

# Under Hollow Hills: the Playbooks

## The Circus:

There is a traveling circus under the hollow hills. You are its performers, its ringmaster, its clowns, its sideshow, its stars. You are fairy kind and human kind, and you perform for great and small, revelers all.

You go where you choose, and to you a human child's birthday party in a vacant lot is the same as the command performance of a great Crowned Head of fairyland. (And *more like stuffed head*, saith the Hob.)

## The Playbooks:

Before you play, choose a playbook.

One of you must play the *Mistress of Ceremonies*. Your job isn't to play a fairy in the circus, but to give the circus places to perform and audiences to perform for. You get to run ahead of the circus planting thorn bushes, you get to make one audience member bored and another eager, and you get to shout helpful suggestions whenever you have one. Someone should volunteer now!

Everyone else, choose one of these circus playbooks following.

## The Boondoggle Hob:

You're goblin kind: strong, wry, grand and uncouth.

In the circus you can be ringmaster, performer, cook, and heel dragger. You're always there to comment upon others' work.

You might play someone by *distracting them with tricks & visions*, or by *provoking them*. You might play a situation by *making yourself something else*, or by *sbrugging it off*.

(And *fair, fair, all fair*, saith the Hob.)

## The Chieftain Mouse:

Note that while "chieftain" is a gendered word, gender is a game in fairyland, and you can play it however suits you.

You're mousey kind: valorous, honorable, romantic, and loyal.

In the circus you can be ringmaster, barker & caller, planner, and overseer of work. You're always there with an observation.

You might play someone by *addressing them courteously*, or by *sitting counsel with them*. You might play a situation by *seeking out the little wild things*, or by *summoning the Mousy Clans*.

(And *here's you with your stature greater than your stature*, haw haw, saith the Hob.)

## The Crooked Wand:

You're witchy kind: practical, private, insightful, and calculating.

In the circus you can be fortune teller, conjurer, planner, and problem solver. You're always there with a secret to tell.

You might play someone by *blindfolding them*, or by *laying them bare*. You might play a situation by *sinking into the mud*, or by *throwing the bones*.

(And *secrets within the secrets, you, but I see the kindness you're hiding and don't think I don't*, saith the Hob.)

## The Crowned Stag:

Note that while "stag" is a gendered word, gender is a game in fairyland, and you can play it however suits you.

You're fairy nobility: regal, generous, self-involved, and radiant.

In the circus you can be performer, ringmaster & host, planner, and worker. You're always there, gorgeous and flirty.

You might play someone by *catching eyes with them*, or by *standing regal before them*. You might play a situation by *stepping into the woods*, or by *summoning your court*.

(And *a true majesty, a true gorgeous majesty you are*, saith the Hob. And *never you let us forget it!*)

## The Feather-Cloak:

You're shifty kind, and a bird: resourceful, cheerful, busy, graceful, and humble.

In the circus, you can be barker & caller, aerialist & tumbler, lookout, and provisioner. You're always there with advice and gossip.

You might play someone by *making them blink*, or by *servicing them tea and honeycakes*. You might play a situation by *hiding away*, or by *watching for your chance*.

(And *your voice it is sweeter than the lark or the linnet or the nightingale at the break of day*, belts out the Hob, with no more sense than that.)

## The Interloper:

You're a human being who's intruding into fairyland intentionally, in disguise, to steal fairy treasure. You've joined the circus because it will provide you cover and bring you to places where treasures abound.

In the circus, you can be purveyor of novelties, trinkets, tickets & refreshments; crew; worker; and lookout. You're always there, watching and listening quietly.

You might play someone by *passing yourself off to them as royalty incognito*, or by *touching them with iron*. You might play a situation by *pocketing something*, or by *taking to your heels*.

(And *a mystery to me, you are, I'm certain*, saith the Hob, adding your Majesty, just to be careful.)

## The Lantern Jack:

You're pisky kind: enchanting, sprightly, full of fun and malice.

In the circus, you can be clown, juggler & tumbler; purveyor of novelties, trinkets, tickets & refreshments; provisioner; and planner. You're always there as a voice of reason.

You might play someone by *daring them to follow you*, or by *greeting them with honest pleasure*. You might play a situation by *tripping it gaily*, or by *vanishing*.

(And *great and small, revelers all*, calls out the Hob. *Direct your attention to the center ring, and ware your pockets! Haw haw!*)

## The Lostling:

You're a human being who once upon a time wandered into fairyland, or once upon a time was stolen by fairies and brought here. Now you barely remember the mortal earth. The circus is your home.

In the circus, you can be performer, crew, creative collaborator, and problem solver. You're always there with encouragement and insight.

You might play someone by *seeing through them*, or by *touching them with iron*. You might play a situation by *appealing to fairy law*, or by *speaking of summer or winter*.

(And *come away, come away, the waters, the wild*, sings the Hob, forgetting somewhat the words, and forgetting outright the tune.)

# The Playbooks

---

## The Nightmare Horse:

You're no "kind" of fairy, you're the Nightmare Horse, unique and yourself: beguiler, bewitcher, dweller in night sky and deep water.

In the circus you can be star, guide, opener & closer of doors, problem solver, and cook. You're always there as a dangerous friend.

You might play someone by *dragging them under*, or by *taking their breath away*. You might play a situation by *changing your form & seeming*, or by *disarming the situation*.

(And do not dare to speak for me, Hob, saith the Nightmare Horse.)

## The Seeker:

You're a human being who's come boldly into fairyland, to win back something that the fairies stole from you. You've joined the circus because you think that it will bring you, in its course, to the thing that was stolen.

In the circus, you can be performer, crew, planner, and worker. You're always there, patient, scowling, eager to be further on the road.

You might play someone by *declaring your wrong to them*, or by *touching them with iron*. You might play a situation by *trusting yourself to fate*, or by *turning your hand to it*.

(And it may be that the road's open to you, saith the Hob, but look, friend, that you strayn't off it.)

## The Stick Figure:

You're a made thing given life and animation by magic: curious, naive, foolish and self-aware.

In the circus, you can be clown, fortune teller, worker, and problem solver. You're always there, trying to fit in.

You might play someone by *blurting out to them what you think is going on*, or by *expressing yourself to them in capering antics*. You might play a situation by *falling apart*, or by *getting to work*.

(And sweep up, broomstick! Haw haw! saith the Hob, but kindly.)

## The Troll:

You're stone troll kind: powerful, undignified, dangerous and patient.

In the circus you can be performer, spectacle, worker, and problem solver. You're always there to lend a hand.

You might play someone by *breaking them*, or by *towering over them*. You might play a situation by *hunkering down*, or by *picking through the leavings*.

(And great and small, revelers all, calls out the Hob. Behold the mountain's sternest boulder, uprooted to stand before you! Wonder at its stature, its power, and its appetite! Is this a bicycle before it? Troll, do you intend to ride this bicycle, or is it your lunch?)

## The Winding Rose:

You're flora kind: tough, beautiful, temperamental, with no patience for fools.

In the circus you can be performer, barker & caller, worker, and problem solver. You're always there with a smile and a cutting line.

You might play someone by *cutting them quick*, or by *laying your hand on them*. You might play a situation by *twining danger around*, or by *withdrawing behind thorns*.

(And a fine fierce beauty, you, saith the Hob, adding quickly, and no offense meant!)

## And Also:

Boneshoes

The Elfin Knight

The Giant's Daughter

Half-a-Fool

The Hobbled Hound

The Messenger

The River-Wise

The Walking Tree

The Weeping Gale

The Witch's Bird

The Worldly Frog

The Young Witch

---

## ◇ = Name:

### -Summer-

- 
- 
- 
- 
- 

Pronouns:

### -Trappings-

- ♦ A big, rumbling wagon pulled by a pair of surly bull-pigs.
- ♦ A polished, knotted skull-club, and a wicked little hook-shaped knife.
- ♦ A raw hide war coat, stained with old adventures, shedding wiry hairs.
- ♦ A pet snake, yellow and black like a hornet, but more wicked and not so tame.
- ♦ A traveling kitchen, jumbled, full of good smells.
- ♦ Books of children's stories, homey recipes, jovial songs, and accounts of murder.
- ♦ A knothole of wood, peer through it and you see what's invisible.
- ♦ If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

### -Bindings-

- ♦ — finds herself consistently on my bad side, all undeserving. Every session, I must find some reason to **confront them**, if I can. Who?
- ♦ I've taken an absolutely unaccountable liking to —. Every session, I must **draw them out**, if at all possible. Who?

### -Winter-

- 
- 
- 
- 
- 

Pronouns:



### -Place-

- ♦ Ringmaster;
- ♦ Performer;
- ♦ Cook;
- ♦ Heel dragger;
- ♦ Always there to comment upon others' work.

### -Plays-

Boondoggle Hob Plays:

— **Distract them with tricks & visions**

— **Provoke them**

— **Make yourself something else**

— **Shrug it off**

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 Boondoggle Hob

When you distract someone with tricks & visions, roll. On a 10+ hit, choose 3 of the following. On a 7-9 hit, choose 2.

- You make something appear from nowhere. What?
- You make something disappear from someone's hand, to reappear elsewhere. What and where?
- You make something disappear from someone's hand, never to reappear, except perhaps in your own pocket later. What?
- You change something into a bird and release it to fly away. What?
- You feed something to something and make it reappear in your hand. What and to what?
- You summon a vision in the air, of something beautiful, terrible, whimsical, or sentimental. What?

...And meanwhile, **on any hit**, no one who can watch your tricks can pay attention to anything else. **On a miss**, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you give the game away.

When you provoke someone, roll. **On any hit**, say something mild, harmless, innocuous, inoffensive, and they absolutely must consider it a terrible insult. **On a 10+ hit**, furthermore, without realizing it, they've taken a weapon into their hand. **On a miss**, say something that they rightly should consider a terrible insult, and if you can't think of any such thing, take it that they've insulted you.

When you make yourself something else, roll. **On any hit**, you become your choice of:

- A big old croaking raven.
- A flight of a dozen starlings.
- Thousands of centipedes, millipedes, beetles, and worms.
- A single black wasp.
- A beautiful young deer, russet red, with a first year's antlers.
- A quizzical and stubborn old mutt dog.
- A burning firebrand, pine-pitch smoky and scattering sparks.

You remain so transformed for as long as you choose. **On a 10+ hit**, afterward, you can vanish into nothing and reappear later. **On a 7-9 hit**, at the end of your transformation, you must return to your own naked self. **On a miss**, instead of transforming yourself, you simply step to full winter.

When you're wounded, shocked, affronted or dismayed, and you shrug it off, roll. **On any hit**, you're unhurt and unaffected and need not choose any response at all. **On a 10+ hit**, you don't even consider their attack to be an insult, but **on a 7-9 hit**, you may. **On a miss**, your attacker chooses how you must respond.



# The Boondoggle Hob

To play the Boondoggle Hob, create your name, your summer & winter 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.

## Name:

Choose a name that sounds like nonsense.

*Examples:* Ermatilla, Harebrake, Kimbledorn, Nighley Bluw.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Fish bones, humus, mushrooms, may thorn, wormy apples, beetles, churned mud, spring peepers, the bullfrog, the rooting boar, poison ivy.*
- Choose 1 for summer & 1 for winter: *Crooked nose, lumpy face, long jaw, pointed ears, pointed face, luminous eyes, shaggy hair, spiky hair, bristly hair, lined face, ugly face, glittering eyes.*
- Choose 1 for summer & 1 for winter: *Berry red, berry black, pine green, pumpkin brown, cream, periwinkle.*
- Choose 1 for summer & 1 for winter: *Stolen clothing, golden fillet, satin gown, heeled boots, silk shoes & pattens, working clothes, tidy apron, stained apron, shapeless felt hat.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

*Example:*

Summer	Winter
● Mushrooms, the bullfrog	○ Fish bones
● Luminous eyes	○ Bristly hair
● Berry black	○ Pumpkin brown
● Stolen clothing, silk gown	○ Stained apron
● Mannish, forbidding	○ Womanish

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 Boondoggle Hob 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 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 finds yourself consistently on my bad side, all undeserving. **Who?** Every session, I must find some reason to **confront you**, if I can.
- One of you, I've taken an absolutely unaccountable liking to. **Who?** Every session, I must **draw you out**, if at all possible.

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



◇ = Name:

-Summer-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A well-made painted cart with a high driver's seat, pulled by a comically small pony.
- A deft and sharp little sword.
- A heraldic shield, hung with pelts of weasel, mink, fox and owl.
- A boar spear nearly five feet long.
- Maps, histories, genealogies, and studies of flora and fauna.
- A blessed stone: place your hand on it and you cannot speak untrue.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- —, though not a mouse, has sworn allegiance to me. I can never lie to them or deny to *sit counsel with them*. Who?
- — has, in the past, rendered worthy service to the Mousy Clans. I can never *put them off* or *waylay them*. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:

-Place-

- Ringmaster;
- Barker & caller;
- Planner;
- Overseer of work;
- Always there with an observation.

-Plays-

Chieftain Mouse Plays:

- *Address them courteously*
  - *Sit counsel with them*
  - *Seek out the little wild things*
  - *Summon the Mousy Clans*
- 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 Chieftain Mouse

Note that while "chieftain" may be a gendered word, gender is a game in fairyland, and you can play it however suits you.

When you address someone courteously, roll. On any hit, they must answer you courteously in return, no matter their intentions or animosity toward you. On a 10+ hit, furthermore, they must address everyone else courteously as well, while you are present. On a miss, while they must nevertheless answer you with courtesy, they may, if they choose, answer you with a cutting and sarcastic false courtesy that you may consider an insult or that may even wound you.

When you sit counsel with someone, roll. On any hit, hear them out, listen carefully, and ask questions to better understand. When you're ready, tell them honestly what you think their best next play might be. If they make that play, they roll it at +3. On a 7-9 hit, however, if they follow your advice, they're beholden to you, and if they decline to follow it, you may take it as an insult. On a miss, give them unthinking bad advice, and if they decline to follow it, you may take it as an insult.

When you seek out the little wild things, roll. On any hit, ask questions; the MC must answer them truthfully. On a 10+ hit, ask 3. On a 7-9 hit, ask 2.

- What news from the little wild birds?
- What news from the bee clans?
- What news from the beetles and worms?
- What news from the star-chasing night winds?
- What news from the voles, the moles, the munks, and the other lesser clans?
- What news from the cousin bats?
- What news from the crows, whom I address from the safety of a brier?
- What news from the old sleepy cat, who no longer hunts?
- What news from the porcupine and the skunk, who fear none?
- What news from the bear, to whose ear I creep?

On a miss, in seeking out the little wild things, you've blundered into a hunter. Ask the MC where you are and what's doing.

When you summon the Mousy Clans, declare who you're summoning, and roll.

- A cadre of seasoned warrior mice, armed for fighting.
- A bonny hundred of worthy mice, eager to work, brawl, sing, dance, & play.
- The beauties of the clans, soft, sweet, playful, and pretty.
- The elders of the clans in all their wisdom.
- The Clans Entire, by their thousands and thousands.

On any hit, they answer your call at once. On a 7-9 hit, though, or on any hit if you're summoning the Clans Entire, the MC chooses a complication that comes along with them:

- Their mothers.
- A rival clan's chieftain to contest your rule.
- Renegade mice recognizing no clan.
- A panther.

On a miss, they don't answer your call, or not in full or not at once, and the MC chooses a complication to explain why.



# The Chieftain Mouse

To play the *Chieftain Mouse*, create your name, your summer & winter 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.

## Name:

Choose a mouse name, and be sure to choose one suitable for a mouse of distinction.

*Examples:* Clover the Fearless, Ezekiel the Deadly, Anatole the Kind, Ruby the Fierce.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Laughing brook, sunlight and leaves, wind in tall grass, the forest floor in autumn, apples, the smell of moss and water, river stones, the crisp winter morning.*
- Choose 1 for summer & 1 for winter: *Handsome whiskers, bright eyes, buck teeth, cute face, soft fur, sober little face, thoughtful frown, curious beauty.*
- Choose 1 for summer & 1 for winter: *Smoke gray, white, pale gray, chestnut, dark brown, golden brown, golden blonde, strawberry blonde, amber, rufus red.*
- Choose 1 for summer & 1 for winter: *Fancy clothing, velvet coat, velvet cape, high boots, well-made plain clothing, worked mail, soft shoes, wool hood, felt hat, rakish cap and cockade.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

### Example:

Summer	Winter
● Sunlight and leaves	○ River stones
● Sober little face	○ Thoughtful frown
● Strawberry blonde	○ Pale gray
● Velvet cape, soft shoes	○ Wool hood
● Girlish, sexless	○ Womanish

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 Chieftain Mouse 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 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, though not a mouse, has sworn allegiance to me. Who? I can never lie to you or deny to sit counsel with you.*
- *One of you has, in the past, rendered worthy service to the Mousy Clans. Who, and what service? I can never put you off or waylay 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.



