to the edge of ecstasy and that bliss will dramatically enhance the magic of the spell.

Now we really should look into how this thing got here... The Erosalfars are normally doing their own thing in places that tend to be quite far away and yet this wand is right up their alley.

Shallow Pool (200 SP): This is a pool of your very own. This pool is filled with clean, delicious water that can be repurposed in a range of ways quite easily. By default it is identical in appearance to the pool that Mab and you bathed in when you became an Oberon, down to the presence of the statues. Anyone who bathes in it, with your permission, gets healed of their wounds and illnesses and is beautified to a degree you determine when giving them permission to use the pool.

Natural Staff (400 SP): This staff is a curious thing, blessed by multiple dryads and elven druids. With it you can command plants and can, once per week, perform a ritual which would awaken a single tree's animating spirit. This creates a dryad who is loyal to you, as per the **In Your Wake** power. Once per year you can do this to something bigger, like a small lake, awaiting an equivalent spirit.

Erosalfar Coven (600 SP): Oh look, it really is them! This is a group of Erosalfar who are intrigued by the appearance of an Oberon. They are a group of immortal sex elves who can be found... Well they can be found in a bunch of places throughout the multiverse. This is a small group, one of many different Erosalfars organizations that can be found across the multiverse, and they are specialists when it comes to one of the tantradept arts which you pick when you purchase this option (More information can be found in the notes).

Knight Items:

Faerie Questing Gear (100 SP): This is a set of enchanted gear. This includes a melee weapon that grants you skillful usage of it just by holding it, armor that molds itself to suit your form, and a collection of minor QOL gear like a bag that is bigger on the inside than it is outside and a small tent that is the size of a nice mobile home on the inside. All of these enchantments grow in potency as you gain more acclaim, and they undergo sizable boosts to their power when you transition from one jump to the next.

Mountable Pixie (200 SP): This "Item" is a follower with a very unique set of abilities and very specific sexual interests. She is a pixie who has mastered a brand of magic that lets her shapeshift into a variety of forms, forms which she insists you use as mounts. If you do as she asks she serves you in any capacity she can. She likes being commanded and will gleefully sleep with you if asked.

Seelie Standard (400 SP): This powerful symbol is a standard bearing the symbol of the Seelie Court (or the Unseelie Court if you want). Those who see it and are affiliated with the Court whose symbol it bears will be heartened and gain buffs based on their level of honor, and general reputation with the Court. In future jumps you can swap out the symbols on the flag, and this buff will instead apply to those affiliated with the group whose symbols are on your flag.

Ring Of Romance (600 SP): This ring has a very special enchantment placed on it. Every time you fall in love, or someone falls in love with you, this ring gains a new ability it can grant you or a new skill boosting enchantment based on your connection to the person you love, or the person's love for you. This ability or enchantment will be something minor, personalized, and can grow as your feelings and the feelings of the other person mature and develop. This ring also gains new abilities when you complete adventures, though these abilities are smaller in scale and potency and only grow if you complete similar adventures. The collection of abilities and enchantments this ring can store is unlimited, and the ring can swap between active abilities at any time with a thought. It is also retroactive, getting abilities for everyone you have loved before you got it, and getting enchantments based on how many adventures you've gone on before.

King Items:

Courtly Attire (100 SP): You are a king, you ought to have clothes that match. This is a wardrobe, enchanted to be bigger on the inside than the outside, and it is filled with royal attire for every occasion in every style. It updates in future jumps to include clothes that nobility and royalty would wear in the current setting (while keeping the old clothes as well).

Faerie Food (200 SP): This is... This can be a downright nasty trick. This is faerie food as described in the old stories, the kind of food that if you eat it without making the proper deals gets you stuck in faerie-land. This food can also be ensorcelled in such a way as to not do something that messed up, instead doing things like shrinking people, making them orgasm, making them drowsy, or all sorts of mischievous status effects.

Dwarven Attendants (400 SP): This is a trio of dwarven sisters from the border city between Asgard and Elysium. These three sisters are talented sorcerers and scientists, and have done everything they can to learn and master dwarven sorcery and science. They can easily be persuaded to ally with you in exchange for political power and influence, and will gleefully share the products of their research with you.

Your Own Court (600 SP): Ah, you're not content to marry *into* a dynasty, you want to start your own? Respectable. This is a decent amount of space in a place like Avalon, perhaps somewhere in the border between the Seelie and Unseelie courts, where you are free to fully design your own form of government with your fey followers. Here you can freely dub faeries knights and nobles, and can decree your own rules, this is the perfect seat for your ambition... Now how will you use it?

