

◇ = Name:

-Open-

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Pronouns:

-Wary-

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Pronouns:

-Trappings-

- A wagon of several little rooms, each filled with things curious and bright; mobiles, spinning sticks, a curving sword of moon silver, your own pottery, notebooks full of lists and pictures, a comfortable chair draped in soft purple fabric, music boxes, \$46.50, and a plethora of hats. The wagon is higher off the ground than many, and pulled by a mated pair of peacocks of extraordinary size.
- The personal token of a great royal fairy; what is it and who bestowed it upon you?
- A phoenix quill pen that can draw things into existence, in any world.
- In cold iron, a circlet or bracelet or belt of coins, beautifully worked and clear for all to see. No fairy can bear its touch, and you wear it by their trust.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- [x] used to visit me as a child; I've known them my whole life. I can never *put them off*. Who?
- [x] came to me for help, and it turned out to be costly for me. Whenever I see them, I must *size them up*. Who?



-Place-

- Ringmaster;
- Dancer;
- Tourmaster & Scout;
- Choreographer, Confidante, & Co-conspirator;
- Always there with the practical facts or the wild notion that just might work.

-Plays-

Messenger Plays:

- *Build a bridge for them*
- *Defend yourself with cold iron*
- *Manifest the fantastic*
- *See the patterns*

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

The Messenger

You are humankind, a walker between worlds, merchant in dreams, dancer at the fire's edge, free to come and go in fairyland as you like. You have friends in the mortal world, the fairy realms, and all the lands between. You carry wonders back and forth, and other things besides, traveling with the circus when it pleases you.

When you build a bridge for someone, to another person, to a realization, to self-understanding, to yourself, to adventure, to a place in this world or another world, roll. **On a 10+ bit**, choose 3 of the following. **On a 7-9 bit**, choose 1.

- *The bridge is wide.*
- *The bridge is beautiful.*
- *The bridge is long-lasting.*
- *The bridge is visible only to those you intend to cross it.*
- *The bridge is strong.*
- *The bridge is inviting.*
- *The bridge is protected by a password.*

For the more metaphysical bridges, get together with them and figure out what your choices must mean.

On a miss, choose 1 and the opposite of 1, and tell them that they may be put off by your attempt, or even insulted.

When you defend yourself from a fairy with cold iron, roll. **On a 10+ bit**, they stay away and you never need touch them. **On a 7-9 bit**, they choose 1 of the following.

- *They stay away.*
- *They shriek, babble, cower, run, or otherwise make a fool of themselves.*
- *They rush you or circle you, but the touch of iron stands them off.*

On a miss, ask the MC what goes wrong. Perhaps your grip on your iron isn't as sure as you thought.

If you attack a fairy with iron, instead of using it to defend yourself, any blow you land will surely kill them. Other fairies, not understanding that this is true death, might look for them to return someday, but they never will.

Touching another mortal with iron has no consequence.

When you manifest the fantastic, name your vision and roll. **On a 10+ bit**, it's real, really here, or you are really it, made real by that distinctive human creativity that fairies lack and crave. **On a 7-9 bit**, it isn't real, only an image, smoke and mirrors, hot glue, papier mâché. If you want it real, tell the MC what you give away of your own in order to make it so. **On a miss**, what you've created is outside of your control. Ask the MC what it is.

You can see the patterns that connect all things, and you can navigate them with ease and grace. Whenever it matters where you are, physically, socially, politically, or emotionally, roll. **On a 10+ bit**, you're exactly where you want to be. Ask or tell the MC where. **On a 7-9 bit**, you're close, or you can get there. Ask the MC to choose 1: you have to reach, bend, push, maneuver, stretch, or hurry. **On a miss**, you've misread the patterns and you're in the wrong place entirely. Ask or tell the MC where.



The Messenger

To play the Messenger, create your name, your bold & careful imagery, your place, your plays, 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.

Nature:

You are a human being who found yourself entertaining fairyfolk, or at one time did a kindness to a fairy all unknowing and earned the trust and trade of fairydom. Now you travel between worlds, carrying messages, wonders, hens eggs and fairy gold, and laughing all the while.

I don't how long you'll be here, wherever here is, but the people love you, and sometimes that's all that matters.

Name:

Choose a human name.