◇ = Name:

-Summer-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A creaking weather-warped cart, pulled by a cheerful old ox.
- An old weapon, more interesting than it first looks.
- Someone's antique bronze armor, given to you for safe keeping, you forget whose.
- Birch-bark books written with words stolen from the creation of the world.
- A shimmering golden thimble. Rap someone sharply with it and you transform them into a bird, in which form they stay until you release them or they sing the correct song; or a potted plant, in which form they stay until you release them or they bloom flowers; or a hen's egg, in which form they stay until someone cracks the egg or they hatch themselves.
- An annoying cat.
- A glowing hot coal that will never cool.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- I once turned — into a little bird, put them in a cage, and let my cat stare at them with its yellow eyes. I can never again *waylay them* or *blindfold them*. Who?
- — once confessed to me their heart's true love and longing. I can never *put them off*. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:

-Place-

- Fortune teller;
- Conjuror;
- Planner;
- Problem solver;
- Always there with a secret to tell.

-Plays-

Crooked Wand Plays:

- — *Blindfold them*
  - — *Lay them bare*
  - — *Sink into the mud*
  - — *Throw the bones*
- 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 Crooked Wand

*When you blindfold someone*, roll. **On any hit**, you rob them of some of their sense or some of their senses. **On a 10+ hit**, choose 2. **On a 7-9 hit**, choose 1.

- *They don't notice what — is doing.*
- *They forget —.*
- *They feel safe and out of all danger.*
- *They feel lost, disoriented, and out of all certainty.*
- *Tell them something. They believe it uncritically, as long as they're blindfolded.*

**On a miss**, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps by blinding them to some things, you'll awaken their awareness to others.

*When you lay someone bare*, roll. **On any hit**, you reveal something to them, about them. **On a 10+ hit**, choose 2. **On a 7-9 hit**, choose 1.

- *You reveal to them their secret heart.*
- *You reveal to them the hearts and natures of those nearest to them.*
- *You reveal to them their best way forward.*
- *You reveal to them their lost past.*

*Whichever you choose*, you don't know what they learn, but ask them how they react to the revelation. However, if you have a glass, a basin, or an oracle to read, you can catch a shadow or a mirror image of their revelation. Ask them what you see.

**On a miss**, choose 1 anyway, but in the act, you lay yourself bare as well. The MC chooses 1 against you, and asks you how you react in turn.

*When you sink into the mud*, roll. **On any hit**, you can't be found, and any trouble that comes, passes you by without touching you. You choose when to emerge. **On a 10+ hit**, choose 1 of the following as well.

- *You emerge healed of any wound, shock, resentment or grudge, with your person and your dignity intact.*
- *You emerge in full summer.*
- *You can bring someone else into and out of the mud with you.*
- *You forget what's come before, and emerge with your mind fresh and clear.*

**On a miss**, any trouble that comes, finds you buried in the mud, unable to escape. You can bring someone else if you choose; they're trapped as well. Ask the MC what's happening.

*When you throw the bones*, roll. **On any hit**, ask the MC questions; the MC must answer them truthfully. **On a 10+ hit**, ask 3. **On a 7-9 hit**, ask 2. You must make up your own questions, and there are no limits laid on them. If the MC's answer is later proven wrong, you may consider it an insult or even a terrible shock. **On a miss**, ask 1 anyway, but then ask the MC what goes wrong. Perhaps the simple act of asking will transform the answer.



# The Crooked Wand

To play the Crooked Wand, create your name, your summer & winter 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.

## Name:

Choose a common name, plus a fantastic name, a sinister image, or a comforting image, and connect them together.

Examples: Grammy Jack, Jenny Undertow, Alice Alivaker, Timothy Bones.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: Broken branches, mud, ravens, the trailing willow, torn lace, smoke from a chimney, drowned roots, vine-twisted wood.
- Choose 1 for summer & 1 for winter: Wrinkled face, hidden beauty, ageless beauty, shining eyes, hooded eyes, blinded eyes, cut out eyes, knotted hair, long beard.
- Choose 1 for summer & 1 for winter: White, gray, deep red, midnight blue, black, brown.
- Choose 1 for summer & 1 for winter: Old clothing, knit gloves, shawl, a floppy hat, a jaunty hat, a subtle brocade, elegant clothing, worn clothing, an antique breastplate or helmet.
- Choose 1 for summer & 1 for winter: 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?

Choose your pronouns for summer and for winter as well.

### Example:

#### Summer

- Mud, ravens
- Wrinkled face, shining eyes
- Gray
- Old clothing, knit gloves
- Womanish

#### Winter

- The trailing willow
- Hidden beauty
- Midnight blue
- A subtle brocade
- Queerish

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 Crooked Wand 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 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 once turned into a little bird, put you in a cage, and let my cat stare at you with its yellow eyes. **Who, and why?** I can never again waylay you or blindfold you.
- One of you once confessed to me your heart's true love and longing. **Who, and what or whom?** I can never put you off.

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





◇ = Name:

-Summer-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A wagon changeably cozy and regal, pulled by a proud bull. In your wagon is the best bed in the circus, by far.
- A servant, a silent elfin boggart called Tirophene.
- Sword and armor befitting, laid out in a figured chest, under the bed.
- A musical instrument of mortal make, contrary and unmastered.
- A mirror. Look in it and in your own face you'll see your father's face, your mother's face, your past, your future, what you've lost, what you've kept, and/or what you'll yet have.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — and I dally on occasion and we're easy in one another's company. If I **confront them**, **put them off**, **waylay them**, or **stand regal before them**, they may consider it an insult. Who?
- I've treated —'s feelings too thoughtlessly before now. I can never again **open up to them**, and if I **catch eyes with them**, I make myself beholden to them, whatever they choose. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:

-Place-

- Performer;
- Ringmaster & host;
- Planner;
- Worker;
- Always there, gorgeous and flirty.

-Plays-

Crowned Stag Plays:

- — **Catch eyes with them**
- — **Stand regal before them**
- — **Step into the woods**
- — **Summon your court**

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 Crowned Stag

Note that while "stag" is a gendered word, gender is a game in fairyland, and you can play it however suits you.

When you catch eyes with someone, and you mean it, roll. On any hit, they have to choose: you fight each other, or you fall passionately into each others' arms. On a 10+ hit, they can choose one now, then change their mind and choose the other in a little while instead, if they want to. On a miss, they can still choose one if they want to, but if they want neither, they can grin or scowl or look away instead.

When you stand regal before someone, roll. On a 10+ hit, choose 3 of the following. On a 7-9 hit, choose 2. If there are more people here than one, decide whether your choices apply to one, some, or all of them.

- They must stop and take a step back from you.
- They bend a knee, reflexively.
- They may not speak, act, or depart until you give them leave.
- Invite them to come forward and address you. They must.
- Bid them welcome and to make free. Your hospitality now prevails here, for them, above any other law and custom.

On a miss, they must stop and take a step back, but then they're free to act as they choose.

When you step into the woods, roll. You can bring friends with you, if you invite them and they choose to come. On any hit, choose 1 of the following.

- You're in wild orchards, where the apples and pears grow boozy and feral. There's a fast-moving little old ciderer.
- You're in a place of comfort and leisure, with steaming hot pools and mossy bowers under the swaying, whispering trees. There are night-singing birds.
- You're in the dark woods, where the trees have turned cruel and treacherous tracks lead. There's danger.
- You're at a "hunting lodge," in fact a woodland palace of twenty rooms. There's a staff of elfin servants, fussy, disapproving, and eager to please.
- You're at a place of high wild beauty, a wooded craig close to the stars, with an ancient stone circle and a spring of water so pure and cold that you can become drunk on it.

On a 10+ hit, in addition, look for it and you'll find the royal road to the court of your father, the King of the Forest, with white birches standing honorguard. On a miss, you're lost in the woods, and separated from your companions. Ask the MC where you are.

When you summon your court, declare who you're summoning and roll.

- Your bodyguard, 8 fearless stags, themselves royalty.
- A dozen of your courtiers, each more beautiful and gracious than the last.
- Your teachers and advisors, steadfast, loyal and wise.
- Your warrior elite: ten of wolf, ten of eagle, ten of walking blackthorn, and ten of elfin skirmishers.
- Those of the other players' characters whom you consider to be in your court.

On a 10+ hit, they answer your call at once. On a 7-9 hit, only one or two of them appear now, with the rest prepared to come, if you still indeed require them, at their best convenience. On a miss, the same as on a 7-9 hit, except that you're beholden to all who come.



# The Crowned Stag

To play the Crowned Stag, create your name, your summer & winter 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.

## Name:

Choose a noble name, and make your family name include a reference to the forest, the seasons, or the natural wilds.

*Examples:* Alinor Coldrill, Catherine Reed, Richard Springtree, Robert Alder.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *The lightning arc, thunder echoing off the hills, the morning breeze, drumbeats, the driving storm, deep pools, ripe cherries, the curling vine, antlers in velvet, antlers in bloody rags, antlers of copper, antlers of silver.*
- Choose 1 for summer & 1 for winter: *Wide smile, big eyes, laugh lines, long braids, elaborate braids, curling hair, sweet mouth, lean, curvy, long legs, trim beard, long beard, full beard.*
- Choose 1 for summer & 1 for winter: *Tawny gold, burnished copper, warm black, walnut black, red-brown, pine green, birch white, beech gold, sea green, sea blue, violet, cherrywood brown.*
- Choose 1 for summer & 1 for winter: *Simple clothing, the plaid, silk blouse, tight cut pants, linen shirt, linen gown, cotton shift, cotton shirt, velvet vest, velvet corset, jewelry.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

*Example:*

### Summer

- Thunder echoing off the hills
- Laugh lines
- Tawny gold
- Silk blouse, tight cut pants
- Mannish, sexy

### Winter

- The driving storm
- Full beard
- Sea blue
- Velvet vest
- Sexy, forbidding

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 Crowned Stag 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 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, you and I dally on occasion, and we're easy in each other's company. **Who?** If I should **confront you, put you off, waylay you, or stand regal before you**, you may choose to consider it an insult.
- One of you, I've treated your feelings too thoughtlessly before now. **Who?** I can never again **open up to you**, and if I **catch eyes with you**, I make myself beholden to you, whatever you choose.

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.



◇ = Name:

-Summer-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A small tidy wagon festooned with ivy, pulled by a gentle mare with a little foal gamboling alongside.
- A changeable cloak of real and embroidered feathers, warm and waterproof.
- Neat crates and bundles of useful things: buttons, buckles, ribbons, needles and thread, candles, combs, wire, scissors, sharpening stones, polish, paint, grease, and sweets.
- Teas, teacakes, teapots, cups, and saucers.
- A tiny golden crown: pin it to your cloak and you may go as a bird.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- I once beat — in a challenge. I can never again *draw them out*. Who?
- — sheltered me in a time of great danger. I can never *put them off* or *bide away* from them. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:



-Place-

- Barker & caller;
- Aerialist & tumbler;
- Lookout;
- Provisioner;
- Always there with advice and gossip.

-Plays-

Feather-Cloak Plays:

- — *Make them blink*
- — *Serve them tea and honeycakes*
- — *Hide away*
- — *Watch for your chance*

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 Feather-Cloak

When you make someone blink, roll. On any bit, choose 1 of the following.

- They thought you were one place, but no, you're someplace else.
- They thought they were ready, but no, you've caught them off guard.
- They thought they were paying attention, but no, their attention wandered.
- They thought they had something well in hand, but no, they've lost their grip on it.
- For a second they thought they saw something startling, and it leaves them uncertain. What?
- You really do something or they really see something startling, and it leaves them astonished. What?

On a 10+ bit, however you decide to play it now, take +1 to your roll. On a miss, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps they've been onto you all along.

When you serve someone tea and honeycakes, roll. Your magic can help them change their fate. On any bit, they may, as they wish, become invisible until the next setting of the spheres, sun or moon. On a 10+ bit, choose 1 of the following that they may, if they wish, also receive.

- Comfort, calm, and courage.
- Good fortune and increase, up to and including a coming child.
- Progress toward summer.
- Insight into the weakness of their rival or enemy.
- Some favor of the one they name, and if their intended refuses, it's an insult to you, your magic, your tea, and your cakes, all.

On a miss, they choose 1 of the above to receive for themselves, but they do not become invisible.

When you hide away, roll. On any bit, no one can find you, no matter how carefully they search, and no trouble alights on you. You choose when to emerge. On a 7-9 bit, choose 1 of the following, though.

- Someone carries you off by accident. Ask the MC where they're taking you.
- The effort to keep so still chills you. Step toward winter.
- You're sharing your hiding place with something small and nosy. Ask the MC what or who.
- You forget what's come before, and emerge with your mind befuddled.

On a miss, you hide between worlds, and when you emerge from your hiding place, you're no longer with the circus. Ask the MC where you are now.

When you watch for your chance, roll. On any bit, choose 1 of the following to tell the MC.

- At the precise moment that — happens, I do —.
- — happens just when I predicted it, and I'm already in motion. I do —.
- Eventually — happens, right? When it does, I do —.
- If — happens, I'm going to notice it or realize it at once. Does it? If it does, I do —, but if it doesn't, I do —.

On a 10+ bit, however you decide to play it next, take +1 to your roll. On a miss, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps your very act of watching changes what will happen.



# The Feather-Cloak

To play the Feather-Cloak, create your name, your summer & winter 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.

## Name:

Choose a color and a short name, and combine them in either order.

*Examples: Yellow Jo, Bob White, Sallie Blue, Periwinkle Kim.*

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Nests, bracken, sunbeams, mossy stones, willow catkins, little running streams, pine cones, snow storms, red berries, fog, branches clacking in the wind.*
- Choose 1 for summer & 1 for winter: *Bright eyes, dancing eyes, bushy eyebrows, trilling laugh, two-tone hair, soft hair, downy beard, quick body, compact body, spindly limbs, round face, sharp features.*
- Choose 1 for summer & 1 for winter: *Soft gray, golden brown, buttercup yellow, sky blue, copper-flecked black, moss green, leaf brown, glittering black, speckled black and white.*
- Choose 1 for summer & 1 for winter: *Long striped stockings, a velvet hood, many pockets, brass buckles, a cob-web lace gown, a fine shirt with ruffles at the neck, weather-worn rough coat, bright-colored linen vest, drab clothes, neatly cut clothes, sweet-smelling clothes.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

*Example:*

Summer	Winter
● Mossy stones	○ Pine cones
● Trilling laugh	○ Compact body
● Copper-flecked black	○ Leaf brown
● Many pockets	○ Brass buckles
● Womanish	○ Girlish

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 Feather-Cloak 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 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 once beat in a challenge. *Who?* I can never again draw you out.
- One of you sheltered me in a time of great danger. *Who?* I can never put you off or hide away from 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 unearner to do so, your debtor may consider it an insult or a worse offense.





◇ = Name:

-Free-

- 
- 
- 
- 
- 

Pronouns:

-Careful-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- ♦ A corner in a friendly wagon where you can ride and sleep, curled up in your blanket. You don't need much.
- ♦ A human memory: a loved one's face, a farm on a hillside, warm evenings by firelight, a job in a town with neighbors and employer.
- ♦ Fairy poison you've dropped into your eyes. Weep, and you'll wash it out and return to mortal life.
- ♦ A key, a nail, or some other piece of cold iron. No fairy can bear its touch, so it'll betray you to any who see it.
- ♦ If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- ♦ — knows what I am, but keeps confidence for their own reasons. I can never *confront them* or *pass myself off to them as royalty incognito*. Who?
- ♦ — is my honest friend, though they don't know what I am. I can never *put them off*, and if I ever *touch them with iron* they must choose to die. Who?



-Place-

- ♦ Novelties, trinkets, tickets & refreshments;
- ♦ Crew;
- ♦ Worker;
- ♦ Lookout;
- ♦ Always there, watching and listening quietly.

-Plays-

Interloper Plays:

- — *Pass yourself off to them as royalty incognito*
- — *Touch them with iron*
- — *Pocket something*
- — *Take to your heels*

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 Interloper

*You are a human being who's intruding into fairyland intentionally, in disguise, to steal fairy treasure.*

*When you pass yourself off to a fairy as royalty incognito, roll. On any hit, they must defer to you without acknowledging you in any way. On a 7-9 hit, they may gossip about it afterward, but on a 10+ hit, they may not even do that. On a miss, perhaps they defer to you as on a hit, or perhaps they swear incognito allegiance to you and become your most loyal incognito servant, and perhaps you'll never know which.*

You can pass yourself off to other mortals as well. Since they aren't so innately bound by fairy laws, they may choose to behave as fairies, according to your roll, but they may also squint skeptically at you and wonder what and who you really are.

