

◇ = Name:

-Summer-

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Pronouns:

-Winter-

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Pronouns:

-Trappings-

- Pride of place in someone else's wagon, under its eaves or up in its rafters, warm, dry, and safe.
- A grand hat, a dapper hat, a jaunty hat, a flattering hat, a charming hat, a modish hat, a costume hat.
- A small black apothecary bag. Inside it, full vials and a sharp syringe.
- A gorgeous polished wooden bowl, with you can string with your own silk and play like a marvelous viol.
- A web of certain configuration that you can spin for yourself whenever you choose. When you spin it, it exists in every world. You can travel to any world — the mortal world, fairy-land, places between, and also any others that you know to exist — simply by crossing from one end of the web to the other. You can bring another with you only if they're small enough to cross the web with you.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- [x] shudders at the touch of cobwebs, though there's no need for it. When they *call for a line*, I've promised to hold back, even if I know I can help. Who?
- I know that [x] has greater strength than others may think. I can never *size them up*; instead I have to *look for the best in them*. Who?



-Place-

- Ringmaster;
- Musician & storyteller;
- Rigger & tents, costumer & repairs;
- The historian of the circus;
- Always there, juggling tasks and tying up loose ends.

-Plays-

C.W. Spider Plays:

- — Capture them
- — Look for the best in them
- — Call upon your sisters to spin and weave with you
- — Make the problem disappear

Obvious Plays:

- — Confront them
- — Draw them out
- — Open up to them
- — Put them off
- — Size them up
- — Waylay them
- no roll — Call for a line
- — Sniff the wind
- no roll — Use your trappings
- — Weather the storm

Altogether, mark:

+2, +2, +2, +1, +1, +1, +1, +1, 0, 0, -1, -1

C.W. Spider

When you capture someone, first....

- Ask them a leading question. If they answer it, you've got them.
- Hold up a hand to direct their attention. If they attend, you've got them.
- Begin a song or a story. If they quiet themselves to listen, you've got them.
- Prepare a place for them. If they come into it, you've got them.

You can make other plays to draw them in, to make it certain, if you choose.

Once you've got them, roll. **On any hit**, choose 1:

- You can fill their mind with cobwebs, so that they stumble forward unthinking, and don't remember it afterward. Say what you have them do.
- You can untangle and reweave their fortunes, their form, or their nature. Ask or tell everyone the effect of this.
- You can lose them in your labyrinth, there to wander until they find the truth. When they emerge, ask them what they've found.
- You can give them over to someone else. However they play them, then, they add +1 to their rolls.
- You can lead them through danger, trouble, confusion, or sorrow. Ask or tell them what's here on the other side.

On a 7-9 hit, however, if they have a friend who's near, or if something interrupts you, it can break your spell. Ask the MC if it does. **On a miss**, you forget yourself in the weaving, and look up to discover that they've gone.

When you look for the best in someone, roll. **On any hit**, you do see the best in them, so take a minute with their player or with the MC to find out what that is. **On a 10+ hit**, they also remember the best in themselves. **On a miss**, you can't quite make it out, but ask them how they see themselves and maybe there's a clue there.

When you call upon your sisters to spin and weave with you, roll. **On any hit**, choose what you create together:

- A beautiful gown or suit, elegant, radiant, finer than even fairy-stuff.
- A suit of armor, gossamer and easy as summer, proof against all weapons.
- A balloon bigger than a house. Light its lanterns and it could carry a laden circus wagon through the air.
- Hundreds-lengths of rope, unmatched for strength and quality.
- A net the likes of which could trap a giant, a whale, or even the moon.
- Another silken thing as you choose.

On a 10+ hit, it lasts as long as silken gowns and nets and ropes usually last, which is, naturally, a very long time. **On a 7-9 hit**, it lasts only a single night, or a single day, or a single night and a single day, before it starts pulling into shreds. **On a miss**, your family bickers and feuds, and though they get the work done, it's sadly lank and flawed.

When you make the problem disappear, name an NPC who is both a problem and offstage at the moment, then roll. **On a 10+ hit**, you wander quietly away for a little while — ask the other players whether they notice that you're gone — and then come back, and it's the strangest thing. Nobody sees or hears from them again, for (your choice): an hour, a day, a week, a month, a year, or maybe just possibly never, ever again. **On a 7-9 hit**, the same, except that the MC chooses how long. **On a miss**, ask the MC what goes wrong. Perhaps something goes amiss while you're on the hunt.