Open & Wary Imagery:

- Choose 1: Sky, field, sea, sun, moon, cloud.
- Choose 1: Eyes, hands, lips, hair, face, limbs.
- Choose 1: Teal, purple, rose, black, silver, orange.
- Choose 1: Hat, vest, skirts, gown, blouse, pants, veil, coat, boots, corset, satchel, cloak.
- Choose 1: Mannish, womanish, androgynish, boyish, girlish, childish, queerish, sexy, sexless, charming, forbidding, enticing, unapproachable, —.

For each that you've chosen, customize it. Characterize it differently for open and for wary. You can choose 2 sometimes if you want to, why shouldn't you?

Choose your pronouns for open and for wary as well.

Example:

Open

- Soaring birds in blue sky
- Expressive limbs, full smile
- Iridescent purple
- Skirts with fringe
- Sexy, womanish

Wary

- Silver sun through rushing clouds
- Stillness
- Glossy black
- Dark rose coat wrapped tight
- Forbidding

Begin play fully open: mark all of the lines in the open column.



Place:

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

Plays:

You can make all of the obvious plays and the Messenger 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 only your plays' starting rolls; you'll have many opportunities to change them.

Altogether, mark: +2, +2, +2, +1, +1, +1, +1, +1, 0, 0, -1, -1

Trappings:

You get all of the listed trappings.

Bindings:

Everybody introduces themselves. On your turn, tell everyone your name, your playbook, your open imagery, your place in the circus, your wagon, and any of your other trappings you think the others might find noteworthy.

Once everyone's introduced themselves, go around again for bindings. On your turn, ask for volunteers:

- One of you used to visit me as a child; I've known you my whole life.
Who? I can never put you off.
- One of you came to me for help, and it turned out to be costly for me.
Who? Whenever I see you, I must size you up.

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-

Open & Wary:

Instead of stepping toward summer, you step toward open; instead of stepping toward winter, you step toward wary. When you step toward open, erase one of the marks in the wary column and mark the same line in the open column. When you step toward wary, erase one of the marks in the open column and mark the same line in the wary column.

Whenever you step toward open or toward wary, 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:

For human beings in fairyland, like you, violence is no game.

You can shrug off a verbal assault that would murder any fairy dead, but a sword thrust through you, however playfully, will end your life forever.

Most fairies won't kill you on purpose — it wouldn't occur to them — but they might kill you at any moment by pure whimsical mischance.

Consequently, you must play violence in two different ways.

When you're verbally assaulted, shocked, affronted, or dismayed, choose 1:

- You withdraw in as much fury, and with as much dignity, as your human nature allows.
- You lash out in return, with that distinctive impulsive human passion.
- You consider yourself offended, and will nurse your fleeting human grudge as long as you're able.

When you're physically assaulted or wounded, roll a single die:

- On a 4, 5, or 6, you're wounded and must nurse your injury until it heals.
- On a 2 or 3, you're wounded dangerously, and you need to get skilled help quickly or the wound will kill you. (Any problem solver in the circus will know what to do.)
- On a 1, you're fatally wounded. Die now or die in a few painful minutes.

As a matter of curiosity, not of consequence, when you die, one of two things will happen, entirely outside of your control. The first possibility is that you will plainly and simply die. The second is that you will die, but not plainly: something of your nature will remain in fairyland forever, not alive but animate, some fairy's truly kept thing.

Insults:

When someone insults you, you're allowed by fairy law 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. Lenience is a human trait, not a fairy trait, so if you're moderate in your response, you can set fairy tongues wagging.

Beholden:

When you are beholden, fairy law demands that you make good and deliver the balance. Human honor might compel you too, but it's a lax taskmaster compared to fairy nature. In any event, if you are recalcitrant or uneager, your debtor may consider it an insult or a worse offense.

◇ = Name:

–Summer–

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Pronouns:

–Winter–

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Pronouns:

–Service–

Are any of the other players' characters witches?

- *You can serve the **Crooked Wand**: When they **lay someone bare**, you can choose to roll as well, and let them use your roll instead.*
- *You can serve the **Messenger** (if you think them a witch): When they **see the patterns that connect all things**, you can choose to roll as well, and let them use your roll instead. Ask or tell the MC where you are too.*
- *You can serve the **Seeker** (if you think them a witch): When they **trust themselves to fate**, you can choose to step in and advocate on their behalf. Get with the MC and decide together where their fate takes them, and at what cost, as appropriate to their roll.*
- *You can serve the **Young Witch**: When they **study someone's play**, you can choose to tell them what insight you have to share, and they mark 1 additional study-mark.*

If none of the other players' characters are witches, or if you don't choose to serve anyone, so be it. You can change your mind when you like, or if the opportunity arises.