*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, ask the MC what goes wrong, or should a 7-9 hit go poorly for you, be prepared for the worst. You've stolen uninvited into fairyland, and threatened a fairy with true death, and the consequences might be severe.*

Touching another mortal with iron has no consequence.

*When you pocket something, name it and roll. On any hit, you have it, unnoticed. On a 10+ hit, you have it profoundly, and its erstwhile owner's erstwhile claim to it is already fading from everyone's minds. On a 7-9 hit, it's true that you're holding it in your pocket, but it's not true that you have it, and neither it nor anyone else will believe that it belongs to you. On a miss, it signals its owner somehow that it's been taken or misplaced, though it can't reveal itself or finger you.*

*Think metaphorically too, mortal kind.*

*When you take to your heels, roll. On any hit, you flee to safety. On a 10+ hit, you reach a place of genuine security where you can regroup, gather your thoughts, and decide on your next play. On a 7-9 hit, you're out of immediate danger, but not yet secure. Either way, ask the MC where you are. On a miss, ask the MC what goes wrong. Perhaps you'll flee straight into danger even worse than you left.*



# The Interloper

To play the *Interloper*, create your name, your free & 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's intruding into fairyland intentionally, in disguise, to steal fairy treasure. You've joined the circus because it will provide you cover and bring you to places where treasures abound.

I don't know what it is that you seek, but you've certainly heard of such things as a purse that never empties of coins, potions of true love or immortality, coats of invisibility, rings of good luck, flying boots, harps that play themselves and sing with beautiful maidens' voices, swords that can carve through armor or stone, and bullets that never miss their mark.

## Name:

Choose a human name.

## Free & Careful Imagery:

- Choose 1: Sky, field, cloud, sun, moon, wind.
- Choose 1: Jaw, eyes, hands, hair, face, lips.
- Choose 1: Blue, red, green, orange, brown, gray.
- Choose 1: Mask, shoes, boots, coat, suit, gown, hat, vest, cloak, hood, 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 free and for careful. You can choose 2 sometimes if you want to, why shouldn't you?

Choose your pronouns for free and for careful as well.

Example:

### Free

- A low, golden full moon
- Laughing eyes
- Warm earth-red
- Brocade vest
- Womanish

### Careful

- A hard, cold, high full moon
- Guarded eyes
- Deep bloody red
- Brigandine vest, silk mask
- Womanish, sexless

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

Under  
Hollow  
Hills



## 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 Interloper 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 free 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 knows what I am, but keeps confidence for your own reasons. *Who?* I can never **confront you** or **pass myself off to you as royalty incognito**.
- One of you is my honest friend, though you don't know what I am. *Who?* I can never **put you off**, but if I ever **touch you with iron** you must choose to die.

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-

## Free & Careful:

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

Whenever you step toward free or toward careful, 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-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A wagon more spacious than seems likely, pulled by a truly gargantuan stag- or rhinoceros beetle.
- A minor infinity of silk scarves.
- A trunk overflowing with jugglers' balls, torches, knives, candles, jugs, bunnies, slapsticks, sparklers, squibs, fans, whirligigs, rattles, whistles, and some fat complacent old parakeets.
- A shillelagh to guard you, and who's laughing now?
- Crates and bottomless barrels of unsavory foodstuffs. Turnip mead, salt-brined cheese, lentil sausages spiced with pungents, Moxie.
- A dragon's egg.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — practices and performs with me as a tumbler. We can *trip it gaily* together: I roll, and we take turns choosing. They can even *trip it gaily* without me: they roll, using their roll for *weathering the storm*. Anyway, who?
- I've led — into one misadventure too many. I can never again *open up to them* or *dare them to follow me*. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:



-Place-

- Clown, juggler & tumbler;
- Novelties, trinkets, tickets & refreshments;
- Provisioner;
- Planner;
- Always there as a voice of reason.

-Plays-

Lantern Jack Plays:

- — Dare them to follow you
- — Greet them with honest pleasure
- — Trip it gaily
- — Vanish

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 Lantern Jack

When you dare someone to follow you, if they do, roll. On any hit, choose 1 of the following.

- Ask them where their (choose 1) greed, lust, or ambition would take them. You know a secret way there, and you take them there unchallenged.
- Ask them where their (choose 1) heart, dreams, or fate would take them. You know a secret way there, and you take them there unchallenged.
- You lead them to wonderful treasure. Ask the MC what and where.
- You lead them to a trackless place and abandon them up to their knees in cold muck-water.
- You lead them to the best seats in the circus, and later they'll find that they paid a premium to sit there.
- You lead them wherever you want to. Where?

On a 10+ hit, in addition, they're beholden to you for serving so faithfully as their guide. On a miss, you and they get lost together. Ask the MC where you are now.

When you greet someone with honest pleasure, roll. On a 10+ hit, any grudge, grievance, or unfinished business between you vanishes, for real. On a 7-9 hit, they choose: let unfinished business vanish, as for a 10+ hit, or hold onto it. If they hold onto it, though, and bring it up again, they're insulting you. On a miss, you're insulting them by pretending there's no unfinished business between you.

When you trip it gaily, roll. All present must stop to watch you. On any hit, choose as many of the following as you like, in any order, repeating freely, as quickly as you can. End with a finale.

- I leap to —.
- I tumble to —.
- I skip to —.
- I roll to —.
- I flutter daintily to —.
- I seize hold of —.
- I produce — from the air or my pockets or the air.
- I slip — into my pocket or under my hat.
- ... contorting myself fantastically all the while.
- ... juggling — all the while.
- I clamber up to —.
- I fall to —.
- I dive to —.
- I strut up to —.
- I swoop to —.
- I make a show of —.

On a 7-9 hit, after you've chosen at least 4 or 5, the MC can hold up a finger: come to your finale now, or you'll lose the crowd. On a miss, choose anyway. The MC counts out a 1-2-3 1-2-3 measure, and when you miss your beat, you misstep, and you end with a stumble instead of a finale.

When you vanish, roll. On a 10+ hit, you've gone. Tell the MC where you reappear. On a 7-9 hit, you're nearby, just invisible. Tell the MC what you do. On a miss, you're invisible except for your hat, your shoes, your ears, or the tip of your nose (the MC's choice which). You think you're all invisible. Tell the MC what you do.



# The Lantern Jack

To play the *Lantern Jack*, create your name, your summer & winter 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.

## Name:

Choose a short name or a really long name.

*Examples:* Erzabettina the Firefly Whisp, Lune, Master Revellesto of the Wire High, Tip, Zoff.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Heat lightning, twinkling stars, ghost lights, the glowing wick after the candle's out, struck sparks, lightning bugs, mossy boles, fresh new shoots.*
- Choose 1 for summer & 1 for winter: *Long nose, lumpy nose, pert nose, no nose, four arms instead of two, beetle wings under your jacket, feelers, a crooked grin, a secret grin, wide eyes, kindly eyes, wild hair, upstanding hair, curly hair, bald as an egg.*
- Choose 1 for summer & 1 for winter: *Pale green, watery blue, beetle blue, iridescent black, iridescent purple, iridescent green, poison green, don't-eat-me yellow, back-off red.*
- Choose 1 for summer & 1 for winter: *Particolor clothing, counterchanged clothing, motley clothing, harlequin clothing, vagabond's rags, mummer's rags, tatterdemalion rags, work clothes, fancy clothes, parody-fancy clothes, outlandishly fancy clothes.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

*Example:*

Summer	Winter
● Struck sparks	○ The glowing wick after the candle's out
● Upstanding hai	○ Kindly eyes
● Don't-eat-me yellow	○ Iridescent green
● Parody-fancy clothes	○ Tatterdemalion rags
● Childish	○ Queerish, sexy

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 Lantern Jack 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 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 practices and performs with me as a tumbler. *Who? We can trip it gaily together: I roll, and we take turns choosing. You can even trip it gaily without me: you roll, using your roll for weathering the storm. Note it on your sheet!*
- One of you, I've led you into one misadventure too many. *Who? I can never again open up to you or dare you to follow me.*

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





◇ = Name:



# The Lostling

## -Free-

- 
- 
- 
- 
- 

Pronouns:

## -Careful-

- 
- 
- 
- 
- 

Pronouns:

## -Trappings-

- A comfortable wagon, remarkable among fairy things for its human touches: its shaped wooden doorhandles, the warmth of its colors, the simple beauty of its trucks and wheels well cared for, the soft-brushed coats and well-fed contentment of its two oxen, the chicken that rides along on its ridge beam.
- Comfortable work clothing, a flashy costume, a subdued costume, and well kept and well mended dress-up clothing. Also, stilts.
- Something of iron that you wear around your neck, by right, token of who you are.
- Memories of the human world, not whole, snatches of song and incomplete vignettes, that come to you in dreams and unbidden.
- A book where you keep your sketches, your journal, your notes and memories.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

## -Bindings-

- — has been traveling with me for a long time. We joined the circus together. I can never *put them off*. Who?
- Normally I'm the one who sees through people, but — has seen through me. I can never *waylay them* or *see through them*. Who?

## -Place-

- Performer;
- Crew;
- Creative collaborator;
- Problem solver;
- Always there with encouragement and insight.

## -Plays-

Lostling Plays:

- — *See through them*
- — *Touch them with iron*
- — *Appeal to fairy law*
- — *Sing of summer or winter*

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

*You are a human being who once upon a time wandered into fairyland, or once upon a time you were stolen by fairies and carried away here. Now you barely remember the mortal earth. The circus is your home.*

*When you see through someone*, roll. **On any bit**, call a quick break in play and talk them over with the MC and your fellow players. See if you can collectively figure them out in symbolic or metaphoric terms: not only who are they really are, but what do they represent, what do they *mean* in the game. Take these insights back into play with you. **On a 7-9 bit**, they realize that you've seen through them, and can react accordingly. **On a 10+ bit**, they don't. **On a miss**, ask the MC what goes wrong. Perhaps they've drawn you in somehow instead.

*When you touch a fairy with cold iron*, roll. **On any bit**, 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+ bit**, you can keep them quiet while all this goes on. **On a 7-9 bit**, everyone nearby realizes that something's wrong, and can act to investigate or defend themselves. **On a miss**, ask the MC what goes wrong, or should a 7-9 hit go poorly for you, 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.

*When you appeal to fairy law*, roll. **On any bit**, fairyland itself judges in your favor, and you choose 1 of the following.

- *Whatever or whoever is threatening you, it or they may not physically harm you, only affront, shock, startle, or dismay you.*
- *Whatever or whoever is constraining you, it or they must accept a gift or tribute from you, then release you and let you pass.*
- *Whatever or whoever is endangering you, must offer you a bargain, a test, or a trial to undertake, and may step only if you break or fail it.*

**On a 7-9 bit**, though, you're beholden to fairyland for its verdict. **On a miss**, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps fairyland not only judges against you, but takes your appeal as an insult in the first place.

Outside of fairyland, appealing to fairy law has no effect.

*When you sing of summer or winter*, roll. **On a 10+ bit**, the place where you are, and all the players' fairies in it, turn toward the season you sing of. Remind the MC to reflect the season's change in the NPCs here. **On a 7-9 bit**, the seasons don't turn, but any players' fairies who can hear your voice do, and any NPCs who hear you also feel the warmth or the chill. **On a miss**, some imperceptible warning shuts you up, you sing about something frivolous instead, and you step toward careful. *You may make this play at most once per session.*



# The Lostling

To play the *Interloper*, create your name, your free & 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 once upon a time wandered into fairyland, or once upon a time was stolen by fairies and brought here. Now you barely remember the mortal earth. The circus is your home.

I don't know whether you want to return to your old life, your old family and home. If you do, I don't know whether you ever can.

## Name:

Choose a human name.

## Free & Careful Imagery:

- Choose 1: Sky, field, cloud, sun, moon, wind.
- Choose 1: Jaw, eyes, hands, hair, face, lips.
- 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 free and for careful. You can choose 2 sometimes if you want to, why shouldn't you?

Choose your pronouns for free and for careful as well.

### Example:

Free	Careful
● A berry bramble in fruit	○ A berry bramble grown wild
● Shaggy hair	○ Tidy braid
● Burnished coppery orange	○ Dull rusty orange
● Bare feet	○ Soft soled shoes
● Womanish, queerish	○ Womanish

Begin play fully free: mark all of the lines in the free 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 Lostling 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 free 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 has been traveling with me for a long time. We joined the circus together. **Who?** I can never put you off.
- Normally I'm the one who sees through people, but one of you has seen through me. **Who?** I can never waylay you or see through 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-

### Free & Careful:

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

Whenever you step toward free or toward careful, 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-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- ♦ A glamorous wagon, pulled by dancing matched geldings.
- ♦ A magical cabinet: reach into it and it will deliver an outfit marvelously well-suited to the occasion at hand.
- ♦ A sharp sword of mortal bronze, stolen from some drowned warrior of ages past.
- ♦ A silver necklace, or bridle, but who dares place it around your neck?
- ♦ A traveling kitchen, tidy and spare, with labeled jars of delicate spices and many fresh, novel things.
- ♦ A polished lake stone, always icy cold, that remembers the secrets of past worlds.
- ♦ If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- ♦ I've fallen in love with —, though naturally I keep the fact from myself. I can never *put them off*. Who?
- ♦ I caught — opening a door they had no business opening. I can never again *draw them out*, nor *disarm any situation* they're a part of. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:



-Place-

- ♦ Star;
- ♦ Guide, opener & closer of doors;
- ♦ Problem solver;
- ♦ Cook;
- ♦ Always there as a dangerous friend.

-Plays-

Nightmare Horse Plays:

- *Drag them under*
  - *Take their breath away*
  - *Change your form & seeming*
  - *Disarm the situation*
- 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 Nightmare Horse

*When you drag someone under*, roll. **On any hit**, choose 1 of the following.

- You seize physical hold of them and drown them. Choose this only if you're near water, and in a position to put your hands bodily on them. They can't stop you.
- They forget utterly who they are.
- Their thoughts fill with paranoid, undeniable, commanding nonsense, creating enemies and dangers from air.
- They fall into a deep sleep, troubled by nightmares, unable to force themselves awake again.
- They feel a terrible weight pressing on them, a terrible cold filling their mouth and nose, a terrible silence engulfing them and they can't seem to get free.

**On a 10+ hit**, you can choose to release and spare them at any time. **On a 7-9 hit**, though, you can't, and they must somehow find their own way back. **On a miss**, they realize the danger they're in and they're able to get away, if they flee right now.

*When you take someone's breath away*, roll. **On any hit**, your eyes meet and they catch their breath. They can't proceed with what they were doing until they've answered you. **On a 10+ hit**, choose 2 of the following to say, and you're telling them the truth. **On a 7-9 hit**, choose 1.

- At this moment, for me the moon rises and sets in your eyes. Will you close them against me?
- At this moment, at any other soul's approach but yours, I would flee. Will you come closer?
- At this moment, no one but you may touch me in safety. Will you?
- At this moment, I will bear no one on my back but you. Will you ride me?
- At this moment, I'm wearing my silver necklace, and if you place your hand on it, I'm yours. Will you?
- This moment is fleeting and there is no other like it. Another instant and I may never be yours. Will you come to my arms?

**On a miss**, they take your breath away instead, and choose 1 against you, if they like, or else they may dismiss you, which you may take as a cruel insult.

*When you change your form & seeming*, roll. **On any hit**, you take the form of a beautiful person; a beautiful horse, with or without a horn; or your true form, the Nightmare Horse, terrible, bloody-fanged and -hooved, drenched in icy water. You remain in this form until you change it again. **On a 10+ hit**, you can also change any one element of your summer & winter, if you want to. **On a miss**, choose: take your true form, the Nightmare Horse, or else take the form of your choice and step at once to full winter.

*When you disarm a situation*, first disarm yourself, and then roll. **On a 10+ hit**, everyone else present must disarm themselves as well. **On a 7-9 hit**, everyone else present must individually choose: disarm themselves, or else insult you and everyone else here and declare themselves enemy to all. **On a miss**, after a moment's hesitation you take your arms back up again.



# The Nightmare Horse

To play the *Nightmare Horse*, create your name, your summer & winter 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.

## Name:

You don't have a name. You are the Nightmare Horse.

Choose a title that you've adopted for others' convenience.