Companions & Followers

Import (50 SP): You can import a companion and they gain all the freebies, discounts, and get to pick an origin themselves, as well as 600 MP to spend themselves on perks, and items. Companions cannot take drawbacks.

Brugh Buddies (First 8 Members free, every 8 people after that costs 50 SP): You have a harem of your own. If you recruit up to eight people (or eight separate GROUPS of people, with individuals such as the occultists counting as one person, effectively) from the Oberon Transformation CYOA itself, you can import them as followers in future jumps for free. If you recruit more than eight then it'll cost 50 SP. Individuals who are not faeries and who are not in the CYOA itself are not eligible for this.

New Friends (50 SP if non-ascendant, 200 SP if they are the protagonist of another powerful CYOA 300 SP if ascendant): This option is for companioning other Troyverse beings. If you wish to invite new friends along your chain, as companions, you need to pay 50 SP, unless they are the protagonist of a CYOA like Star Nephelim, Emperor of Etherscape, or the Last Of the Omega Lords, in which case you need to pay 200 SP, or if they are an ascendant you need to pay 300 SP. That said, such individuals can be companion-ed in this jump, if you are willing to invest the proper points.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the Troyverse will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario fail, a scenario fail does not mean death it simply means you don't get the rewards for the scenario. You can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points.

A New Age:

Mab, and her sister Persephone, are both ancient (by human standards) and on the newer side in terms of fae royalty. Sometime after you appear, and get used to life as an Oberon, Mab and Persephone approach you together and ask you how ambitious you are. Depending on how you answer they reveal that they've been talking again, possibly even for a *while*, and have an idea that might interest you.

The two sisters have read of a time in the distant past when the Summer and Winter courts weren't so divided. They have heard whispers of an ancient time in the distant past when relationships between the two courts were warmer. Some, such as the two sisters and the *Solstice* movement, wish for that to happen again. Your goal here is to warm the two courts to the idea of peace and unity, a tall task for even a skilled diplomat, but one that can be achieved in a variety of ways. While the most obvious would be to use your skills as an Oberon, or some other sex or love related powers to do this, it's also possible to do it through determined diplomacy. That said... love and sex is the easier route.

Reward:

If you succeed you will have created a whole new court, one which will be able to usher in a new age in Avalon. Your reward will be this new court, its queens (Demeter & Frigg), its princesses (Persephone, Mab, Freya, & Morgause), and its other members will join you as followers. Additionally you'll gain the **Herald Of A New Age** perk, a perk which makes ushering in large scale change easier. This perk makes you a living embodiment of change and evolution, able to shake things out of stasis and stagnation with your mere presence, an effect which groups in power the more you try to deliberately change things up.

True Love's Kiss:

The Baldras are faeries of beauty, passion, lust, love, life, and joy. There are very few of them on Veiled Earth and in its adjoining magical regions, due to how difficult it can be to create more of them. Somewhere in Avalon, in a beautiful palace located in a picturesque meadow, lie eight of the most beautiful of their kind on Earth and its adjoining mystical realms, slumbering in an enchanted sleep after many different fey fought over their hands in marriage and for the honor to court them, which distressed the women and brought them great sorrow. They brought the fighting to an end when they banded together and built their home where they'd sleep until awoken by true love's kiss. This scenario is simple, find them and awaken them.

Reward:

The primary reward is the company of eight loving joyful women who are eager to love you, to pleasure you (and be pleased), and to go on adventures with you. That said you also get **True Love's Kiss** a perk which lets you designate a target up to eight times per jump and give them **True Love's Kiss**, a spell-breaking and magic-destroying kiss which fills them with love for you and shatters enemy magic, no matter how strong. This can even resurrect the newly dead, though doing so counts as using this power twice (leaving you with six uses per jump).

Drawbacks:

Mundane Side of the Veil (Toggle): This is a Troyverse, Veiled Earth jump. As such you can choose to stay on the mundane side of the veil. If you do, you keep things you purchase with your SP, and you can do things like still use the **Firstborn Pact** and see other faeries, but the lion's share of supernatural things available in this jump that lack fiat-backing will be stuff you

can't encounter. You can't encounter Inari, or other dryads (unless you have powers that let you create or summon dryads), though because of her ties to your awakened nature you can see Mab. You can still use your magical abilities on others (Like the **Dance of the Summer** power) but for the duration of this jump you'll live and interact in an almost entirely mundane (other than you and any fiat-backed out-of-context-stuff you have) world. This also prevents you from getting points from supernatural drawbacks, like Remote Reaches, Age of Myth and the 600 SP drawbacks.

If this is NOT toggled, then you have chosen the exotic side of the veil. You can still interact with mundane humans and have a life on the human side of the veil, due to your nature as a veil-straddler.