–Trappings–

- A roost in someone's wagon, or several, welcome or not.
- A shiny stolen thing, gold, a jewel, a key, a crown; a tangled blue ribbon.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

–Bindings–

- I've lost [x]'s trust, and they're on constant guard against me. I can never **waylay them** or **go for their eyes**. Who?
- [x] keeps their secrets close from me, and they're on constant guard against me. If I ever **size them up** or **spill their secrets**, it counts as a miss, no matter what I roll. Who?



–Place–

- Storyteller;
- Clown;
- Lookout;
- Forager;
- Always there with a cruel prank or a stolen tool.

–Plays–

Witch's Bird Plays:

○— **Go for their eyes**

○— **Spill their secrets**

○— **Shed your feathers**

○— **Strut and declaim**

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

The Witch's Bird

You're familiar-kind, and a crow: alert, playful, inquisitive, unkind.

When you go for someone's eyes, roll. **On a 10+ bit**, you get them both. **On a 7-9 bit**, choose the left or the right. **On a miss**, choose 1 anyway, but they get their hands around your body too. Ask the MC or the other player what they do.

When you open your beak and **spill someone's secrets**, roll. **On any roll**, ask the MC or the other player what you say; have them whisper it to you or pass it to you in a note. **On a 10+ bit**, choose whether you speak it aloud in unmistakable plain language, in the language of crows, or only in an uninterpretable caw. **On a 7-9 bit** or **on a miss**, in unmistakable plain language. **On a miss**, tell the MC or the other player that they can shut you up before you say it, but only by doing violence to you, and ask them whether they do.

When you **shed your feathers**, you take a human form. Describe yourself, and be sure to say what you've done with your wings, your tail, and your beak. Roll. **On a 10+ bit**, you're comfortable in this form and can remain in it as long as you like. **On a 7-9 bit**, it's unpleasant to be out of your own shape, so you must revert to it as soon as you can. **On a miss**, you only partly transform yourself. Give yourself back your wings, your tail, or your beak.

When you **strut and declaim**, first say the matter on which you'll speak or the piece you'll recite, then roll. All present must stop to watch and listen. **On any bit**, choose as many of the following as you like, in any order, repeating freely. Don't dawdle! End with a finale.

- *I command silence and attention with an upraised wing.*
- *I accompany myself with booming claps of my wings and tail.*
- *I let my voice swell in rising emotion.*
- *I get ahead of myself and tumble forward to catch up.*
- *I bump into [x], which teeters precariously and maybe falls.*
- *I let my voice fall softer, to draw the audience closer.*
- *I declaim in pedantic, exacting tones.*
- *I rise and soar above the audience, calling down to them.*
- *I step on my own tail, and brush it aside with dignity.*
- *I step on my own tail, and tumble head over feet.*
- *I punctuate my voice with sharp gestures of my wings.*
- *I come to my point, which is [x].*
- *I lapse into rude doggerel couplets.*
- *I lapse into the language of crows, incomprehensible to all others.*
- *I make an aside to the audience, to wit [x].*
- *I strike an impressive and dramatic pose.*
- *I wander from point to point, never quite arriving at any.*
- *I raise my wings in triumph.*

On a 7-9 bit, after you've chosen 3 or 4, the MC can hold up a finger: come to your finale now, or you'll lose your audience. **On a miss**, you go too far: ask or tell the MC what line you cross.



The Witch's Bird

To play the *Witch's Bird*, create your name, your summer & winter imagery, your place, your plays, your service, 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.

Name:

Choose a name that someone once gave you. Your own name, only other crows can pronounce.

Examples: Luther, Bindle, Marrowmeat, Captain, Sally Sky.

Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Venus chasing the moon, creaking trees, a story passed down a hundred generations, a chill wind, a twisted wire, lightning, shadows on the snow.*
- Choose 1 for summer & 1 for winter: *Glossy black, smoky black, purple-black, midnight black, dull black, matte black, sparkling black, cast-iron black, thunderhead black.*
- Choose 1 for summer & 1 for winter: *Croaking voice, warm voice, hissing voice, soft voice, screeching voice, booming voice, halting voice, soft voice, whispering voice.*
- Choose 1 for summer & 1 for winter: *Broad wings, narrow cutting wings, ragged wings, bright eyes, red amber eyes, ice-blue eyes, hooded eyes, chef's-knife beak.*
- Choose 1 for summer & 1 for winter: *A handsome crow, a lovely crow, a gorgeous crow, an untidy crow, a menacing crow, a melancholy crow, a comical crow, a strutting crow, a peering crow, —.*

You can choose 2 sometimes if you want to, why shouldn't you? Choose your pronouns for summer and for winter as well.

