

The Obvious Plays

When you confront someone, roll. **On any hit**, you interrupt them and they can't proceed without dealing with you. **On a 10+ hit**, they have to choose whether to back down and give you your way, or defy you and force your hand. **On a 7–9 hit**, if they don't want to back down or force your hand, they can try to prevaricate, mollify you, explain, bargain, or justify themselves instead. **On a miss**, ask the Minister of Revels what goes wrong. Perhaps you've tipped your hand.

When you draw someone out, roll. **On any hit**, you seize their attention and they open up to you. **On a 10+ hit**, ask them 2 of the following; they must answer honestly. **On a 7–9 hit**, ask 1.

- What are you considering?
- Where are you open to me, where are you vulnerable, and where are you guarded?
- What are you forgetting, ignoring, or keeping from yourself?
- What do you hope I'll do?
- What are you afraid I'll do?
- What do you expect, and how do you feel about it?

On a miss, ask the Minister of Revels what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you've revealed yourself to them instead.

In circumstances where you can help someone, endanger them, or strike them by drawing them out, add this question:

- I do indeed draw you out, by doing —. What's the effect?

When you put someone off, roll. **On any hit**, they must back off and give you time and space. **On a 10+ hit**, they have to physically leave or let you leave yourself. **On a 7–9 hit**, they can remain nearby, if they choose, and follow along behind you if you leave. **On a miss**, ask the Minister of Revels what goes wrong. Perhaps you've insulted them.

When you set a scene for someone, roll. **On any hit**, you capture their attention and they must hear you out. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1.

- Reveal to them what you'd like them to do. If they accede, offer them a reward or a favor, but if they refuse, you may consider it an insult.
- Reveal to them something you're considering, and judge their reaction to it. Ask their player what they think; they have to tell you. This can be implicit or explicit, and they may or may not realize what they've revealed.
- Offer them something, explicitly or implicitly. If they accept it, they're beholden to you, in proportion, as you judge it, but if they refuse, you may consider it an insult.
- Confide in them or explain something to them. Tell them what you reveal and ask them how they take it. They must answer honestly.

On a miss, ask the Minister of Revels what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you've made yourself beholden to them.

When you size someone up, roll. **On any hit**, ask them questions; they must answer honestly. These are things that you realize about them from just a quick look; you need not speak or interact in any way. **On a 10+ hit**, ask them 2 questions. **On a 7–9 hit**, ask them 1.

- What do you intend to do?
- How far are you prepared to go?
- Where are you confident, and where are you uncertain?
- What do you hope will happen, what do you fear, and how prepared are you for each?

On a miss, ask the Minister of Revels what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you've revealed your attention or your intentions to them.

When you waylay someone, roll. **On any hit**, they must drop everything and deal with your attack. **On a 10+ hit**, choose 2 of the following. **On a 7–9 hit**, choose 1.

- You drive them scrambling back.
- You strike them violently, wounding and dismaying them.
- You seize bodily hold of them.
- You throw them off-balance and they stumble or fall.
- You shock and startle them and they panic or freeze.

On a miss, ask the Minister of Revels what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you've overplayed your position and given them the upper hand.

When you ride disaster down, roll. **On any hit**, you keep your head or keep your feet all the way to the bottom. **On a 10+ hit**, you carry it off with aplomb. Your person, your dignity, and your fortunes are all somehow intact; ask the Minister of Revels where you are now. **On a 7–9 hit**, you're battered and the worse for wear. Ask the Minister of Revels where you are now, and whether you've suffered a shock or an injury, or only indignity and misfortune. **On a miss**, ask the Minister of Revels what goes wrong. Perhaps you haven't managed to keep your feet or your head at all.

When you sniff the wind, roll. **On any hit**, ask the Minister of Revels questions, which they must answer truthfully. **On a 10+ hit**, ask 2. **On a 7–9 hit**, ask 1.

- What's coming this way?
- What's here that I haven't yet seen?
- Whose territory is this? Whose doing?
- If I trust my feet to carry me to safety, where will they take me?
- How could I make myself invisible here, how could I go unnoticed?
- If I trust my nose to lead me to the heart of this, where would it take me next?

On a miss, ask the Minister of Revels what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you've disturbed something or someone without realizing.

When you stand against the tide, roll. **On a 10+ hit**, whatever the tide is, it can neither overcome you nor sweep past you. It breaks upon you and rises no further. **On a 7–9 hit**, the tide washes past you, but you're a promontory against it. While you can't stop it from rising and overcoming those around you, it can't move you, and perhaps you can offer strength or shelter to those who can reach you. **On a miss**, ask the Minister of Revels what goes wrong. Perhaps the tide drowns you after all.

Fighting:

When you fight with someone, you do it by confronting them, in which case you can strike and injure them if they force your hand; by drawing them out, in which case you can strike and injure them by choosing to draw them out to that effect; or by waylaying them, in which case you strike and injure them if you choose the option to do so.

For a fight on equal footing between ready opponents, they each roll to draw the other out. For NPCs, the Minister of Revels rolls.

Should an NPC waylay you, the Minister of Revels doesn't roll for them. Instead, generally speaking, you should ride disaster down. Under some circumstances you might be able to play it differently, but as a rule, ride disaster down.

The consequences of striking and injuring someone depend on their nature, fairy or mortal.

For details, look under "Violence" on the reverse of the players' character sheets, and under "Fighting" on the Minister of Revels' reference sheet.