C.W. Spider

To play C. W. Spider, create your name, your summer & winter, your plays, your place, your trappings, and your bindings.

Your Job:

Your job as a player is to:

- Make your character vivid.
- Play your part in the circus.
- Take the bad with the good.

As a Spider:

In addition to the usual jobs of a player, you have a unique and important duty all your own. It's this: whenever you go anywhere or do anything, make suitable spidery sound effects. "I go up the stairs to the Wolf King of Winter's throne room. Tckctckctck." "I spin a long straight line of silk. Fsshshshshh."

Name:

Your name is C. W. Spider. If you want to, you can choose what C. W. stands for, and if you further want to, you can choose what people call you for short.

Examples: Catherine Witt Spider, called Wits; Carmichael Wellbow Spider, called Mikey; C. W. Spider, called C. W.

Summer & Winter Imagery:

From each of the following lists of images, choose one for summer and one for winter:

- Plants swaying in a breeze, a shady path, a briar bramble, willow trees, lacy moonlit clouds, laughing water, a split rock.
- Patient smile, friendly smile, curious look, crooked eyebrow, glittering eyes, graceful motions, quick hands, sudden motions, hungry smile.
- Polished jet black, pearly gray, cat's-eye yellow-green, dusty brown, mossy brown, polished wood brown, ashy gray.
- Long skirts, fingerless gloves, silk coat, silk vest, heeled shoes, silk scarf, silk stockings, stylish eyeglasses.
- Mannish, womanish, androgynish, boyish, girlish, childish, queerish, sexy, sexless, charming, forbidding, enticing, unapproachable, —.

You can choose 2 sometimes if you want to, why shouldn't you?

Example:

Summer

- Plants swaying in a breeze
- Friendly smile
- Pearly gray
- Silk coat, stylish eyeglasses
- Womanish

Winter

- A split rock
- Crooked eyebrow, glittering eyes
- Ashy gray
- Silk coat
- Womanish

Begin play in full summer: mark all of the lines in the summer column.

Plays:

You can make all of the obvious plays and the C. W. Spider plays. Mark +2 next to your choice of three plays, +0 next to two, -1 next to two, and +1 next to all of the rest. These are your plays' rolls.

Place:

In the circus, at need, you can take any and all of the listed roles.

Trappings:

You get all of the listed trappings.

Bindings:

Everybody introduces themselves by name, summer & winter (or the corresponding), and place, including any details they like. Take your turn.

List the other characters' names.

Go around again for bindings. On your turn, ask for volunteers:

- One of you shudders at the touch of cobwebs, though there's no need for it. **Who?** When you call for a line, I've promised to hold back, even if I know I can help.
- One of you, I know that you have greater strength than others may think. **Who?** I can never size you up; instead I have to look for the best in you.

If no one volunteers, so be it and move on. If more than one volunteers, accept them all, choose one, or ask them to decide between them, as you like.

On the others' turns, volunteer as you choose.

-Consequences-

Summer & Winter:

When you step toward summer, erase one of the marks in the winter column and mark the same line in the summer column.

When you step toward winter, erase one of the marks in the summer column and mark the same line in the winter column.

Whenever you step toward summer or toward winter, take 1 from one of your plays' rolls and add 1 to a different play's roll. Choose intentionally, to match your feeling about the change. Keep to a minimum of -2 and a maximum of +3.

Violence:

Violence in fairyland is considered visceral, irrevocable, and horrifying. **When you're wounded, shocked, affronted, or dismayed**, you must immediately choose 1:

- You die.
- You withdraw at once in a cold, dignified fury.
- You writhe, moan, and curse in a display of melodramatic agony.
- You step immediately and fully to winter.
- You consider yourself cruelly mistreated and maimed, and will long nurse your injuries and your grudge.

True death: there are only a few things that can truly kill a fairy. Cold iron is one; there are others. There's no coming back from true death.

Insults:

When someone insults you, you're allowed by fairy law and your fairy nature to answer it. It's considered to be your own unimpeachable right to weigh the insult and respond in due measure, so only you can choose what form your answer should take and how extreme it should be. Other fairies may gossip, but no fairy would rightly stand before you and assert that you've overstepped.

Beholden:

When you are beholden, fairy law and your fairy nature demand that you make good and deliver the balance. If you are recalcitrant or uncooperative to do so, your debtor may consider it an insult or a worse offense.