Example:

Summer	Winter
● Creaking trees	○ Shadows on the snow
● Purple-black	○ Cast-iron black
● Halting voice	○ Soft voice
● Broad wings	○ Ice-blue eyes
● A peering crow	○ A menacing crow

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

Place:

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

Plays:

You can make all of the obvious plays and the *Witch's Bird* 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 only your plays' starting rolls; you'll have many opportunities to change them.

Altogether, mark: +2, +2, +2, +1, +1, +1, +1, +1, 0, 0, -1, -1

Service:

If any of the other players' characters are witches, you can choose to serve them. Mark all that apply.

Trappings:

You get all of the listed trappings.

Bindings:

Everybody introduces themselves. On your turn, tell everyone your name, your playbook, your summer imagery, your place in the circus, your wagon, and any of your other trappings you think the others might find noteworthy.

Once everyone's introduced themselves, go around again for bindings. On your turn, ask for volunteers:

- *One of you, I've lost your trust, and you're on constant guard against me. Who? I can never waylay you or go for your eyes. If you like, you can add this to your trappings: "A magical eye of glass or stone, through which I can see as clearly as through my own real eye, even when I'm not wearing it."*
- *One of you, you keep your secrets very carefully from me, and you're on constant guard against me. Who? If I ever size you up or spill your secrets, it counts as a miss, no matter what I roll.*

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 unearg to do so, your debtor may consider it an insult or a worse offense.



Under
Hollow
Hills

◇ = Name:

-Summer-

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Pronouns:

-Winter-

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Pronouns:

-Service-

Are any of the other players' characters witches?

- You can serve the **Crooked Wand**: When they **blindfold someone**, whatever their roll, you choose 1 as well.
- You can serve the **Messenger** (if you think them a witch): When they **see the patterns that connect all things**, you can choose to roll as well, and let them use your roll instead. Ask or tell the MC where you are too.
- You can serve the **Seeker** (if you think them a witch): When they **size someone up** or **sniff the wind**, whatever their roll, you can ask an additional question of your own, any question you like. Share the answer with them if you choose.
- You can serve the **Young Witch**: When they **study someone's play**, you can choose to distract them. If they **put you off**, they mark 1 more study mark; otherwise, 1 fewer.

If none of the other players' characters are witches, or if you don't choose to serve anyone, so be it. You can change your mind when you like, or if the opportunity arises.

-Trappings-

- + A cushion in someone's wagon, or in everyone's, or in everyone's but one.
- + To you, liking something is the same as owning it. Make a list somewhere. It doesn't matter to their real owners — only other cats can tell. But no other cats better like the same thing you like! How would that even work.
- + If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- + [x] is my favorite. Whenever I **chirp and mew at them**, I expect them to understand, so I choose 1 fewer. Whenever I'm **already there** with them, I must choose to be underfoot. Who?
 - + [x] dislikes cats. Or dislikes me, I don't know the difference. Whenever I play them, no matter how, I get +1 to my roll. Who?



-Place-

- + Pet (unreliable);
- + Prop (unreliable);
- + Layabout;
- + Pest control;
- + Always already there, underfoot or looking on.

-Plays-

Witch's Bird Plays:

— Chirp and mew at them

— Show them your claws

— Already be there

— Lose your cool

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

The Witch's Cat

You're familiar-kind, and a cat: contrary, curious, secretive and drowsy.

You can speak freely to your witch, if you serve one, but when you want to speak to someone else or tell them something, you can only **chirp and mew at them**. Roll. **On a 10+ bit**, choose 3 of the following. **On a 7-9 bit**, choose 2:

- I'm not hungry, though. Stop pointing at my food.
- No, everything is not okay, something's wrong.
- You forgot about something. No, I can't tell you what.
- Yes, something is pissing me off. No, I can't tell you what.
- No, don't pet me. Stop it.
- Yes, follow me, that's right. I lead you to [x].
- Start naming your friends, I'll tell you when you name the one I mean.

On a miss, choose 1, but if they don't get it, give up. You can take it as an insult, if you choose.