**Examples:** Lord Blue, Her Serene Majesty, Chef, Captain.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Still water, the drowned moon, the crescent moon, rushing falls, salt spray, a thunderstorm, a wild orchard, hyacinths, irises, a chill wind, a twisting horn.*
- Choose 1 for summer & 1 for winter: *Long hair, striking face, sharp teeth, shaggy hair, sleek hair, long legs, shapely legs, long neck, tossing head, mesmerizing eyes, beauty, poise, grace, control.*
- Choose 1 for summer & 1 for winter: *Glossy black, velvet black, iron black, salt-and-pepper, russet, spruce blue, midnight blue, twilight blue, sea green, moss green, bone pale, smoky gray.*
- Choose 1 for summer & 1 for winter: *Rich clothing, elegant clothing, rare jewels, silk mask, silk robes, understated clothing, tasteful clothing, high boots, brass-soled shoes, bare feet.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

**Example:**

Summer	Winter
● A twisting horn	○ The crescent moon
● Long hair, beauty	○ Long hair, control
● Twilight blue	○ Glossy black
● Rich clothing	○ Understated clothing
● Queerish, sexy	○ Queerish, forbidding

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 Nightmare Horse 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 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 fallen in love with you, though naturally I keep the fact from myself. **Who?** I can never **put you off**.
- One of you, I've caught you opening a door you had no business opening. **Who, and what door?** I can never again **draw you out, nor disarm any situation** that you're a part of.

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.





◇ = Name:

-Bold-

○

○

○

○

○

Pronouns:

-Trappings-

- A cart you inherited somehow from its previous owner, small, splintery, drafty in the wind, and the pissy little donkey that pulls it.
- Unmistakeable human clothing: fur and leather, which fairies rarely use; a big oilcloth coat, where fairies rarely mind the rain.
- A token of what the fairies stole from you. Examine it and it'll point the way forward. You followed it here to fairyland and to the circus, and now you're following it on.
- A knife of cold iron. No fairy can bear its touch.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — met me first when I stepped into fairyland, and recognized the justice of my claim. I can never *put them off*, *waylay them*, or *touch them with iron*. Who?
- — is the most amazingly beautiful person I've ever seen, and they make me blush and babble. I can never *confront them* or *size them up*. Who?

-Careful-

○

○

○

○

○

Pronouns:



-Place-

- Performer;
- Crew;
- Planner;
- Worker;
- Always there, patient, scowling, eager to be further on the road.

-Plays-

Seeker Plays:

○— *Declare your wrong to them*

○— *Touch them with iron*

○— *Trust yourself to fate*

○— *Turn your hand to it*

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 Seeker

*You are a human being who's come boldly into fairyland, to win back something that the fairies stole from you.*

*When you declare your wrong to someone*, roll. **On any hit**, they must stop and hear you out. **On a 7-9 hit**, they are moved by the injustice you've suffered, and may, if they choose, consider themselves to be insulted on your behalf. **On a 10+ hit**, they must. **On a miss**, perhaps they hear you out, but they don't have to, and they're indifferent: if fairies stole something from you, well, it's probably because they wanted it for some reason.

If you haven't already decided what the fairies stole from you, decide before you make this play.

*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**, ask the MC what goes wrong, or should a 7-9 hit go poorly for you, be prepared for the worst. You've trespassed brashly into fairyland, and threatened a fairy with true death, and the consequences might be severe.

Touching another mortal with iron has no consequence.

*When you trust yourself to fate*, let go of your instincts and roll. **On any hit**, your fate, in good luck's disguise, will: lead you through, lead you on, lead you back, turn your enemy aside, reveal your enemy's weakness, put your enemy in your power, bring a friend to your side, open a door for you, or put a tool in your hand, in any combination. Ask the MC what happens and where you are now. **On a 7-9 hit**, though, your fate or luck includes some cost, some loss, some injury. Ask the MC what it is. **On a miss**, you should have trusted your own will, not chance. Ask the MC how far you fall, and where to, and it's up to you to recover yourself.

*When you turn your hand to a task or endeavor*, roll. **On any hit**, you accomplish it: you have a patience born of deep impatience, a cool and artful surety born of deep panic, and the true magic of the justice of your cause. **On a 10+ hit**, furthermore, you add to the accomplishment a distinct human quality, a liveliness, inventiveness, or passion that fairies cannot duplicate or ignore. **On a miss**, no one could deny your courage or willingness, but now you cannot accomplish it without help, and you cannot abandon it undone. You need a friend to draw you out or to help you finish.



# The Seeker

To play the Seeker, 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's come boldly into fairyland, to win back something that the fairies stole from you. You've joined the circus because you think that it will bring you, in its course, to the thing that was stolen.

I don't know what it is that you seek, but it could certainly be your baby brother or sister, your own child, your true love, your crown, your fate, or your family's good fortune. You should decide what it is, now or soon.

## Name:

Choose a human name.

## Bold & Careful Imagery:

- Choose 1: Sky, field, cloud, sun, moon, wind.
- Choose 1: Jaw, eyes, hands, hair, face, lips.
- 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 bold and for careful. You can choose 2 sometimes if you want to, why shouldn't you?

Choose your pronouns for bold and for careful as well.

### Example:

#### Bold

- A lashing storm
- Expressive hands
- Bright sky blue
- Open leather jacket
- Girlish

#### Careful

- A lowering gray sky
- Ready fists
- Smoky blue
- Buckled leather jacket, collar turned up
- Girlish, boyish

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

Under  
Hollow  
Hills



## 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 Seeker 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 bold 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 met me first when I stepped into fairyland, and recognized the justice of my claim. **Who?** I can never **put you off, waylay you, or touch you with iron.**
- One of you is the most amazingly beautiful person I've ever seen, and you make me blush and babble. **Who?** I can never **confront you or 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-

## Bold & Careful:

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

Whenever you step toward bold or toward careful, 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-

- 
- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A comfortable place in someone else's wagon: a crate, a trunk, maybe just a hook on a post to hang yourself up on.
- A friendly yellow jacket who makes her nest in your elbow.
- A birch branch broom, bold and steadfast, an excellent listener and a fine dancer.
- An assortment of parts: spare, castoff, scavenged, kept. They're not as fine as your own but they'll serve in a pinch.
- A strong chestplate, a thick skull cap, and heavy solid fists that you can attach at need in place of your hands.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — knows where I came from or who made me, but won't tell me. If I **blurt out to them what I think is going on**, **express myself to them in capering antics**, or choose an option that affects them when I **get to work**, they can freely ignore me, no matter what I roll or what I choose. Who?
- I've taken — to be my especial role model, following them around and trying to match their style and aplomb. I can never **confront them** or **waylay them**. Note that you can change your role model whenever you step toward summer or winter. Who?

-Winter-

- 
- 
- 
- 
- 
- 

Pronouns:



-Place-

- Clown;
- Fortune teller;
- Worker;
- Problem solver;
- Always there, trying to fit in.

-Plays-

Stick Figure Plays:

- — **Blurt out to them what you think is going on**
- — **Express yourself to them in capering antics**
- — **Fall apart**
- — **Get to work**

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 Stick Figure

When you blurt out to someone what you think is going on, roll. On a 10+ hit, if they know better, they have to reveal to you where you're right and where you're wrong, either by answering outright or else by revealing it in their body language, accidental gestures, and tells. On a 7-9 hit, they only have to reveal whether you're right or wrong, or broadly right or broadly wrong. On a miss, they can still choose to reveal whether you're right or wrong, but if they do, you're beholden to them. They can also decide that you've insulted them by being too blunt, too tacky, too indiscreet, too right, or too wrong.

When you express yourself to someone in capering antics, roll. You can do impossible things with your joints and other body parts and you command their attention. On a 10+ hit, choose 2 of the following. On a 7-9 hit, choose 1. On any hit, briefly describe your antics, and...

- It's surprisingly beautiful.
- It's surprisingly poignant.
- It's surprisingly sad.
- It's surprisingly dramatic.
- It's surprisingly funny.
- It's surprisingly frightening.
- It's surprisingly graceful.
- It's surprisingly unpleasant.
- It reveals that I —.
- It reminds you of —.

Ask the MC and/or the other players how they respond. On a miss, choose 1, but ask the MC and/or the other players who notices, and who doesn't notice.

When you fall apart, roll. On a 10+ hit, choose 3 of the following. On a 7-9 hit, choose 2.

- You burst into tears.
- Your arms fall off.
- You lose your head.
- You collapse into a heap.
- You lose your voice.
- You lose your feet.
- You lose your senses.
- You spill your guts.
- You shriek and bellow.
- You break and run.

On any hit, no enemy or circumstance can do any worse to you. Wait until it's over and then pull yourself together again. On a miss, choose 3, and some of the others happen as well, you can't tell and don't know which. You can't recover by yourself, you'll need a friend who can draw you out to help you pick up the pieces.

When you get to work, roll. On a 10+ hit, choose 2 of the following. On a 7-9 hit, choose 1.

- No matter how long or how hard you work, you never tire.
- You make it into a dance and a song that gets stuck in everyone's head.
- You never complain, not even once, not even when — messes up the work you've done so far and you have to redo it.
- People can't help but joining in. Name a person or two who really can't help it, then ask if anyone else joins in too.
- Your work is so exacting and careful that, though it will be perfect, you'll never finish it, not if you work a hundred years.
- No matter who else joins in, you work faster, better, and more cheerfully than they do.

On a miss, choose 1, and in addition, you can't stop working even after the work is done. To stop, you'll need a friend to draw you out.



# The Stick Figure

To play the *Stick Figure*, create your name, your summer & winter 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.

## Name:

Choose a made up name that someone else once gave you.

*Examples:* Cobbles, Grampy Pillbutton, The Teapot Girl, Moot.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Water wheel, bellows, oil lamp, teakettle, grinding stone, sled runners, hinges, leaf spring, coil spring, pocketwatch, smoldering brazier, bone ribbing, stays, turnbuckles, clasps, cranks, wicker withes, paste, daub, marbles, mannikin, dressmaker's form, knotted string, ribbons.*
- Choose 1 for summer & 1 for winter: *Broad smile, painted lips, mirror eyes, gemstone eyes, painted eyes, pearl eyes, glass lens eyes, mismatched limbs, visible construction, fake face, elegant mask, carefully painted mask, crude mask, doll-like face, porcelain hands, wicker hands, mitten hands, hewn body, lumpy body, powerful body, turnip head.*
- Choose 1 for summer & 1 for winter: *Tin gray, bronze, copper, plaster white, inky black, oil black, garish tempera paint primaries, straw yellow, willow green, walnut black, oak tawny, canvas white, muslin brown.*
- Choose 1 for summer & 1 for winter: *Mismatched clothing, castoff clothing, an old costume, one boot and one shoe, a ratty scarf, a pretty dress, a borrowed coat from you forget who, wooden shoes, felt mitts, a ragpatch cape, a battered top hat, a felt hood, eyeglasses with a broken lens, a straw hat with a hole chewed out of it.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

## Example:

### Summer

- A twisting horn
- Long hair, beauty
- Twilight blue
- Rich clothing
- Queerish, sexy

### Winter

- The crescent moon
- Long hair, control
- Glossy black
- Understated clothing
- Queerish, forbidding

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 *Stick Figure* 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 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 knows where I came from or who made me, but won't tell me. **Who?** I can never ask you to explain or tell you what I think is true, until you decide to tell me after all.
- One of you, I've taken to be my especial role model, following you around and trying to match your style and aplomb. **Who?** I can never confront you or waylay you.

*Note:* you can change your role model whenever you step toward summer or toward winter. Simply choose another character. Now you can't confront or waylay them, but you can confront or waylay your old role model.

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.





◇ = Name:

-Summer-

○

○

○

○

○

Pronouns:

-Winter-

○

○

○

○

○

Pronouns:

-Trappings-

- A jaunty, colorful roofed cart, pulled by a big old angry goat.
- A stone hammer as old as the living world.
- A helmet made for someone whose head was smaller than yours.
- Any number of little songbirds who perch on your shoulders and eat seeds from your fingers.
- A crooked bow and splintery arrows, with which you never miss.
- A glass bottle in which is caught the blowing winter gale.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- I once took hold of — in a rage, and threw them so high into the air that they like to cracked their head on the moon. I can never again *open up to them* or *draw them out*. Who?
- — once out-ate, out-drunk, out-sang, out-worked, or out-farted me. (They cheated, but I don't know it.) I can never *break them* or *tower over them*. Who?



-Place-

- Performer;
- Spectacle;
- Worker;
- Problem solver;
- Always there to lend a hand.

-Plays-

Troll Plays:



— Break them



— Tower over them



— Hunker down



— Pick through the leavings

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 Troll

When you break someone, roll. On a 10+ hit, choose 1:

- You break them bodily into pieces.
- You throw them bodily out of this world into another.
- You pound them bodily into the earth.
- You cow them so utterly that you change them bodily into something meek and retiring, perhaps yes a cow, perhaps a mole, a rabbit, a skittish little quail, a big-eyed frightened gasping fish.

On a 7-9 hit, you merely wound, crush, and thoroughly dismay them. On a miss, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you'll find that they have a core of unbreakable strength after all.

When you tower over someone, roll. On any hit, choose 1:

- No harm or danger can reach them, except through you.
- No friend or ally can come to their aid, except through you.

On a 10+ hit, you so tower over them that you are free to act without any risk of losing them or leaving them unguarded. On a 7-9 hit, you must keep one eye on them whatever you do, so take -1 to any rolls you make while you are towering over them. On a miss, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps you're missing something you should have caught.

When you hunker down, roll. On any hit, you can shrug off any blows that should land upon you. On a 10+ hit, shrug off as many as 3 solid blows before you suffer the consequences of the next. On a 7-9, shrug off as many as 2. On a miss, you become partly stone, and while you can shrug off as many blows as come, you'll need a friend to draw you out again.

When you pick through the leavings, roll. On any hit, you find something interesting. Ask the MC what it is. On a 10+ hit, it's treasure. On a 7-9 hit, it's a clue, a curiosity, or something that's still perfectly delicious, you don't know why they didn't finish this. On a miss, you lose something of your own here instead. Tell the MC to decide what, and to let you know when you notice that it's missing.



# The Troll

To play the Troll, create your name, your summer & winter 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.

## Name:

Choose a common or old-fashioned name and a gruesome or comical image and connect them together.

*Examples: Bonestew Annie, Isabella the Toad, Boiled Bald Pol, Umbrella Richard.*

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Tree stump, fallen tree, jutting stone, an icy run, a stinking underhang, porcupine, bear, walrus, boar.*
- Choose 1 for summer & 1 for winter: *Craggy face, smashed face, crooked face, bestial face, smoldering eyes, sunken eyes, wry smile, surprising grace, subtle beauty.*
- Choose 1 for summer & 1 for winter: *Smoke gray, pea green, brown, chestnut, copper green, gall green, iron black, golden brown.*
- Choose 1 for summer & 1 for winter: *Sturdy clothing, canvas apron, nailed boots, shawl, shaggy coat, unfortunate hat, impeccable clothing, stained clothing, mismatched clothing, garish clothing.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

**Example:**

Summer	Winter
● Tree stump	○ Porcupine
● Craggy face	○ Bestial face
● Copper green, chestnut	○ Iron black
● Unfortunate hat	○ Shaggy coat
● Mannish	○ Forbidding

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 Troll 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 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 once took hold of you in a rage and threw you so high into the air that you like to cracked your head on the moon. Who, and for what? I can never again open up to you or draw you out.*
- *One of you once out-ate, out-drunk, out-sang, out-worked, or out-farted me. Who and which? You cheated, but I don't know it, and don't tell me how. I can never break you or tower over 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 unenergetic to do so, your debtor may consider it an insult or a worse offense.

◇ = Name:

-Summer-

○

○

○

○

○

Pronouns:

-Trappings-

- A bed in someone's wagon, soft, warm, and private.
- A sharp, useful, plain little knife.
- A fine sword, named, stashed thoughtlessly somewhere.
- Music and wildflower perfume wherever you walk.
- Tokens of love and memory, your own and others'.
- A sea shell in which speaks the voice of the moon.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — has fallen in love with me, for real. If I ever **confront them** or **lay my hand on them**, I'm admitting that I know it, and that they have a chance with me. Who?
- — has guessed the secret I keep so safe. (They didn't tell me, and even I don't know what it is.) But I can never again **confront them** or **waylay them**. Who?

-Winter-

○

○

○

○

○

Pronouns:

-Place-

- Performer;
- Barker & caller;
- Worker;
- Problem solver;
- Always there with a smile and a cutting line.

-Plays-

Winding Rose Plays:



— Cut them quick



— Lay your hand on them



— Twine danger around



— Withdraw behind thorns

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 Winding Rose

When you cut someone quick, roll. On any hit, you cut them deep, wounding and dismaying them. On a 10+ hit, choose 1 of the following as well.

- They don't realize until later that you've cut them so.
- They must suffer your cut in silence, without melodrama or display.
- Though you've cut them deep, they must suffer it as their due. If they offer any recrimination, grudge, or answer, you may consider it an insult.

On a miss, they catch your hand or warn you off before your cut lands.

When you lay your hand on someone, roll. On a 10+ hit, choose 2 of the following. On a 7-9 hit, choose 1.

