

THE NIGHT, THE WILDERNESS, AND THE POWER

You are a respectable daughter of your community. You have made promises and lived dutifully, but there is something you desire that cannot be found in Town. As you wander out into the night to find your dream, what will you risk, what promises will you break to gain your heart's desire?



This is a game for two participant. One (the player) portrays the character, a daughter of a respectable family who lives a dutiful but unfulfilled life and is finally taking action to achieve her Heart's Desire. The other is the Game Master (GM), who is responsible for posing challenges for the Character and portraying the other elements of each scene.

CHARACTER CREATION:

The character is defined by her four Humours, her Heart's Desire, and a Promise which she has made to her family.

Name:

Of course, the character has a name – there is a list of popular Elizabethan girl's names in the supplemental material if needed.

Humours:

The player has a total of 12 dice to distribute among her character's four Humours. Each Humour represents a particular way of dealing with the world and the challenges the world presents:

- Sanguine = social/gregarious
- Phlegmatic = emotional/intuitive
- Choleric = physical/active
- Melancholic = intellectual/rational

The way in which the Humours are initially distributed provides a quick picture of the character's personality, and will provide her a spectrum of choices for dealing with challenges in the course of her night's quest for her Heart's Desire.

Heart's Desire:

In addition to her basic nature as described by the balance of her Humours, each character has a Desire. This is something beyond the scope of her normal life. "To marry Sir Thomas, the Lord's son," "To own my own yarn shop," "To see Avis dead before she marries Edmund." Write this down – it is the reason for everything that happens tonight.

Promise:

Each character also has a Promise she has made to her family. "I will give myself to the church," "I will protect my little sister from all harm," "I will marry old Ralph the butcher." This promise is important to the character, and to her family – to break it would be unthinkable, or at least she thinks so at the beginning of the night.

PLAY:

Play proceeds in a Prologue, three Acts, and an Epilogue.

Prologue:

During the prologue, the character is introduced. The player briefly describes the character's home, her family, her Promise and her Heart's Desire. The GM can certainly provide input and suggestions, but the character's player has the final say.

The Main Action: Acts One, Two and Three

During each act, the character enacts one or two scenes. The GM draws a card from the scene deck for that act when the scene begins, and reads the quotation printed. With this inspiration, the GM and player frame a scene that will provide a challenge for the character on her journey to her Heart's Desire.

During each scene, the GM describes the challenge the character faces, and provides descriptions of the other elements of the scene (landscape, weather, other characters, for example). The player and GM collaborate to play out the scene, and then the challenge is resolved as described in the "Mechanics" section below.

Act One: The Night (two scenes)

In Shakespeare, night is a time of evil deeds and lover's trysts, things kept hidden from the light of day and of reason. During the first act, the theme of each scene and its challenge is that which is cloaked, obscured or secret. Perhaps the character must discover something that is hidden, or keep hidden something that others might wish to discover. By the end of the first act, the character should have learned something about herself that she didn't previously know. The player and GM should discuss what the character has learned and write it down to refer to during the Epilogue.

Act Two: The Wilderness (two scenes)

In Shakespeare, the Wilderness is a place of untamed Nature. The forest has a life of its own, or may be populated by Fairies and Ghosts. Men and women do things in the wilderness that they would never dare in a more civilized spot. During the second act, the theme of each scene and its challenge is that which is untrammelled, untamed or wild. Perhaps the character must overcome an encounter with animals, bandits or Fairies, perhaps she must overcome her own essential drives in order to continue on her path. By the end of the second act, the character should have learned something about the world that she didn't previously know. Write this down to refer to during the Epilogue.

Act Three: The Power (one scene)

The character has fought through darkness and the wild to find someone or something she

believes can help her in achieving her Heart's Desire. In Shakespeare, there are many unknown others – Fairies and Spirits, Witches and Ghosts – that may provide counsel or trouble for the characters. During the third act, the theme of each scene and its challenge is that which is unknown, powerful, *other*. The character must treat with an otherworldly Power and convince it to help her reach her goal. By the end of the third act, the character should have learned something about her Heart's Desire that she didn't previously know. Write this down to refer to during the Epilogue.

The Epilogue:

At last, by dawn, the character has returned to her home. She may have changed, she may have broken her most sacred promise, she may now have the way clear to achieving her Heart's Desire, she may yet be unfulfilled. Referring to the three things the character learned during play and incorporating them, the player should once again describe the character, her relationship with her family, what has happened with her Promise, and where she stands in gaining her Heart's Desire.

MECHANICS:

When a character meets a challenge, the player has several resources from which to draw. In all cases, the player rolls 1d6 (that's a normal 6-sided die) for the character's Desire (this should be different from the other dice). If the character is not Forsworn, the player also rolls 1d6 for the character's Promise (this, too, should be different from the other dice). To add to this roll, the player may use any number of dice from **one** of the character's Humour pools. To reflect the character's use of her inner resources, these dice are "spent" after use – they are not available for future challenges during the game.