When you **show someone your claws**, or your narrow eyes, or your twitching tail, roll. **On a 10+ bit**, at any future time, you can lay into them with no warning. **On a 7-9 bit**, the same, but they can take the threat as an insult, if they choose. **On a miss**, lay into them right now or forget about it.

When you're **already there**, roll. You've been here all along, even if it's impossible, implausible, or unlikely. **On a 10+ bit**, choose 2 of the following. **On a 7-9 bit**, choose 1:

- You saw and heard everything. If necessary, ask the MC what happened before now. (Otherwise, you weren't paying attention before, so you only see and hear what happens from this moment on.)
- You're underfoot. You **waylay someone**; say who and make that play now. (Otherwise, you're out of their way.)
- Nobody notices you, even still. (Otherwise, ask who notices you.)
- You're cozily situated, warm, dry, and safe. Say where. (Otherwise, ask the MC where you are.)

On a miss, you're there now, but somebody catches you arriving. Ask who.

When you **lose your cool**, you startle, yowl, hunch your back, puff out your tail, lay back your ears, hiss, snarl, and/or low-growl. Roll. **On any roll**, everyone around you must immediately stop and do whatever it takes to regain their own cool, or else you'll **lay into them**. Choose the worst offender, the obvious target, or someone at random. **On a 10+ bit**, when everyone else is cool, you're cool too. **On a 7-9 bit**, when everyone else is cool, still, you only seem cool. If anyone makes any sudden moves, however innocent, or acts uncool in any way, you **lay into them**. Stay this way for a while. Decide for yourself when it's passed but don't announce it. **On a miss**, even when everyone else is cool, you're still stuck. You'll need a friend to draw you out.

You can only **lay into someone** if you've first **shown them your claws** or **lost your cool**. You scratch them up good, and they're almost certainly wounded, shocked, affronted, or dismayed. But in addition, name a delicate and exposed part of them, like their cheek, eyelid, or lip. Let them know that somehow during your attack you got a claw into it.



The Witch's Cat

To play the *Witch's Cat*, create your name, your summer & winter imagery, your place, your plays, your service, 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.

Name:

Choose a name that someone once gave you. You know and recognize it, but you only answer to it when you feel like it.

Examples: Tourmaline, Mr. Spooky, Poison Pen, Blossom, Peppermint, Rascal, George, Goatmilk the Cat, Stripey, Kibs.

Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Nighttime rooftops, wildflowers, rain-specks, the new moon, the golden moon, the sun in splendor, bumblebees, path-pebbles, wind-waving grass.*
- Choose 1 for summer & 1 for winter: *Curious, playful, wary, demanding, annoying, thieving, underfoot, prowling, hunting, yowling, purring, lazy, preening, indifferent, suspicious, spiteful, cruel, affectionate, fastidious, impatient, restless, indulgent, self-satisfied, fractious.*
- Choose 1 for summer & 1 for winter: *Black, calico, brindle, tortoiseshell, ginger, blue, white, cream, brown, cinnamon, faun, tuxedo, tips, gray, shot-silk, marble, harlequin, sphinx, —.*
- Choose 1 for summer & 1 for winter: *Yellow eyes, green eyes, blue eyes, brown eyes, violet eyes, mismatched eyes, narrow eyes, wide eyes, gleaming eyes, glowing eyes, glittering eyes, stony eyes.*
- Choose 1 for summer & 1 for winter: *Oldish, kittenish, biggish, smallish, cute, pretty, sleek, shaggy, raggedy, crooked, bony, fluffy, —.*

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

Choose your pronouns for summer and for winter as well.

Example:

Summer	Winter
● Nighttime rooftops	○ The new moon
● Yowling	○ Indifferent
● Blue	○ Blue
● Green eyes	○ Gleaming eyes
● Sleek	○ Bony

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



Place:

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

Plays:

You can make all of the obvious plays and the Witch's Cat 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 only your plays' starting rolls; you'll have many opportunities to change them.

Altogether, mark: +2, +2, +2, +1, +1, +1, +1, +1, 0, 0, -1, -1

Service:

If any of the other players' characters are witches, you can choose to serve them. Mark all that apply.

Trappings:

You get all of the listed trappings.

Bindings:

Everybody introduces themselves. On your turn, tell everyone your name, your playbook, your summer imagery, your place in the circus, your wagon, and any of your other trappings you think the others might find noteworthy.