- They will go with you where you lead.
- They forget what they were thinking about before.
- Their heart races, their breath comes ragged, and their head swims.
- They cannot remove your hand themselves, but must wait for you do remove it.
- They trust you with what comes next, even after you've removed your hand, until you give them reason not to.

On a miss, choose 1 anyway, but you are beholden to them.

When you twine danger around, roll. On a 10+ hit, choose 2 of the following. On a 7-9 hit, choose 1.

- You arrest the danger here, with you. It can't get past you.
- You suffer no injury or misfortune from the danger yourself.
- You make yourself, in some measure, dangerous. Ask the MC what your next play might be, and if you choose to make that play, roll it at +3.

On a miss, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. You have taken the danger into your very arms, and perhaps it will not go well for you.

When you withdraw behind thorns, roll. On any hit, any enemy or danger who tries to reach you is torn, wounded, and dismayed by the deadly tangle of thorns protecting you. On a 10+ hit, only three or more enemies working together can overcome them, suffering the loss of two of their number. On a 7-9 hit, only two or more enemies can, suffering the loss of one. On a miss, you're safe from enemies, but you're trapped behind your thorns, and you'll need a friend who'll brave them to draw you out.



# The Winding Rose

To play the *Winding Rose*, create your name, your summer & winter 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.

## Name:

Choose the name of a bird, a flower, a tree, and/or something in the sky, and combine them.

*Examples:* Lilygull, Moonburr, Willowcloud, Yarrowstart.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *The racing moon, a brier bramble, wildflowers in a field, a track through the woods, twilight, dawn.*
- Choose 1 for summer & 1 for winter: *Radiant beauty, crooked smile, parted lips, shining eyes, youthful beauty, ripe beauty, tangled hair, short hair.*
- Choose 1 for summer & 1 for winter: *Rose red, electric blue, spring green, yellow, copper, gold, nut brown, blush rose.*
- Choose 1 for summer & 1 for winter: *Sprightly clothing, cocked hat, short skirts, bare feet, kickass boots, whimsical clothing, feathers, flowers, a studded jacket or vest.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

*Example:*

### Summer

- Wildflowers in a field
- Youthful beauty, tangled hair
- Yellow, spring green
- Short skirts, bare feet
- Queerish, sexy

### Winter

- A track through the woods
- Crooked smile
- Copper
- Kickass boots
- Womanish, unapproachable

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 Winding Rose 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 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 has fallen in love with me for real. **Who?** If I ever **confront you** or **lay my hand on you**, I'm admitting that I know it, and that you have a chance with me.
- One of you has guessed the secret I keep so safe. **Who?** **But quick, don't tell me what it is, I'm keeping it from myself too.** I can never **confront you** or **waylay 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 un eager to do so, your debtor may consider it an insult or a worse offense.





◇ = Name:



# Boneshoes

## -Summer-

- 
- 
- 
- 
- 

Pronouns:

## -Trappings-

- ♦ A plain cart with an oiled tarpaulin roof, pulled by a shaggy bull.
- ♦ A notched basket-hilt sword, or else a long-handled meat cleaver.
- ♦ A crooked old cat that hangs around to steal scraps of meat, not your pet.
- ♦ A stone box, and in it a wooden box, and in it a bone box, and in it a gold box, and in it your heart. You may be shocked, dismayed, and wounded, but no matter how terribly, you can't die except someone should kill your heart.
- ♦ An old bird's nest with three blue eggs in it. In one egg, a wicked and unquenchable fire. In another egg, a sprightly and sweeping spring breeze. In the third egg, a lifetime's fortune in gold coins. You don't know which egg is which.
- ♦ If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

## -Bindings-

- ♦ —, I like. If I ever *confront them*, *waylay them*, or *kick them to hell*, I roll it at -1 instead of my usual roll. Who?
- ♦ — has the ordering of me. I can never *put them off*. Who?

## -Winter-

- 
- 
- 
- 
- 

Pronouns:

## -Place-

- ♦ Spectacle;
- ♦ Scurry;
- ♦ Problem solver;
- ♦ Problem;
- ♦ Always there, like it or not.

## -Plays-

Boneshoes Plays:

○ — *Drop in behind them*

○ — *Kick them to hell*

○ — *Put your shoulder to it*

○ — *Retreat from view*

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

*When you drop in behind someone*, roll. **On a 10+ hit**, indeed, there you are behind them, and how do you play it now? **On a 7-9 hit**, indeed, there you are behind them, and they have a split second to react, if they can make use of it. **On a miss**, ask the MC what goes wrong. Perhaps they expected you.

*When you kick someone to hell*, roll. **On any hit**, you've thrown them down and are kicking and stomping them. **On 10+ hit**, choose 2 of the following. **On a 7-9 hit**, choose 1.

- *You're really enjoying yourself.*

If you don't choose this, say that you're just putting the work in.

- *It's spectacularly bloody and bone-crunching.*

If you don't choose this, just say that it's a sound thrashing.

- *You're not finished with them! Roll again.*

Otherwise, say whether you let them crawl away, or walk away yourself and leave them there.

**On a miss**, ask the MC what goes wrong. They might have you choose 1 anyway, but be prepared for the worst. Perhaps they're able to turn tables on you mid-kick.

*When you put your shoulder to something*, roll. **On a 10+ hit**, you can accomplish it, of course. Ask the MC 1 of the following. **On a 7-9 hit**, you can accomplish it, but only if you commit fully and hold nothing back. Ask the MC 2 of the following.

- *How long does it take me to do?*
- *How exhausted am I afterward?*
- *How many tries does it take before I get it?*
- *What tool do I need to use, and does it last out the effort?*

**On a miss**, choose 1 of the following.

- *I realize almost at once that I won't accomplish it, and abandon the effort.*
- *I'm willing to break myself to do this, and ultimately I accomplish it. What does it cost me?*

*When you retreat from view*, something momentarily obscures sight of you — say what, or else ask the MC what — and roll. **On a 10+ hit**, you're gone utterly, to reappear when and where you will. **On a 7-9 hit**, you're gone, but you must immediately drop in behind someone. Say who and make the play now. **On a miss**, ask the MC what goes wrong. Perhaps you can't leave after all.



# Boneshoes

To play *Boneshoes*, create your name, your summer & winter 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.

## Name:

Your name is Boneshoes.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *A churned battlefield, a broken wheel, the curse of the dying, the curse of the betrayed, the curse of the bereft, ravens at feed, the hooded crow, the salt tide, a broken tree, a fallen wall, a howling war-song, a howling lament.*
- Choose 1 for summer & 1 for winter: *Powerful hands, lined skin, hooded eyes, sunken eyes, staring eyes, birds' eyes, wolves' eyes, hooked grin, hard-set mouth, deep scowl, a deceptive beauty, a subtle beauty, a hidden beauty.*
- Choose 1 for summer & 1 for winter: *Bone yellow, blood red, old blood brown, wheat gold, straw yellow, ebony, thorn black, ivory, blue gray, gray green.*
- Choose 1 for summer & 1 for winter: *A filthy apron, the great plaid, a plaid kirtle, a soft wool cap, a cap filthy and stained, a tailcoat, ragged work clothes, soldiers' garb from an unknown army, a full skirt, a crisp linen blouse.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

### Example:

#### Summer

- The hooded crow
- Deep scowl
- Wheat gold, thorn black
- Tailcoat
- Mannish, forbidding

#### Winter

- The salt tide
- Staring eyes
- Old blood brown
- A cap filthy and stained
- Sexless, forbidding

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 Boneshoes 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 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 like. **Who?** If I ever **confront you, waylay you, or kick you to hell**, I roll it at -1 instead of my usual roll.
- One of you has the ordering of me. **Who?** I can never **put you off**.

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



◇ = Name:

-Summer-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- ♦ A fine wagon with shuttered windows and fluttering pennants, pulled by a sturdy, patient, well-behaved pony.
- ♦ A dashing fairy charger, who can race the treetops or the rushing river as fleetly as it can race a level road.
- ♦ A supple war-lance and a slim sword made of forged starlight, sharp as glass, cold as ice.
- ♦ Elfin mail as light as rain, a shield that rings like a bell, and a helmet with a swan's-feather crest.
- ♦ The devicéd pennants of your defeated foes.
- ♦ A stoppered horn of mead: sip from it and you can speak with birds.
- ♦ If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- ♦ — has never yet deferred to me, no matter how I demanded it, but only defies me. On my honor I will never *woo them* or *draw them out*. Who?
- ♦ I am afraid of —, like of nothing else under the earth or the sky. I can never *demand their deference*, nor bear to *receive a blow* from them. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:

-Place-

- ♦ Ringmaster;
- ♦ Spectacle;
- ♦ Planner;
- ♦ Layabout;
- ♦ Always there with impractical ideas.

-Plays-

Elfin Knight Plays:

— Demand their courtesy

— Woo them

— Receive the blow

— Stand guard

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 Elfin Knight

When you demand someone's courtesy, roll. On a 10+ hit, tell them honestly what you'd consider your due courtesy. If they do it, nevertheless you aren't beholden to them, and if they refuse, they insult you. On a 7-9 hit, the same, but add an insult or dismissive remark to them. On a miss, instead of telling them honestly what courtesy requires, make an exorbitant, humiliating, or insulting demand.

When you woo someone, roll. On any hit, choose 1 of the following and tell them that's how you woo them. They may ask you for a detail or two, perhaps a vignette or montage. On a 10+ hit, before you tell them, they choose in secret how they would like to be wooed. If you chose the same as they did, then they may choose whether to refuse you or embrace you, but otherwise, they must refuse you. On a 7-9 hit, they must refuse you, even if they would rather not, but they may whisper to you how they might like to be wooed in the future.

- With music and song.
- With flirting games.
- With tender romance.
- With feats of arms and daring.
- With an outpouring of ardent passion.
- With whispers and stolen glances.

On a miss, choose how you woo them, same as for a hit. They must refuse you, but more, they must refuse you coldly, cruelly, with a lie, or by taking another lover than you.

When you receive a blow, check the list below. If you haven't marked the blow you're receiving, roll. On any hit, you are impervious to it, and it glances off your shield, your armor, your warding sword, or even just your outflung hand. On a 7-9 hit, it does you no harm, but you feel a fraction of its force and must shift your feet a half step back. On a miss, the blow still doesn't harm you, but its force is undeniable and you must give way before it. Ask your enemy where they drive you.

At the beginning of play, mark 1 of the following. This is the only blow that can wound you, not even a blow struck with mortal iron.

- A blow struck with a goose feather.
- A blow struck with a broom.
- A blow struck on a bridge, or on board a boat or a ship on the water.
- A blow struck by one who loves you truly.
- A blow struck over a fence or a wall, through a window, or across some other boundary.
- A blow struck at the moment of dawn, noon, sunset, or midnight.

Whenever you reach full winter, mark another of the above, until you've marked all 6.

When you stand guard, roll. On a 10+ hit, no enemy can get past you. On a 7-9 hit, only a force of enemies could get past you, at least five or more fighting you alone. On a miss, though, any one enemy could draw you out of your position, creating the opening for others to get past.



# The Elfin Knight

To play the *Elfin Knight*, create your name, your summer & winter 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.

## Name:

Choose a noble name. Make your honorific include a reference to the night sky.

*Examples: Alisande the Crescent Moon, Jerrold Night's-storm, Mathilde Orion-crowned, Mattieu of the Evening Star.*

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Roses, iris, forget-me-not, hyacinth, apple blossom, ripe cherries, bitter quince, the dragonfly.*
- Choose 1 for summer & 1 for winter: *Elfin face, striking face, forbidding face, wrinkled face, luminous eyes, shadowed eyes, secret smile, expansive smile, unkind smile.*
- Choose 1 for summer & 1 for winter: *Grass green, rose, violet, blue-violet, moth gray, mouse gray, lustrous gray, silver, shining white, shinking gold, ebony, mahogany.*
- Choose 1 for summer & 1 for winter: *Silk robe, velvet tunic, shot-silk gown, simple shift, linen surcoat, brocade surcoat, padded arming-vest.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

**Example:**

Summer	Winter
● Hyacinth	○ Bitter quince
● Striking face, secret smile	○ Striking face, luminous eyes
● Moth gray	○ Shining white
● Velvet tunic	○ Brocade surcoat
● Mannish, queerish	○ Mannish, sexy

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 Elfin Knight 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 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 has never yet deferred to me, no matter how I demanded it, but only defies me. Who? On my honor I will never woo you or draw you out.*
- *One of you, I'm afraid of, like of nothing else under the earth or the sky. Who? I can never demand your deference, nor bear to receive a blow from 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 unenergetic to do so, your debtor may consider it an insult or a worse offense.





◇ = Name:

-Summer-

○

○

○

○

○

Pronouns:

-Winter-

○

○

○

○

○

Pronouns:

-Trappings-

- A homey, charming little wagon pulled by a shaggy brindled ram. The wagon has wheels of solid stone, and no animal but the ram is strong enough to pull it.
- A musical instrument — a silver flute, a harp, a rosy and resonant guitar, a fickle fretless banjo, a braying little chanter — which you can play with great facility, humor, beauty, and style. As indeed you can play almost any instrument that comes into your hands.
- The Giant's old pocket-knife, serviceable as a great-sword.
- A solid gold coin the diameter of a dinner plate, struck with the face of a horrifying troll-king, from which you've been shaving curls to pay for what you need buy.
- A soft velvet bag, no bigger than the palm of your hand, that you stole from the Giant's treasure house. It always contains exactly one thing, and you never know what it is.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — helped me escape from the Giant, my monstrous parent. I can never *put them off*, and if they need me, I can never deny them my honest help. Who?
- — once suffered grievous treatment at the hands of the Giant, my monstrous parent, and can see a family resemblance in my face. I can never *charm them* or even *open up to them*. Who?



-Place-

- Performer;
- Fan favorite;
- Problem solver;
- Lookout;
- Always there, always busy.

-Plays-

Giant's Child Plays:



— Charm them



— Do their work for them



— Fly into a rage



— Become overcome with fear

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 Giant's Daughter

Note that while "daughter" is a gendered word, gender is a game in fairyland, and you can play it however suits you.

When you *charm someone*, tell them a charming detail about how you look or what you're doing, and roll. **On a 10+ hit**, they choose 2 of the following. **On a 7-9 hit**, they choose 1. **On any hit**, and only if you want to, you may first choose 1 to eliminate, so that they can't choose it. If you're charming more than one person, they each choose individually.

- They fall in love with you.
- They'll let you do anything you like, as long as you keep doing —.
- They leap to their feet, laughing and clapping in delight.
- They forget their cares and concerns and are wholly content to gaze at you.
- They're prepared to do for you anything you ask, eagerly, no matter the cost.
- Afterward, they speak of you with awe to their friends and family.

**On a miss**, they can choose 1 of the above, or one of the following instead.

- They feel that to keep drawing breath they need you, always and only you.
- They clap and cry for more, and if you deny them, you're insulting them.

When you *do someone else's work for them*, or clean up someone else's mess, roll. **On any hit**, the task is done, completely and well, no matter how impossible it seemed. **On a 10+ hit**, you can choose 1 of the following if you want, but you needn't. **On a 7-9 hit**, you must choose 1.

- Your hair is disheveled.
- There is a drop of sweat on your temple.
- There is a fragment of dirt or debris under a single one of your fingernails.
- Your shirt sleeve or cuff is torn, or your kerchief has a pulled thread, or your shoes are scuffed, or your cloak has a dirtied edge.

**On a miss**, something distracts you or interrupts you before you finish your work. Ask the MC what.

When you *fly into a rage*, roll. **On a 10+ hit**, name as many people present as you choose, but don't name the person who most deserves your rage. **On a 7-9 hit**, name 3 people present, but again, not the one who most deserves it. If there aren't 3 people present, ask the MC who happen to be the next 3 people you meet. In any event, go through the list, and for each, choose 1:

- I smash them bodily aside.
- I pull them bodily apart.
- I gouge out their eyes.
- I tear into them and spill them open.
- I wring their neck.
- I lay them tenderly down.

Case by case, and especially for other players' characters, the MC may give them a chance to escape or survive. **On a miss**, name yourself. The MC may give those present a chance to save you.

When you're *overcome with fear*, roll. **On a 10+ hit**, you become rigid and shaking with terror. Those around you notice it, and can help if they're able. **On a 7-9 hit**, you see your monstrous parent, the Giant, in every face and every fixture. You can only gasp and cry out with terror and scramble to get away, and it will be difficult for anyone to help you. **On a miss**, you hear thunderous footfalls and feel the earth shake, and a shadow falls in front of the sun. Your monstrous parent the Giant has found you. The other players should ask the MC it's real and they see it too.