After the challenge is described and the player and GM (with assistance from the other players) have roleplayed the challenge and the character's response (which should be appropriate to the Humour chosen), dice are rolled:

- The player rolls all the dice selected for the Challenge and counts any result of 4 or higher as a success.
- The GM rolls three dice for each challenge and counts any result of 5 or higher as a success.
- Subtract GM successes from player successes to find the Result of the challenge:
 - If the Result is 0 or less, the character fails the challenge – this triggers a Promise Scene. The player and GM should collaboratively describe the character's failure to overcome the challenge.
 - If the Result is 1 or 2, the character succeeds in the challenge and moves on. The player and GM should collaboratively describe the character's success.
 - If the Result is 3 or higher, the character succeeds resoundingly – the player may add one die to **any** of the character's Humour pools. The player and GM should collaboratively describe this exceptional success.

- Desire and Promise Dice:
 - A character's Heart's Desire is her driving motivation. If the player rolls a success on the Desire die during a challenge, the player may add one die back to the Humour pool just used for the challenge.
 - A character's Promise is her tie to her home and family. If the player rolls a success on the Promise die during a challenge, the player may reroll one of the Humour dice rolled for that challenge.

The Promise Scene

When a character has failed a standard challenge, this triggers a Promise Scene. The Promise Scene proceeds as follows.

First, the GM frames a scene that could potentially give the character an advantage in her quest *if* she chooses to become forsworn by breaking the promise she made to her family. Strive to make the opportunity tempting!

If the player chooses to have her character become forsworn, the scene ends there. The Player should describe her character breaking the promise and the way in which that helps her in her quest for her Heart's Desire. Once a character is forsworn, the player no longer rolls the character's Promise die in future challenges.

If the player chooses not to have her character become forsworn, a special challenge mechanic is invoked.

- The player rolls a single d6. 4 or higher is a success.
- The GM rolls a single d6. 5 or higher is a success.
- If the player succeeds and the GM fails, the character moves on to the next scene. Describe how the character has won through, avoiding temptation and moving on in her quest.
- If both player and GM succeed **or** both player and GM fail, the character moves on to the next scene, but not unscathed. Describe one way in which she has been changed by the night's events. This should be something that will be noticed by her family and friends.
- If the player fails and the GM succeeds, the character progresses no further. For tonight, at least, she is stymied in her striving for her heart's desire. Move to the Epilogue and describe her as she returns home, dutiful but unfulfilled.

NOTES ON PLAY:

This game is intended to be collaborative. At most points, the player and GM should feel free to make suggestions and elaborations.

GM (reading from a Scene Card): "There is a cliff, whose high and bending head / Looks fearfully in the confined deep." Hmm. Elizabeth is on a rocky crag, looking out over the tossing water of the ocean.

The rumors that led her out here said that some Power lives in a cave at the bottom of the cliff. How does she get down?

Player: And I've used up almost all of my Choleric Humour dice! Guess I won't try to climb down from here, I wonder what else I can do?

GM: Well, you have plenty of Sanguine Humour dice – maybe you could find someone to help you somehow?

Player: Oh, yeah! I guess I'll look around for someone that might know a better way down. Are there any signs of people up here?

GM: Sure. There's... a glimmer of light – maybe it's from a lantern? - maybe half a mile away along the cliff top.

(They roleplay finding an old fisherman in his ramshackle hut. He's half-crazy and cantankerous.)

Player: "Please, sir... I just need to find a way down to the strand!"

GM: He looks at you for a minute – shall we roll the dice?

Player: Sure. I'll use three from my Sanguine pool, plus my Desire and Promise dice.

(The player rolls 2 successes, the GM rolls 1, so the scene ends with the character overcoming the scene's challenge. The player rolled a success on her character's Desire die, so she puts one of her Humour dice back into her Sanguine pool.)

Player: So, the fisherman shows me a hidden path that leads to the bottom of the cliff. I ask him if he know about the cave.

GM: He looks a bit afraid. "It's scary down there at night. Girl like you shouldn't go looking for trouble!" He points to the beginning of the path and turns away, limping back toward his rundown hut.

A Promise scene should be a bit different. The GM should frame the scene based on the character's Promise, trying to present a situation that will be tempting for both the player *and* the character. Promise scenes should be a little *less* collaborative, so that the player's choice has some real teeth.