Once everyone's introduced themselves, go around again for bindings. On your turn, ask for volunteers:

- *One of you dislikes cats. Or dislikes me, I don't know the difference. Who? Whenever I play you, no matter how, I get +1 to my roll.*
- *One of you, you're my favorite. Who? Whenever I chirp and mew at you, I expect you to understand, so I choose 1 fewer. Whenever I'm already there with you, I must choose to be underfoot.*

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. Normally, there's no coming back from true death, but you're a cat. They say you have 9 lives, but the truth is, you have as many as you want. So...

You never suffer true death. Even cold iron only kills you, it doesn't truly kill you.

If you die, don't bother reminding the circus to **celebrate a change in its roster**. You can return whenever you like.

Insults:

When someone insults you, you're allowed by fairy law and your feline 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 demands that you make good and deliver the balance. If you are recalcitrant or uneager to do so, your debtor may consider it an insult or a worse offense. Still, they should be realistic. You're a cat.

◇ = Name:

-Open-

-
-
-
-
-

Pronouns:

-Wary-

-
-
-
-
-

Pronouns:

-Trappings-

- A hand-me-down cart, creaking, rattling, dripping when it rains, pulled by a blunt-horned bored old ox.
- A few personal belongings: a comb, eyeglasses, a ring with a moonstone, a rain hat, a pretty little rosewood chanter, a photo of your cat.
- A handbound book with more pages than it should have: half diary, half spellbook, half almanac, half scrapbook.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- [x] was the one who invited me into the circus, to learn what I could. If I ever insult them, they can revoke my invitation, and I don't know what will happen then. Who?
- [x] doesn't love humankind and, as the servant and guardian of a human community, takes me for an enemy. If I ever win them over, they must willingly teach me one of their plays. Who?



-Place-

- Tickets & Usher;
- A Face in the Troupe, a Voice in the Chorus;
- Timekeeper & Moon-counter;
- Gopher & Dogsboddy;
- Always there, eyes and ears open.

-Plays-

Young Witch Plays:

- — Reserved for study
- — Reserved for study
- — Reserved for study
- — Touch them with iron

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

Reserve for study: +2, +1, -1

Mark in your plays: +2, +2, +1, +1, +1, +1, 0, 0, -1

The Young Witch

You are a human being, a young witch. You have responsibilities and ties to a community in the mortal human world. You're traveling with the circus for just a season, to study and learn things that will help you serve and guard your community when you return home.

You can study others' plays. When someone makes a play that you'd like to learn yourself, list it below by name and playbook, and choose 1:

- Ask the other character to teach you. If they will, mark 3 study-marks, and you're beholden to them.
- Study the other character surreptitiously. Mark 2 study-marks, and if they catch you, you've insulted them.
- Try to work out how its done by yourself. Mark 1 study-mark.

Play:

Playbook:

Study-marks: ○ ○ ○ ○ ○ ○ » ○

Play:

Playbook:

Study-marks: ○ ○ ○ ○ ○ ○ » ○

Play:

Playbook:

Study-marks: ○ ○ ○ ○ ○ ○ » ○

You can erase a play at any time, if you want to study a different play instead. When you do, erase all your study-marks for the old play too.

Once you've marked 6 study-marks, you learn the play and can do it yourself. Assign it one of your reserved rolls.

Once you've learned 3 plays, you've learned all that the circus can teach you. Leave the circus and return to your waiting home and community.

You carry no iron with you — it would be disrespectful to your hosts and teachers, and inimical to your own arts — but *when you touch a fairy with cold iron*, roll. **On any hit**, choose 1 of the following. If the fairy you touch is another player's character, they choose, not you.

- They will promise you anything you ask to be free of the iron's touch. What do you make them promise?
- They are so genuinely frightened of you that they immediately and truly abandon their interests and concerns, flee, and come near you never again.
- You press the iron to them cruelly and they die. Other fairies, not understanding that this is true death, might look for them to return someday, but they never will.

On a 10+ hit, you can keep them quiet while all this goes on. **On a 7-9 hit**, everyone nearby realizes that something's wrong, and can act to investigate or defend themselves. **On a miss**, or should a 7-9 hit go poorly for you, ask the MC what goes wrong, and be prepared for the worst. You've threatened a fairy with true death, and the consequences might be severe.

Touching another mortal with iron has no consequence.



The Young Witch

To play the *Young Witch*, create your name, your bold & careful imagery, your place, your plays, 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.