# The Giant's Daughter

To play the *Giant's Daughter*, create your name, your summer & winter 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.

## Name:

Choose the horrifying and dreadful name that the Giant, your monstrous parent, gave you. Also choose the name you use with the circus, that better suits your kind and charming nature.

**Examples:** *Ami (Bonegrinder), Finch (Stone Chasm Gore), Lita (Crack-the-Moon), Tinner (Gouged-eye).*

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Wild roses, wild strawberries, wild black raspberries, maple twirlers, maple candy, the playful spring breeze, light rippling on water, snowdrops, frost patterns, birdsong, coffee.*
- Choose 1 for summer & 1 for winter: *Sweet face, pretty face, cute face, amazing eyes, birds' eyes, doe eyes, gorgeous body, long hair, close-cut hair, untamed hair, crooked smile, crooked nose, pointed nose, pointed chin, little sharp teeth.*
- Choose 1 for summer & 1 for winter: *Jewel purple, gray green, olive green, fir green, slate blue, lavender, blackberry black, bright copper, bright bronze, gold, goldenrod, periwinkle, velvet black, chestnut brown, snow white.*
- Choose 1 for summer & 1 for winter: *Studded jerkin, felt cap, peaked felt hat, silk hose, brocade vest, silk shirt, linen shirt, canvas trousers, canvas coat, linen coat, wool kilt, big boots, bare feet.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

**Example:**

### Summer

- Wild strawberries
- Amazing eyes
- Fir green
- Brocade vest, silk shirt
- Womanish

### Winter

- Snowdrops
- Crooked smile
- Slate blue
- Canvas coat
- Womanish, boyish

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 Giant's Daughter 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 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 helped me escape from the Giant, my monstrous parent. **Who?** I can never **put you off**, and if you need me, I can never deny you my honest help.
- One of you once suffered grievous treatment at the hands of the Giant, my monstrous parent, and can see a family resemblance in my face. **Who?** I can never **charm you** or even **open up to 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 un eager to do so, your debtor may consider it an insult or a worse offense.



◇ = Name:

-Cheerful-

- 
- 
- 
- 
- 

Pronouns:

-Downcast-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A cushion to sit on while you ride in someone's wagon, be it a silk pillow stuffed with roving, ticking stuffed with goose-down, or a braided and stitched straw mat. Also serves for a pillow, with your coat or your comforter pulled over you and your stockings sticking out the bottom.
- Something of mortal iron that you have about your person, a tool or a key or a fork or something, not anything important.
- A heaping headful of stories, dreams, images, ideas, poetry, inventions, pretensions, songs, and granny lore, half useful and half preposterous.
- A stub of a candle, a stub of a cigar, a stub of a pencil, a stub of a carrot, a stub of a ticket.
- A cracking good stick.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — sees through me, but hasn't told me what they see in me. I can never **confront them** or **put them off**. Who?
- — truly terrifies me, truly, and there's no remedy for it. I can never **draw them out** or **take them for what they are**. Who?



-Place-

- Animal tamer;
- Clown;
- Worker;
- Good luck charm;
- Always there to notice something awkward or misplace a tool.

-Plays-

Half-a-Fool Plays:

○ — **Accidentally touch them with iron**

○ — **Take them for what they are**

○ — **Blunder into something**

○ — **Try to be useful**

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

# Half-a-Fool

You are a human being with more luck than sense, fortunate where others are thoughtful, accomplished, or wise.

When you accidentally touch a fairy with cold iron, roll. On a 10+ bit, choose 1 of the following.

- They blurt out the first true thing that comes to them. If you were already speaking on some topic, that's what they tell the truth about.
- They flee, abandon all other concerns, and come near you never again.
- They freeze perfectly still and make no move nor speak a word until you withdraw the iron from them.
- You don't realize what's wrong, you don't know to take the iron away, and the iron cruelly kills them. Other fairies, not understanding that this is true death, might look for them to return someday, but they never will.

On a 7-9 bit, or if the fairy you touch is another player's character, they choose, not you. On a miss, the iron came near them but didn't touch them, and perhaps they think you did it on purpose.

Touching a fairy with iron on purpose always kills them.

Touching another mortal with iron has no consequence.

When you take someone for what they are, not afraid even though they're frightening, not repulsed even though they're repulsive, not put off even though they're offputting, first off, if this lifts their curse, great! It's lifted. Otherwise, roll. On a 10+ bit, choose 1 of the following.

- A moment of kinship and recognition passes between you, quick but certain. Ask them how they take it, and tell them how you take it yourself.
- They're touched by your open heart. If they intended you harm, they resolve at once to give you lenience instead.
- You fall into easy companionship. Whatever else they intended, you've disarmed and captivated them. Play them next however you choose.

On a 7-9 bit, or if they're another player's character, they choose, not you. On a miss, you're only disregarding your own survival instincts. If they act against you, you must allow them to take you by surprise.

When you blunder into something, roll. On a 10+ bit, choose 1 of the following. On a 7-9 bit, the MC chooses 1 for you. You can answer the question yourself, or else put it to the MC.

- You find a path, a doorway, or a clue. Where to?
- You catch someone where they shouldn't be, or doing what they shouldn't. Who, where, what?
- You overhear something not meant for you. What?
- You see two people meeting in secret. Who?
- You find something that someone lost. What?

On a miss, be prepared for the worst. Ask the MC what you've stumbled into this time.

When you try to be useful, roll. On a 10+ bit, choose 3 of the following. On a 7-9 hit, choose 2. On a miss, choose 1. You can answer the question yourself, or else put it to the MC.

- You bump into someone. Who?
- You undo someone's work. Whose?
- You hit someone with something. What?
- You set something on fire. How?
- You spill something. What?
- You lose something. What?
- You break something. What?
- You start singing.



# Half-a-Fool

To play *Half-a-Fool*, 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 with more luck than sense, fortunate where others are thoughtful, accomplished, or wise.

How you came to encounter the circus, I don't know; presumably there's a story there. Either way you've been swept up in it, adopted and more or less accepted by it as one of its own.

## Name:

Choose a human name.

## Cheerful & Downcast Imagery:

- Choose 1: Sky, field, cloud, sun, moon, wind.
- Choose 1: Jaw, eyes, hands, hair, face, lips.
- Choose 1: Brown, white, blue, green, yellow, orange, red, purple, gray.
- Choose 1: Hat, shoes, boots, coat, gown, vest, cloak, hood, 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 cheerful and for downcast. You can choose 2 sometimes if you want to, why shouldn't you?

Choose your pronouns for cheerful and for downcast as well.

### Example:

#### Cheerful

- Puffy high clouds
- Clean hands
- Bright purple
- Jaunty hat
- Boyish

#### Downcast

- A gray drizzle
- Ragged nails
- Muted heather purple
- Hat pulled low, wool scarf
- Mannish

Begin play fully cheerful: mark all of the lines in the cheerful 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 Half-a-Fool 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 cheerful 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 sees through me, but hasn't told me what you see. **Who? I can never confront you or put you off.**
- One of you truly terrifies me, truly, and there's no remedy for it. **Who? I can never draw you out or take you for what you are.**

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-

## Cheerful & Downcast:

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

Whenever you step toward cheerful or toward downcast, 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-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A favorite place to sleep under someone's wagon, and permission to sleep under anyone's.
- A boar-spear.
- A broken, unattended shirt of bronze rings, and a pitted-blade old seax.
- A shoulder bag with a few belongings in it: a bowl, a spoon, a ribbon, a carved rosewood figure.
- A burl-headed walking stick.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — always shares food with me and listens to my stories. I promise never to *waylay them, run them down, or tear them apart*. Who?
- — keeps my things for me in their wagon, and a place for myself when the road is long or the weather turns against us. I can never *put them off*. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:



-Place-

- Barker & Caller;
- Gatekeeper;
- Problem solver;
- Worker;
- Always there with a suspicious glare and restless energy.

-Plays-

Hobbled Hound Plays:

- *Run them down*
  - *Tear them apart*
  - *Howl for the Hunter*
  - *Settle yourself*
- 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 Hobbled Hound

When you run someone down, roll. On a 10+ hit, you overtake them easily. On a 7-9 hit, choose 1 of the following.

- They have one chance to get away. Ask them how they play it, and decide with the MC whether they lose you.
- They lead you a chase to a place of their choosing. Ask them where.
- They think they've escaped, but you settle in for a long hunt, and come upon them later, when they aren't on guard against you. Ask them where they are then.

On a miss, your crushed foot slows you down, your old wounds pain you, and your old senses can't recover their trail. They lose you.

When you tear someone apart, not just cold iron is true death to fairies, so is the Wild Hunt. You no longer run with the Hunt, but it's still in you. Roll. On any hit, they have one chance: go limp and submit to you fully. If they do, you decide whether to tear them apart anyway, or not to tear them apart after all. On a 10+ hit, you kill them. Other fairies, not understanding that this is true death, might look for them to return someday, but they never will. On a 7-9 hit, you wound them terribly, but it isn't true death for them. On a miss, your old jaws fail you. Ask the MC what happens, and be prepared for the worst.

When you settle yourself for what's coming, roll. On any hit, choose 1 of the following.

- You are in form a great wolfhound, aged and lame in one foot, but still alert, massive and powerful.
- You are in form an elfin hunter, aged and limping, but still alert, cunning, and swift.
- You are in form some purposeful admixture of wolfhound and hunter, in this wise: —.

On a 10+ hit, further, however you decide to play what comes next, take +1 to your roll. On a miss, the following.

- You are in form the shade of a human warrior, lost from your comrades, bearing mortal wounds.

When you howl for the Hunter, roll. On any hit, everyone must stop for a moment, players' characters and NPCs alike, and listen, in dread or wonder, to see if the Wild Hunt will answer you. Once upon a time it would have, but now it never again will. On a 10+ hit, in addition, name, of all present, your own personal quarry. In the last echo of your howl, they must break and run, as fast and as far from you as they're able. On a miss, you're just an old dog howling your frustration and sorrow.



# The Hobbled Hound

To play the *Hobbled Hound*, create your name, your summer & winter 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.

## Name:

Choose a name that doesn't give much away.

*Examples: Break, Frost, Kaya, Thom.*

## Summer & Winter Imagery:

- Choose 1 for summer and 1 for winter: *The whipping wind, the roaring wind, the howling wind, crying gulls, barking crows, the wolf, the lightning.*
- Choose 1 for summer and 1 for winter: *Weathered face, strong hands, hollow cheeks, mournful eyes, long face, powerful body, lean body, stooped body.*
- Choose 1 for summer and 1 for winter: *Salt & pepper, coal black, char black, pale blue, silver, golden, rufous red, white, flint blue, flint gray, bloodstone green, rust.*
- Choose 1 for summer and 1 for winter: *Long coat, old shoes, hide breeks, widow's veil, tweed jacket, ragged scarf, colorful scarf, hunter's cap, hooded cowl.*
- Choose 1 for summer and 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

**Example:**

### Summer

- The roaring wind
- Strong hands
- Salt & pepper
- Old shoes
- Mannish

### Winter

- The wolf, the howling wind
- Stooped body
- Rufous red, flint gray
- Long coat
- Sexless

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 Hobbled Hound.

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 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 always shares food with me and listens to my stories.  
**Who? I promise never to waylay you, run you down, or tear you to pieces.**
- One of you keeps my things for me in your wagon, and a place for myself when the road is long or the weather turns against us. **Who? I can never put you off.**

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.



◇ = Name:

-Open-

- 
- 
- 
- 
- 

Pronouns:

-Wary-

- 
- 
- 
- 
- 

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-

- — used to visit me as a child; I've known them my whole life. I can never *put them off*. Who?
- — 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 contacts 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 if you have to stretch, reach, bend, push, maneuver, 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                           | Wary                                |
|--------------------------------|-------------------------------------|
| ● Soaring birds in blue sky    | ○ Silver sun through rushing clouds |
| ● Expressive limbs, full smile | ○ Stillness                         |
| ● Iridescent purple            | ○ Glossy black                      |
| ● Skirts with fringe           | ○ Dark rose coat wrapped tight      |
| ● Sexy, womanish               | ○ 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-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A shell-like wagon with rippling pennants, pulled by two playful river otters.
- Silver basins that fill with moonlight and clean anything held within.
- Strings of spangles, caskets of beads, swaths of cloth, measuring tapes, pins.
- Patterns in brown paper with the names of all the other members of the circus and a few more besides.
- A pair of scissors, delicate as a wish, which can cut anything the wielder wills.
- An assortment of cups, rings, brooches, buckles, and swords, all of silver, many of human make, some with jewels.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — once changed the fate I sang for them. I still don't know how they did it. I can never *draw them out* or *sing their fate* again. Who?
- — once recalled me to myself when I was lost. I can never *waylay them* or *muddy the waters* against them. Who?

-Winter-

- 
- 
- 
- 
- 

Pronouns:



-Place-

- Singer;
- Illusionist;
- Planner;
- Costumer & wardrobe keeper;
- Always there with hard truths or welcoming arms.

-Plays-

River-Wise Plays:

- *Sing their fate*
- *Take their measure*
- *Carve a channel*
- *Muddy the waters*

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 River-Wise

When you sing someone's fate, roll. On a 10+ hit, consider carefully their actions, their path, their destiny and legacy, and tell them what you sing. On a 7-9 hit, ask the MC what you sing to them. On a miss, ask them, themselves, what you sing to them. Whatever the result, what you sing to them, must and will come true. The MC's empowered to break any and every rule in the game in order to make it so. Don't sing someone's fate unless you mean it.

When you take someone's measure, roll. On any hit, ask questions; the MC must answer them honestly. If you are taking the measure of another player's character, the MC can confer with them. On a 10+ hit, ask 3 questions. On a 7-9 hit, ask 2.

- What forces of nature are most concerned with them?
- Where is the strongest tug of direction?
- What impulse is building in them unawares?
- How does water move in them, as tears or coldness or bubbling desire or other guises?
- Where are they connected to others?
- What do they wish they could wash away?
- How do they feel pinched or constrained or ill-fitting in their situation?

On a miss, ask 1 anyway, but be prepared for the worst. Perhaps they've taken offense at your interest and appraisal.

When you carve a channel, roll. On a 10+ hit, the way opens for you like a breaching dam, with possibly as dramatic an effect. On a 7-9 hit, it takes time and patience, drop by drop, but it is certain to give, even if none notice until it's too late to prepare. On a miss, you are blocked as with milled stone and stout bars. Step toward winter.

When you muddy the waters, roll. On a 10+ hit, choose 2 of the following. On a 7-9 hit, choose 1:

- Hide something previously seen.
- Reveal something previously hidden.
- Confuse someone.
- Misdirect someone.
- Turn someone about.
- Make it seem that something is there, even though it isn't.
- Make something ordinary seem marvelous.
- Make something ordinary seem terrifying.

On a miss, choose 1 of the above, and also choose 1 of the following:

- You reveal a true and previously unknown thing about yourself in the process. Confer with the MC and the other players to figure out what.
- You become entranced by the turbulent dance, and it'll take someone else to draw you out and recall you to yourself.



# The River-Wise

To play the River-Wise, create your name, your summer & winter 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.

## Name:

Choose a lyrical name with references to or sounds like water.

*Examples:* Rilla, Merridew, Brooke, Clyde, Freshette, Fjorden, Ripple, Eddy, Glissade, Covettine, Nadia, Marelle, Edlin, Lynne, Lyander.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Dappled sunlight, rising mist, little trickling streams, minnows, tiny frogs, watercress, waterfalls, lilies, dewdrops, flying shadows, lowering fog, wailing wind, ice crystals, sharp rocks, scouring sand.*
- Choose 1 for summer & 1 for winter: *Deep eyes, teasing eyes, sad eyes, full mouth, warm smile, loose flowing hair, damp hair, ribbon-twined hair, swollen hands, tender hands, wrinkled fingertips, strong arms, full body, gaunt body.*
- Choose 1 for summer & 1 for winter: *Willow green, purple, cream, velvety brown, sunset peach, clear pale blue, blood red, ice white, mud brown, stone gray, black.*
- Choose 1 for summer & 1 for winter: *Lace veil, damp hems, ragged cuffs, clinging gown, jacket of iridescent scales, loose shirt, velvet cloak, ribbons, canvas trousers, worn shift, wicker basket, lumpy satchel, long vest, muddy boots, glistening earrings, red belt, pearls.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

## Example:

### Summer

- Rising mist
- Damp hair, warm smile
- Purple
- Canvas trousers
- Charming

### Winter

- Scouring sand
- Swollen hands
- Cream, black
- Pearls
- Womanish

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 River-Wise 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 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 once changed the fate I sang for you. **Who, and what fate did I sing?** I can never draw you out or sing your fate again.
- One of you once recalled me to myself when I was lost. **Who?** I can never waylay you or muddy the waters against 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 unenergetic to do so, your debtor may consider it an insult or a worse offense.