Extended Stay (Varies): This is a handy drawback for any Troyverse jump as ten years here is not very long. Each purchase you select allows you to stay for another ten years and gives you 100 GP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Embarrassing (Varies): This is a set of drawbacks from the actual CYOA, Swelling, Growing, Always Hard, and Preferred Hole. These drawbacks are mostly minor inconveniences, but **Swelling** is a bit rougher than that, so it's worth 200 SP, while Preferred Hole, Always Hard, and Grower are worth 100 SP each (and Always Hard & Grower are mutually exclusive). This also includes **Geasa** which affects you how they say would in the CYOA and grants you 100 SP each.

Stereotypes (100 SP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you. **For an extra 100 SP you can have this affect your aura and aspect causing you to give off the opposite impression of what you mean to give off.**

Misunderstood (100 SP): Mortals are now far, far more likely to misunderstand fey and to think you are either some other kind of supernatural, or on some occasions think you are another kind of fey, like being a member of the Unseelie Court.

Tricky Favors (200 SP): Your **Favors** are now changed. Giving the effects of one minorly drains you, though the sensations they cause only drain you for a few hours.

Remote Reaches (200 SP): Somehow, things like teleportation magic just do not work with you. If you're gonna travel the world you have to do it the old-fashioned way.

Real Politics (200 SP): The Troyverse, particularly the Veiled Solar System, tends to have things go right. People tend to be either kind or competent, usually both, and while ambition and

cynicism sometimes rear their ugly heads, usually they are overcome. Typically by the power of friendship, love, and this gun* someone found. This drawback darkens that, just a touch. This isn't enough to overcome the overall happiness and peace of this setting, but more people are more grim, politics are more cutthroat, and at pivotal times despair can creep in if you aren't cautious.

*The protagonist of any given CYOA.

Wrong Court (200 SP): For some reason you appeared in the **Unseelie Court** instead of in the **Seelie Court**. How you deal with that is up to you, but the Unseelie are a lot less friendly and are mildly cynical in their approach to politics. Mab will likely be looking for you, but the Unseelie are trickers and might mess with the two of you before you find each other.

Deprived (200 SP): For some reason the effects of "Starvation", at least as seelie experience it, hit you three times as fast. This is not dangerous, not in a true sense at least, but it'll make your time here far less pleasant.

Dramatic Bastard (400 SP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.

Sly Snake (400 SP): This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

Age Of Myth (400 SP (Earthly tier) 600 SP (Exciting tier) or 800 SP (Epic tier)): At the start of your time in this jump you immediately know of strange rumors, from word of an eldritch being stalking the world of Mars, to rumors of activity in an otherwise desolate pocket of the multiverse that has been empty for as long as anyone has recorded. This drawback brings the Troyverse to full, stunning life, and over the course of your time here more and more characters from Troy's CYOAs will slowly awaken.

If you take the Earthly tier of this, that means that characters at around the power level of the Zenith King from A King On Mars begin to appear throughout Veiled Earth and on Mars. This tier causes the Zaar, Mulo, Endymion, Grigori, and Incubus to appear at the same time as you, as well as causes Mars to begin to become the center of a lot of mischief. If you take the Exciting tier of this drawback, this only causes characters from the ascensions and below to awaken and come out of hiding.

If you take the epic tier this fully awakens and excites characters from the other, higher tiers. These tiers include the Grand Adonis, the Anael, Joy, Glory, and even, potentially, the Archdeity

himself. This does not guarantee you will interact with these figures, but it's entirely possible that you could encounter them.

They Know You (600 SP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

The Church (600 SP): Someone high up in the church might be some kind of Veil-Straddler because nowadays religious groups seem armed with nasty knowledge. Church groups are actively looking for ways to capture and utilize the faeries. They seem especially interested in the stories they are somehow overhearing of the Oberon. Be careful dear jumper...

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here. Will you be a friendly faerie, or something... more playful?

Stay Here:

Take another 500 SP and add any final bits to your build you wish, in exchange for making the Troyverse your new home. This is an infinite omniverse, so while you probably won't reach the heights of power some jumpers attain before or after sparking, you, as an influential Oberon, might be able to garner some decent levels of influence in the homes of the fair folk. Who knows?

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, show the true omniverse the suave and sexiness of a sexy seelie.

Notes & Mini-Changelog

-This is derived from an NSFW CYOA set in the same grand setting as Emperor of Etherscape and the same major region as A Human Of Earth & A King On Mars. The overall name for this setting is the Troyverse, and it is the name the fanbase has given to the collective works of TroyX, a Redditor, and Questionable Quester.

-For more information on the tantra arts of some of the Erosalfar, click [here](#) (NSFW warning).

-The next on this docket is Grigori, sexy angels.