Nature:

You are a human being, a young witch. You have responsibilities and ties to a community in the mortal human world. You're traveling with the circus for just a season, to study and learn things that will help you serve and guard your community when you return home.

I don't know what you'll learn, but I know that there are any number of things the circus is only too eager to teach you.

Name:

Choose a human name.

Open & Wary Imagery:

- Choose 1: Sky, field, sea, sun, moon, cloud.
- Choose 1: Eyes, hands, lips, hair, face, limbs.
- Choose 1: Blue, red, green, orange, brown, gray.
- Choose 1: Shoes, boots, coat, suit, gown, hat, vest, cloak, hood, jacket, gloves, scarf.
- Choose 1: Mannish, womanish, androgynish, boyish, girlish, childish, queerish, sexy, sexless, charming, forbidding, enticing, unapproachable, —.

For each that you've chosen, customize it. Characterize it differently for open and for wary. You can choose 2 sometimes if you want to, why shouldn't you?

Choose your pronouns for open and for wary as well.

Example:

Open

- The full moon, golden
- Sturdy body, sturdy hands
- Spring green
- Bare-haired under the sky
- Womanish, laughing

Wary

- The moon veiled by clouds
- Slow-moving
- Smoky moss green
- A hand-woven kerchief
- Womanish, not laughing

Begin play fully open: mark all of the lines in the open column.



Place:

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

Plays:

You can make all of the obvious plays and the one Young Witch play. You can study and learn up to 3 plays from others' playbooks.

Mark +2, +1, and -1 next to **reserved for study**. For your plays, mark +2 next to your choice of two, +0 next to two, -1 next to one, and +1 next to the rest. These are only your plays' starting rolls; you'll have many opportunities to change them.

Altogether, mark: +2, +2, +2, +1, +1, +1, +1, +1, 0, 0, -1, -1

Trappings:

You get all of the listed trappings.

Bindings:

Everybody introduces themselves. On your turn, tell everyone your name, your playbook, your open imagery, your place in the circus, your wagon, and any of your other trappings you think the others might find noteworthy.

Once everyone's introduced themselves, go around again for bindings. On your turn, ask for volunteers:

- One of you, you were the one who invited me into the circus to learn what I could. **Who?** If I ever insult you, you can revoke my invitation, and I don't know what will happen then.
- One of you doesn't love humankind and, as the servant and guardian of a human community, you take me for an enemy. **Who?** If I ever win you over, you must willingly teach me one of your plays.

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-

Open & Wary:

Instead of stepping toward summer, you step toward open; instead of stepping toward winter, you step toward wary. When you step toward open, erase one of the marks in the wary column and mark the same line in the open column. When you step toward wary, erase one of the marks in the open column and mark the same line in the wary column.

Whenever you step toward open or toward wary, 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:

For human beings in fairyland, like you, violence is no game.

You can shrug off a verbal assault that would murder any fairy dead, but a sword thrust through you, however playfully, will end your life forever.

Most fairies won't kill you on purpose — it wouldn't occur to them — but they might kill you at any moment by pure whimsical mischance.

Consequently, you must play violence in two different ways.

When you're verbally assaulted, shocked, affronted, or dismayed, choose 1:

- You withdraw in as much fury, and with as much dignity, as your human nature allows.
- You lash out in return, with that distinctive impulsive human passion.
- You consider yourself offended, and will nurse your fleeting human grudge as long as you're able.

When you're physically assaulted or wounded, roll a single die:

- On a 4, 5, or 6, you're wounded and must nurse your injury until it heals.
- On a 2 or 3, you're wounded dangerously, and you need to get skilled help quickly or the wound will kill you. (Any problem solver in the circus will know what to do.)
- On a 1, you're fatally wounded. Die now or die in a few painful minutes.

As a matter of curiosity, not of consequence, when you die, one of two things will happen, entirely outside of your control. The first possibility is that you will plainly and simply die. The second is that you will die, but not plainly: something of your nature will remain in fairyland forever, not alive but animate, some fairy's truly kept thing.

Insults:

When someone insults you, you're allowed by fairy law 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. Lenience is a human trait, not a fairy trait, so if you're moderate in your response, you can set fairy tongues wagging.

Beholden:

When you are beholden, fairy law demands that you make good and deliver the balance. Human honor might compel you too, but it's a lax taskmaster compared to fairy nature. In any event, if you are recalcitrant or uneager, your debtor may consider it an insult or a worse offense.