◇ = Name:

-Summer-

- 
- 
- 
- 
- 

Pronouns:

-Winter-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- No wagon can hold you comfortably. In the unlikely event the circus is traveling faster than your easy stride, you can, if you wish, compact yourself and ride along in some friendly cart. To make a place yours, to rest and to welcome guests, walk around the space you wish holding your hands out and pivoting around one of them. The space you cover is yours till you leave it; no rain or wind will come unwelcome, no creeping bug or beast will cause disturbance, no lump or pebble disrupt your sweet-smelling bed beneath the stars.

You carry a few things:

- A glossy wooden flute etched in silver, which will summon two of your kin, *Taxus Baccata* and *Prunus Spinosa*, to your aid.
- A pocketful of high summer sunlight.
- A scrap of iron, no bigger than an arrow's head, encased within scar tissue, and yet you live.
- A colony of gem-like ants that keep you free from all debris.
- The constant heartbeat of the world.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — has trouble telling me apart from other trees. Every time I speak to them, I *seize their attention*. Who?
- — has known me since I was first a seedling. I can never *open up to them* or *go unnoticed* by them. Who?



-Place-

- Performer;
- Spectacle;
- Overseer of work;
- Problem solver;
- Always there with the broader view and the long-term plan.

-Plays-

Walking Tree Plays:

- Give them respite
- Seize their attention
- Bar the way
- Go unnoticed

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 Walking Tree

*When you give someone respite*, let them lean on you, shelter them from the wind or sun, or carry them in your limbs, roll. **On a 10+ hit**, you give them lasting respite: ask them what grief, regret, or burden they set aside forever, and invite them to step to full summer if they choose. **On a 7-9 hit**, you give them respite for a time: ask them what grief, regret, or burden they're able to forget, and invite them to step toward summer if they choose. **On a miss**, you give them respite as for a 7-9 hit, but you must take up what they set down, and step toward winter yourself.

*When you seize someone's attention* with sudden, surprising speech or movement, roll. **On a 10+ hit**, choose 1 of the following for them and they choose 1 as well. **On a 7-9 hit**, they choose 1:

- They become rooted in place, unable to move until someone else lifts them away.
- They feel blooming within them a new and previously unheld need.
- They remember, with most uncomfortable clarity, a time they have made another feel small and insignificant.
- They are aware of the slow passing of time, each heartbeat seemingly a year, filled with lifetimes of minute detail and experience, with endless ages yet before them.
- They are aware of the great rushing pace of time, whole aeons that flare up and are gone before the universe even notices, their existence a mere moment.
- They recognize a way in which they are wounded.

On a miss, you have their attention but they joke or jeer. step toward winter.

*When you bar the way*, roll. **On a 10+ hit**, choose up to 4. **On a 7-9 hit**, choose 1 or 2:

- Who do you sweep up into your branches and hold high in the air?
- Who do you trip with your roots and hold pinned to the ground?
- Who do you tangle with thorns and vines and hold caught?
- Who do you crush between trunk and stone, ?
- Who do you trap in hollows, swallow whole?

**On a miss**, choose at least 2, but ask the MC, don't answer for yourself, as so: "Who do I sweep up into my branches? Who do I trip with my roots?"

*When you go unnoticed*, roll. The eyes of others pass over you, allowing you to observe everything and yet be undisturbed. **On any hit**, you witness people in their unguarded moments, what they say and do, and you are left alone, able to stay without their attention. Ask the MC what they reveal. **On a 10+ hit**, you're able to leave freely when you choose, still unnoticed. **On a 7-9 hit**, though, you must choose whether to reveal yourself by leaving or to stay until they depart. **On a miss**, you can stay unnoticed, but also choose 1:

- Their eyes never quite leave you, at least the corners, and their words and manners are stilted and overly aware, as you make them uneasy but not enough to confront you.
- They stumble into you or tread on you or hang things from your limbs, mistaking you for part of the landscape until you speak or move.

You may take either as an insult, but they may also feel affronted when they discover you are onto them or have been there all along.



# The Walking Tree

To play the *Walking Tree*, create your name, your summer & winter 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.

## Name:

Choose the Latin name of a tree or bush. If you want, you can also choose a common name you go by. Decide who gets to call you by which name, and you need not answer if they make a mistake. If this means you use only your proper Latin name, so be it.

**Examples:** *Quercus robur*, *Fraxinus excelsior*, *Sorbus aucuparia*, *Malus sylvestris*, *Betula lenta*, *Ulmus glabra*, *Abies grandis*, *Corylus avellana*, *Tsuga mertensiana*, *Castanea sativa*, *Salix Babylonica*.

## Summer & Winter Imagery:

- Choose 1 for summer and 1 for winter: *Fresh earth, songbirds, flower-perfumed air, sunbeams, windchimes, moss, buds, cooling shade, twirling breezes, stone fruit, pan pipes, caterpillars, nuts, sucking mud, fallen leaves, pitted ground, clacking twigs, birds of prey, woodsmoke, heavy snowfall, tufts of fur, thorns, drums.*
- Choose 1 for summer and 1 for winter: *Black eyes, bright eyes, crinkled eyes, stern mouth, wide smile, tangled hair, rustling hair, bushy brows, drooping mustache, long fingers, bent limbs, twisting body, lithe body, rough skin, freckles, sun-kissed skin, sinewy muscles, knobby joints, extra joints, deep wrinkles.*
- Choose 1 for summer and 1 for winter: *Pale green, tan, robin's egg blue, soft gray, deep green, speckled, pale pink, bright copper, pine green, sunflower, burnt orange, dark copper, olive, scarlet, dark brown, stark cold gray, sable.*
- Choose 1 for summer and 1 for winter: *Gauze, quilted coat, curling lace, long full skirts, snug-cut trousers, knots of flowers and colored ribbons, cross-hatched embroidery, long toed shoes, gloves, woven vine belt, velvet, battered cap, suit of bark, well-placed moss and leaves, long open vest with many pockets.*
- Choose 1 for summer and 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

## Example:

### Summer

- Moss, buds
- Crinkled eyes
- Robin's egg blue
- Snug-cut trousers
- Mannish, charming

### Winter

- Pan pipes
- Sinewy muscles
- Burnt orange
- Suit of bark
- Mannish, forbidding

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 *Walking Tree* 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 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 has trouble telling me apart from other trees. **Who?** Every time I speak to you, I **seize your attention**.
- One of you has known me since I was first a seedling. **Who?** I can never **open up to you** or go **unnoticed by 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 un eager to do so, your debtor may consider it an insult or a worse offense.





◇ = Name:

-Summer-

○

○

○

○

○

Pronouns:

-Winter-

○

○

○

○

○

Pronouns:

-Trappings-

- A curtained wagon pulled by a placid little pony.
- A long, straight, narrow arming sword, a weapon of plain murder.
- Your instruments: a bowed harp, a selection of flutes and woodwinds, tambourines and little drums, a fiddle, a mandoline, windchimes.
- No token of what you've lost, only a memory, and even that, you do not handle too often or consider too closely.
- A beautiful seal skin, carefully packed away. Take it out and put it on and you'll become a seal again, and forget all of this forever.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- — is afraid of me. I can never *open up to them*. Who?
- — finds me to be a mystery to solve, a puzzle to answer. If I ever *reveal my heart* to them, they can choose to be unaffected, and if I ever *howl the wind* in their presence, they can both ignore the effects and hear my true voice. Who?



-Place-

- Performer;
- Musician;
- Muse;
- Worker;
- Always there, but never wholly.

-Plays-

Weeping Gale Plays:

○ — *Let them put their arms around you*

○ — *Reveal your heart to them*

○ — *Abandon yourself to grief*

○ — *Howl the wind*

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 Weeping Gale

When you let someone put their arms around you, and they do it, roll now, and roll again at the beginning of every session until you break off with them or they break off with you. **On a 10+ hit**, tell and ask them the following.

• *This, between us, will one day end. For now, do you stay with me?*

**On a 7-9 hit**, choose 1 of the following.

• *I'm in grief, and you can never console me. Do you stay with me?*

• *I'm settling for you. Do you stay with me?*

• *I care for you, but I'm not your true love, and you're not mine. Do you stay with me?*

• *I can look at your face and feel no happiness. Do you stay with me?*

• *I'm lost, and I'm not lost in you. Do you stay with me?*

**On a miss**, you must waylay them. Choose how and make that play now. Afterward, ask them: *Do you stay with me?*

When you reveal your heart to someone, express to them something about what you've lost, in music, in gesture, in words, or in art, and roll. **On a 10+ hit**, choose 1 of the following for them, and they choose a second for themselves. **On a 7-9 hit**, they choose 1 for themselves.

• *They begin freely to weep.*

• *They remember something or someone that they've lost too, some perfect detail now gone from their lives forever.*

• *They are overcome with emotion: loss, compassion, passion, fellow-feeling, love, nameless emotions beyond the bearing.*

• *They are moved to action: collective or personal, productive or destructive, violent or healing, bold or patient, just or despairing.*

**On a miss**, they choose 1 for themselves, and you must join them in it.

When you abandon yourself to grief, roll. **On a 10+ hit**, choose 1 of the following. **On a 7-9 hit**, have the MC choose 1 for you.

• *You turn silently in upon your own grief, becoming blind and senseless to all else. Ask the MC where you are when you rouse yourself out.*

• *You sink to your knees and become a weeping statue. No harm can come to you, but you can take no action. Ask the MC how long before you can bring yourself again to life.*

• *You abandon yourself to the wind and allow yourself to be swept away in it. Ask the MC where you've been carried when you recover yourself.*

**On a miss**, have the MC choose 1 for you, but you'll never be able to recover yourself. You'll need a friend to draw you out.

When you howl the wind, roll. **On any hit**, everyone here must stop what they're doing. Choose 1 of the following.

• *The sound is terrible, and they have to cover their ears against it.*

• *The wind is terrible, and they have to take shelter from it.*

• *The chill is terrible, and they have to seek respite from it.*

**On a 10+ hit**, after the above, choose 1 of the following.

• *They're driven to their knees.*

• *They're driven to flee.*

• *They're shocked and terribly dismayed.*

**On a miss**, the wind escapes your control. Ask the MC whether everyone, including you, suffers the 10+ hit, or just the 7-9 hit.



# The Weeping Gale

To play the *Weeping Gale*, create your name, your summer & winter 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.

## Name:

Create a name now or soon, but keep it to yourself. When you introduce yourself, say that your name is your own and they can call you what they will.

At the beginning of the second session, ask everyone to agree what they call you. As far as they're concerned, now that's your name.

## Summer & Winter Imagery:

- Choose 1 for summer and 1 for winter: *Crying gulls, a ship's bones on the sea bed, ice in the air, ice on the water, the hunter's moon, the pyre, grave goods, the seals, the lost lamb, the moaning wind, lightning, lost writing, whispering ghosts.*
- Choose 1 for summer and 1 for winter: *A soft beauty, a sad beauty, a hard beauty, a perfect beauty, a fading beauty, a wild beauty.*
- Choose 1 for summer and 1 for winter: *Black, white, ice blue, ash gray, sea green, sea brown, sea blue.*
- Choose 1 for summer and 1 for winter: *A long veil, formal clothing, grave clothes, ruined shoes, a sailor's coat, a soldier's coat, bloody rags, prison clothes, hospital clothes.*
- Choose 1 for summer and 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

### Example:

Summer	Winter
● Whispering ghosts	○ The pyre
● A fading beauty	○ A wild beauty
● Ash gray	○ Sea green, sea brown
● A soldier's coat	○ Ruined shoes
● Womanish	○ Sexless, forbidding

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 Weeping Gale 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 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 is afraid of me. **Who?** I can never **open up to you**.
- One of you finds me to be a mystery to solve, a puzzle to answer. **Who?** If I ever **reveal my heart to you**, you can choose to be unaffected, and if I ever **howl the wind** in your presence, you can both ignore the effects and hear my true voice.

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.



◇ = Name:

-Summer-

- 
- 
- 
- 
- 

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 —'s trust, and they're on constant guard against me. I can never **waylay them** or **go for their eyes**. Who?
- + — 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 —, 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 —.
- 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 —.
- 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 uneargued to do so, your debtor may consider it an insult or a worse offense.





◇ = Name:

-Summer-

- 
- 
- 
- 
- 

Pronouns:

-Winter-

- 
- 
- 
- 
- 

Pronouns:

-Trappings-

- A handsome carriage pulled by a bickering pair of plumed cockerels.
- A pair of fine matched sabers in one case and a pair of fine matched pistols in another.
- A musical instrument of your choice, if you play.
- Trunks of exceptional fashion from all over any number of worlds: velvet and brocade, silk and satin, linen and lawn, denim and rag, fresh and vintage, tasteful and outré.
- A small but remarkable collection: of first editions, many inscribed; of bottles of impeccable vintage; or of tokens of past affairs.
- An old coronet or tiara, like a child in a royal household would wear on formal occasions, you forget where it came from.
- If you'd like to add any other prostheses, sensory aids, communication aids, or mobility aids, please do:

-Bindings-

- I owe — a debt that I can't easily repay. I can never *put them off*. Who?
- — is my usual and accustomed partner in performance, in travel, or in affairs of the heart. I can never *waylay them* or *skewer them*. Who?



-Place-

- Ringmaster;
- Performer;
- Provisioner, properties & paymaster;
- Critic;
- Always there with a picturesque, humorous, or ribald anecdote.

-Plays-

Worldly Frog Plays:

○ — Put them in the spotlight

○ — Skewer them

○ — Leap into action

○ — Sing or play

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 Worldly Frog

When you put someone in the spotlight, roll. On any hit, all eyes and all conversation must turn to them. On a 10+ hit, choose 2 of the following. On a 7-9 hit, choose 1. Address yourself to the assembled company and ask:

- There's something dangerous, risky, fearsome, commanding, unnerving, or terrifying about them! What is it?
- There's something beautiful, endearing, delightful, captivating, or comforting about them! What is it?
- There's something deceitful, self-serving, untrustworthy, detestable, venal or repulsive about them! What is it?
- What do you make of them? What do you hope they will do? What do you fear they will do? What do you need them to do?

You can take your answers from a representative or volunteer, or simply read them from the general mood unspoken. On a miss, all eyes turn to you, or remain on you, neglecting your subject.

When you skewer someone with words, with sword's point, or with a pistol ball, roll. On a 10+ hit, you get 2 chances. On a 7-9 hit, you get 1 chance:

- If you're skewering them with sword's point or pistol ball, announce the weakness in their stance, their guard, their confidence, or their skill that you shall exploit.
- If you're skewering them with words, announce the weakness in their character that you shall lay bare.

Now you depend upon their judgment. They must tell you, honestly and without self-regard, whether you've found a true weakness in them.

- If you have, then indeed you terribly wound, affront, or dismay them.
- If you have not, you have only assaulted or insulted them. Take your second chance, if you have one, or expect them to answer you now.

On a miss, they have 1 chance to skewer you instead.

When you leap into action, roll. On a 10+ hit, choose 2 of the following. On a 7-9 hit, choose 1.

You vault over or past any danger...

- ...catching — off guard.    • ...seizing firm hold of —.
- ...sending — reeling.    • ...barring any way forward for —.
- ...striking — true.    • ...interposing yourself between — and —.

On a miss, ask the MC what goes wrong. Perhaps you've leapt into danger instead of over it.

When you sing or play, choose 1 of the following and roll.

- Your song is booming, rousing, disruptive, inspiring.
- Your song is sweet, melancholy, moving, lovely.
- Your song is sprightly, amusing, energetic, delightful.
- Your song is romantic, revealing, enticing, charged.
- Your song is angry, passionate, fierce, uncompromising.
- Your song is driving, rhythmic, sustaining; for dancing, working, walking.

On a 10+ hit, everyone who can hear you is swept up in your song. On a 7-9 hit, ask the MC whether anyone's resisting it, and if so, who. On a miss, the song gets away from you. Ask the MC what it becomes instead.



# The Worldly Frog

To play the Worldly Frog, create your name, your summer & winter 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.

## Name:

Choose a name suitable for a frog of the world, a frog of distinction, a gracious and elevated frog, an exemplary and gorgeous frog, a veritable frog among frogs.

**Examples:** Edmonton Benevolence Frog, Alamaine-Rose St.Margaritte, Cleopatra Wisteria Bufon.

## Summer & Winter Imagery:

- Choose 1 for summer & 1 for winter: *Still water, flickering moonlight, a soft summer breeze, burbling water, night songs, lacy clouds, dawn, dusk, moss, shade.*
- Choose 1 for summer & 1 for winter: *An elegant frog, a marvelous frog, a beautiful frog, a powerful frog, a sleek frog, a dapper frog, a stunning frog, a lovely frog, a lively frog, a robust frog, a tremendous frog, a veritable frog, a poisonous little frog, a honking big toad.*
- Choose 1 for summer & 1 for winter: *Gray green, jewel green, jewel black, mossy brown, mottled tan, royal blue, royal purple, yellowing off-white, rich brown, brick red.*
- Choose 1 for summer & 1 for winter: *Bare feet, silk slippers, practical shoes, killer heels, buckled shoes, high-laced boots, high-heeled boots, riding boots, stomping boots.*
- Choose 1 for summer & 1 for winter: *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?

Choose your pronouns for summer and for winter as well.

## Example:

### Summer

- Night songs
- A lovely frog
- Royal purple
- Buckled shoes
- Womanish

### Winter

- Dawn
- A robust frog
- Rich brown
- Riding boots
- Womanish

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 Worldly Frog 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 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 owe a debt that I can't easily repay. Who? I can never put you off.*
- *One of you is my usual and accustomed partner in performance, in travel, or in affairs of the heart. I can never waylay you or skewer 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 unearg to do so, your debtor may consider it an insult or a worse offense.



◇ = 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-

- — was the one who 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?
- — 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.



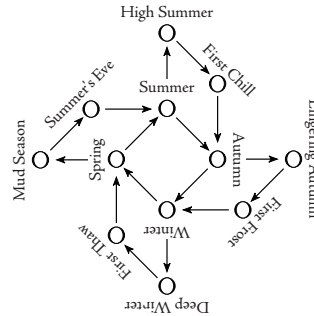
# An Occasion

## The Session

### ◆ The Occasion ◆

### ◆ Its Seasons ◆

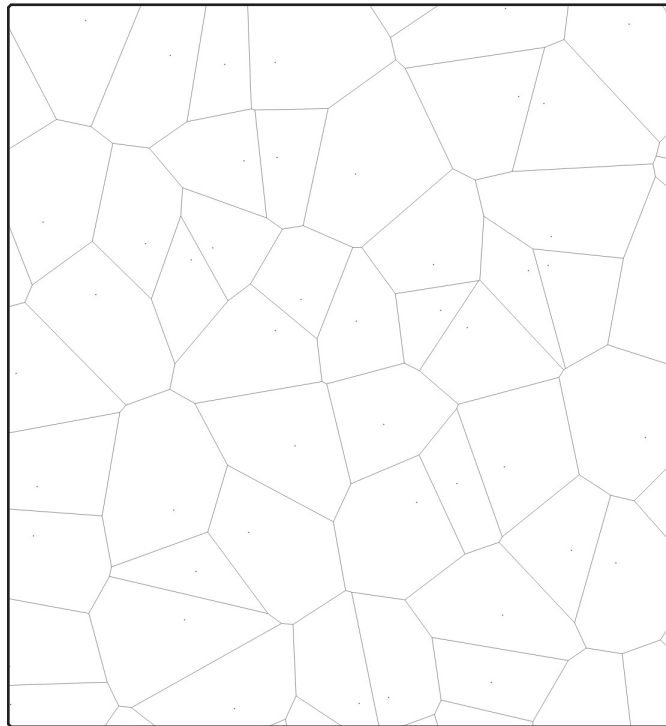
Mark the current season, and pencil in how the season will progress naturally, without the circus' interference.



At the end of the session, mark how the season proceeded in fact.

### ◆ Its Story ◆

### ◆ Its Map ◆



### ◆ Its Events ◆

### ◆ Before the Session ◆

Choose an occasion. Write it up on this sheet.

### ◆ Beginning the Session ◆

Establish the place of this performance in the circus' tour:

- What was your last show? Was it in fairyland, the mortal world, or between worlds? What was the occasion? Would you say it was...
  - A disaster?      • A hungry audience?      • A welcome respite?
  - An easy show?      • A minefield?      • Or what?
- What's your plan for the next show after this? Is it in fairyland or the mortal world? What's the occasion?

### ◆ Your First Plays ◆

Tell the circus where they are right now, who's there, and what's happening as they arrive. Have your first NPC make their first play. Ask the circus their first plays in response. You're off!

### ◆ During the Session ◆

Help the circus get the lay of the land, plan their show, and put on their performances.

Have your NPCs try to hold to the occasion's proceedings, or try to derail them, as suitable.

### ◆ After the Circus Performs ◆

Resolve any outstanding questions and tie up any loose ends.

### ◆ Ending the Session ◆

Ask the circus:

- How do the events of this show affect you? Who's stepping toward winter, and who's stepping toward summer?
- At the beginning of play, you said you were planning your next show to be —. Is that still your plan, or where are you going to perform next instead?
- Shall we schedule a time to play again?

# Its Audience



\_\_\_\_\_  
*Name & Pronouns*

**Kind:**  
Common Play:  
Common Play:

**Role:**  
Special Play:

**Crave & Give:**  
I crave:  
I'll give freely:  
I hold dear:  
Remarks:

\_\_\_\_\_  
*Name & Pronouns*

**Kind:**  
Common Play:  
Common Play:

**Role:**  
Special Play:

**Crave & Give:**  
I crave:  
I'll give freely:  
I hold dear:  
Remarks:

\_\_\_\_\_  
*Name & Pronouns*

**Kind:**  
Common Play:  
Common Play:

**Role:**  
Special Play:

**Crave & Give:**  
I crave:  
I'll give freely:  
I hold dear:  
Remarks:

- NPC Plays**  
*To approach.*  
*To assail someone.*  
*To draw closer.*  
*To gang together.*  
*To get to work.*  
*To give way.*  
*To open up to someone.*  
*To proclaim something.*  
*To stand on hospitality.*  
*To step up.*
- Ganged Together**  
*To close ranks.*  
*To enact a plan.*  
*To fracture & split.*
- Place Plays**  
*To close against someone.*  
*To close around someone.*  
*To draw someone in.*  
*To listen to someone.*  
*To open up.*  
*To rouse itself.*  
*To whisper to someone.*
- MC Plays**  
*Ask someone.*  
*Bring them together.*  
*Describe something.*  
*Go the long way around.*  
*Play with the rules.*  
*Say where.*  
*Try something.*  
*Turn to someone else.*

\_\_\_\_\_  
*Name & Pronouns*

**Kind:**  
Common Play:  
Common Play:

**Role:**  
Special Play:

**Crave & Give:**  
I crave:  
I'll give freely:  
I hold dear:  
Remarks:

\_\_\_\_\_  
*Name & Pronouns*

**Kind:**  
Common Play:  
Common Play:

**Role:**  
Special Play:

**Crave & Give:**  
I crave:  
I'll give freely:  
I hold dear:  
Remarks:

\_\_\_\_\_  
*Name & Pronouns*

**Kind:**  
Common Play:  
Common Play:

**Role:**  
Special Play:

**Crave & Give:**  
I crave:  
I'll give freely:  
I hold dear:  
Remarks:



# The Occasion:

# a Playbill

## Planning a Show:

Don't plan your show right away! Plan it once you know where you are, what's going on, what your audience wants, and what you want from them.

To plan your show, list performers and their acts, and put them in order. Everyone helps.

At showtime, have the MC lead you through your performance, using a mix of obvious plays and playbook plays.

### Acts & duties to consider:

- + Ringmaster
- + Tickets
- + Novelties
- + Music
- + Refreshments
- + Host or Hostess
- + Barking & calling
- + Guide & host
- + Clowns
- + Acrobats
- + Animal acts
- + Feats of valor
- + Feats of grotesquery
- + Feats of grace & beauty
- + Magic
- + Bouts against all comers

## -PERFORMER-

- +
- +
- +
- +
- +
- +
- +
- +
- +

## -ACT-

- +
- +
- +
- +
- +
- +
- +
- +
- +

## NPC performers:

To fill out the playbill, you can include NPC performers:

- + Fallsop the Goblin
- + Timble the Plum
- + Ballybellow Bess
- + Mommy Sorrel
- + Much the Tomtom
- + The Lady Rosemarie
- + Hattercob the Bootless
- + Sweet Pea-bloom
- + Annie Buckeyes
- + Cobweb (*of fame*)
- + Butterburr & Bitterbalm, twins
- + Ochiran the Stoneswallower
- + Varrus & the Family Oxbow
- + The Hazelbrake Wind Ensemble
- + The Dandyseed Players

## -The POWER of YOUR PERFORMANCE-

During the show, you each choose 1 of these:

- + *Acknowledge or celebrate a change in the circus' roster.*
- + *Captivate someone in the audience, by name.*
- + *Captivate the audience as a whole, inspiring them to largesse.*
- + *Change someone's fortune, by name.*
- + *Give this place its voice.*
- + *Hold, advance, or turn back the season of this place.*
- + *Turn the circus' course toward the other world.*
- + *Turn the circus itself toward summer or toward winter.*

Call for a show of hands. If the other players are unanimous in support, it's the strongest possible act of power, with the full intent of the circus behind it. If it's a tie or majority support, then it's a strong act of power. If it's a majority or unanimous against, it's still an act of power, but it's weak or, from the circus' point of view, misdirected.

Don't vote for your own acts of power, count the other players' votes.

When the other players choose their acts of power, you vote. You can cast at most 2 supporting votes per show, so weigh your votes accordingly.

**Problem people:** any time before or during the first half of your show, the MC can introduce a problem person in your audience, or even in the circus. Someone skeptical, bored, hostile, or otherwise disruptive to your performance.

If you don't win them over, problem people can interfere with the power of your performance.

**Between worlds,** your performance has less power than in either fairyland or the mortal human world. You get only 1 supporting vote, not 2.

# The Power of Your Performance

## ♦ *Acknowledge or celebrate a change in the circus' roster:*

When you *acknowledge or celebrate a change in the circus' roster*, welcoming someone new, bidding them goodbye, or inviting them to return, call for a show of support. *Any majority* means that you've truly done so: you've bid them truly welcome, bid them truly goodbye, or truly invited them back. *A unanimity* means that the audience joins in as well, with unstinting acclaim. *A split or a minority* means that you've still done it, but the MC has to consider and judge: the ones who chose it are beholden to the ones who didn't; or else the ones who didn't choose it have insulted the ones who did.

If there haven't been any changes to the circus' roster, don't choose this.

## ♦ *Captivate someone in the audience, by name.*

When you *captivate someone by name*, it must be someone present for the performance. Call for a show of support. *A unanimity* means that you draw them into the performance at its finale, overcome, unthinking, in wonder. *A majority* means that they try to meet the performers after the performance, to offer them praise, opportunity, and/or largesse. *A split or a minority* means that they care to meet only you and the other performers who voted their support.

## ♦ *Captivate the audience as a whole, inspiring them to largesse.*

When you *captivate the audience as a whole*, inspiring them to largesse, call for a show of support. *A unanimity* means that they share freely what they have in plenty, and also impoverish themselves of what they hold dear. *A majority* means that they only share freely what they have in plenty. *A split or a minority* means that they applaud politely and tip well enough.

## ♦ *Change someone's fortune, by name.*

When you *change someone's fortune*, first name them, then name the way you want their fortune to change. You can change anything about them except their nature and their past: their form, their seeming, their luck, their health, their circumstances, the privileges they enjoy or the limitations imposed upon them. Call for a show of support. *A unanimity* means that the change you describe comes true in the absolute, and that your subject, this place, and the people here, if appropriate, are already beginning to forget that it used to be otherwise. *A majority* means that the change you describe comes true as you described it, but that the change is not absolute, and the habits and memories of your subject, this place, and the people here might, over time or without care, reassert the old fortunes. *A split or minority* means that the change you describe comes true in broad, but those who voted in opposition can, if they like, put their heads together and choose one way in which it does not come true.

If you choose to name another player's character, they can accept, or else they can demur and have you make a different choice instead.

## ♦ *Give this place its voice.*

When you *give this place its voice*, call for a show of support. *Any majority* means that the place can speak freely in its own voice. Ask the MC what it says. *A unanimity* means that, furthermore, it can act, for the moment, on its own behalf. Ask the MC what it does. *A split or minority* means that it can't speak in its own voice, but you can speak for it. Ask the MC what it whispers to you, and decide for yourself whether to speak for it.

## ♦ *Hold, advance, or turn back the season of this place.*

When you *hold, advance, or turn back the season of this place*, first name the course you want the seasons to take, then call for a show of support. *Any majority* means that the season advances, turns back, or holds, according to your chosen course, and furthermore, that no one else can use their turn to change it again. *A unanimity* means that it's already begun happening by the end of the performance. *A majority* means that it'll begin happening by the end of the session. *A split or a minority* means that the season's advance remains outside of the circus' direction: it advances, or does not, just as it would have if the circus hadn't come.

When the season of a place changes, it's up to the MC to reflect the change in the people and circumstances here.

## ♦ *Turn the circus' course toward the other world.*

When you *turn the circus' course toward the other world*, call for a show of support. *A unanimity* means that when you leave this place after your show, you'll arrive in the other world. *A majority* means that you'll arrive between worlds, or into your chosen world if you were between worlds already. *A split or a minority* means that you remain in the world you're in.

If you're already between worlds, be sure to choose which world you're stepping toward.

## ♦ *Turn the circus itself toward summer or toward winter.*

When you *turn the circus itself toward summer or toward winter*, first choose "toward summer" or "toward winter," then call for a show of support. *A unanimity* means that everyone in the circus steps twice toward the chosen season. *A majority* means that everyone in the circus steps once toward it. *A split or a minority* means that you and those who voted their support step toward it, and those who didn't, don't.



# The Obvious Plays



When you confront someone, roll. **On any bit**, you interrupt them and they can't proceed without dealing with you. **On a 10+ bit**, they have to choose whether to back down and give you your way, or defy you and force your hand. **On a 7-9 bit**, 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 MC what goes wrong. Perhaps you've tipped your hand.

When you draw someone out, roll. **On any bit**, you seize their attention and they open up to you. **On a 10+ bit**, ask them 2 of the following; they must answer honestly. **On a 7-9 bit**, 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 MC 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, entice 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 open up to someone, roll. **On any bit**, you capture their attention and they must hear you out. **On a 10+ bit**, choose 2 of the following. **On a 7-9 bit**, 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 MC 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 put someone off, roll. **On any bit**, they must back off and give you time and space. **On a 10+ bit**, they have to physically leave or let you leave yourself. **On a 7-9 bit**, they can remain nearby, if they choose, and follow along behind you if you leave. **On a miss**, ask the MC what goes wrong. Perhaps you've insulted them.

When you size someone up, roll. **On any bit**, 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+ bit**, ask them 2 questions. **On a 7-9 bit**, 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 MC 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 bit**, they must drop everything and deal with your attack. **On a 10+ bit**, choose 2 of the following. **On a 7-9 bit**, 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 MC 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 want a suggestion, a prompt, a setup, some backup, some crowd control, a safety wire, or to hand the action off to someone else, call for a line. You can:

- Ask for suggestions for your next play.
- Ask someone else to make a play, if they're willing.
- Ask for solidarity in holding a line.
- Ask for help in reaching an outcome.
- Ask for backup in taking a risk.

The other players and the MC should offer the best help and suggestions they can. Take them up on it!

When you sniff the wind, roll. **On any bit**, ask the MC questions, which they must answer truthfully. **On a 10+ bit**, ask 2. **On a 7-9 bit**, 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 MC 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.

Use one of your trappings whenever, however, and as often as you like. When you do, it might:

- Let you make a play that you wouldn't be able to make otherwise.
- Turn a miss into a 7-9 bit or a 7-9 bit into a 10+ bit.
- Give you an extra choice, an extra chance, a reroll, a take-back, a do-over, or dibs.
- Bring another player's character or NPC to you, or send them away.
- Prevent someone else from taking a particular action or making a play of their own.
- Start a fight, end a fight, make someone beholden, insult someone, or force someone to choose a side or declare their intentions.
- Step someone toward summer, toward winter, or, for human characters, toward their equivalent.
- Have some other novel effect, depending on the trapping's particular nature.

Quickly consult with the MC and together decide what's appropriate.

When you weather the storm, whatever danger, disaster, or developing catastrophe it is, roll. **On any bit**, choose 1:

- The storm rages around me but doesn't move me from my place.
- I ride the storm where it carries me, but don't lose my feet.

**On a 10+ bit**, choose 2 or 3 of the following. **On a 7-9 bit**, choose 1 or 2:

- I'm calm enough.
- I'm fearless enough.
- I'm patient enough.
- I'm quick enough.
- I'm strong enough.
- I can endure the pain.
- I can provide care and healing to those around me.
- I can provide calm and direction to those around me.
- I can provide strength and protection to those around me.
- I am —, or I can —.

**On a miss**, choose 1 that you are or can, and 1 that you definitely aren't or can't.

In any case, ask the MC what happens and where you are now.