<p>[NIGHT] Pinch him, and burn him, and turn him about, Till candles and starlight and moonshine be out.</p>	<p>[NIGHT] Fairies, black, grey, green, and white, You moonshine revellers and shades of night.</p>
<p>[NIGHT] The chariest maid is prodigal enough If she unmask her beauty to the moon.</p>	<p>[NIGHT] ...wizards know their times: Deep night, dark night, the silent of the night...</p>
<p>[NIGHT] The night is dark; light and spirits will become it well. Heaven prosper our sport! No man means evil but the devil, and we shall know him by his horns.</p>	<p>[NIGHT] Here stood he in the dark, his sharp sword out, Mumbling of wicked charms, conjuring the moon To stand 's auspicious mistress.</p>
<p>[NIGHT] I have night's cloak to hide me from their sight; And but thou love me, let them find me here:</p>	<p>[NIGHT] Things that love night Love not such nights as these. The wrathful skies Gallow the very wanderers of the dark And make them keep their caves.</p>
<p>[NIGHT] ...I hither fled, Under the covering of a careful night, Who seem'd my good protector;</p>	<p>[NIGHT] It was the nightingale, and not the lark, That pierced the fearful hollow of thine ear; Nightly she sings on yon pomegranate-tree: Believe me, love, it was the nightingale.</p>

<p>[WILDERNESS] O, thou wilt be a wilderness again. Peopled with wolves, thy old inhabitants!</p>	<p>[WILDERNESS] While she, the picture of pure piety, Like a white hind under the gripe's sharp claws, Pleads, in a wilderness where are no laws, To the rough beast that knows no gentle right, Nor aught obeys but his foul appetite.</p>
<p>[WILDERNESS] For now I stand as one upon a rock Environed with a wilderness of sea, Who marks the waxing tide grow wave by wave.</p>	<p>[WILDERNESS] If this uncouth forest yield anything savage, I will either be food for it or bring it for food to thee.</p>
<p>[WILDERNESS] A fool, a fool! I met a fool i' th' forest,</p>	<p>[WILDERNESS] Who can impress the forest, bid the tree Unfix his earth-bound root?</p>
<p>[WILDERNESS] Say from whence You owe this strange intelligence? or why Upon this blasted heath you stop our way With such prophetic greeting?</p>	<p>[WILDERNESS] Under the greenwood tree Who loves to lie with me, And turn his merry note Unto the sweet bird's throat, Come hither, come hither, come hither. Here shall he see No enemy But winter and rough weather.</p>
<p>[WILDERNESS] There is a cliff, whose high and bending head Looks fearfully in the confined deep.</p>	<p>[WILDERNESS] Over hill, over dale, Thorough bush, thorough brier, Over park, over pale, Thorough flood, thorough fire, I do wander everywhere, Swifter than the moon's sphere;</p>

[HERNE THE HUNTER]

There is an old tale goes that Herne the hunter,
Sometime a keeper here in Windsor forest,
Doth all the winter-time, at still midnight,
Walk round about an oak, with great ragg'd horns;
And there he blasts the tree and takes the cattle
And makes milch-kine yield blood and shakes a
chain

In a most hideous and dreadful manner.
You have heard of such a spirit, and well you know
The superstitious idle-headed eld
Received and did deliver to our age
This tale of Herne the hunter for a truth.

[PUCK]

Either I mistake your shape and making quite,
Or else you are that shrewd and knavish sprite
Call'd Robin Goodfellow: are not you he
That frights the maidens of the villagery;
Skim milk, and sometimes labour in the quern
And bootless make the breathless housewife churn;
And sometime make the drink to bear no barm;
Mislead night-wanderers, laughing at their harm?
Those that Hobgoblin call you and sweet Puck,
You do their work, and they shall have good luck:
Are not you he?

[THREE WITCHES]

Round about the cauldron go;
In the poison'd entrails throw.
Toad, that under cold stone
Days and nights has thirty-one
Swelter'd venom sleeping got,
Boil thou first i' the charmed pot.

Double, double toil and trouble;
Fire burn, and cauldron bubble.

[ARIEL]

Where the bee sucks, there suck I:
In a cowslip's bell I lie;
There I couch when owls do cry.
On the bat's back I do fly
After summer merrily.
Merrily, merrily shall I live now
Under the blossom that hangs on the bough.

[A GHOST]

Angels and ministers of grace defend us!
Be thou a spirit of health or goblin damn'd,
Bring with thee airs from heaven or blasts from hell,
Be thy intents wicked or charitable,
Thou com'st in such a questionable shape
That I will speak to thee.

[TITANIA]

I know a bank where the wild thyme blows,
Where oxlips and the nodding violet grows,
Quite over-canopied with luscious woodbine,
With sweet musk-roses and with eglantine:
There sleeps Titania sometime of the night,
Lull'd in these flowers with dances and delight;
And there the snake throws her enamell'd skin,
Weed wide enough to wrap a fairy in:

SUPPLEMENTAL:

<i>Women</i>	<i>Men</i>
Katherine	Nicholas
Susanna	James
Francis	Henry
Joane	Edmund
Judith	Harry
Alice	Anthony
Ellen	Roger
Grace	Peter
Isabell	Nathaniel
Martha	Stephen
Susan	Jeffrey
Winifred	Francis
Avis	Andrew
Bennet	Valentyne
Christian	Samuell
Constance	Ralph
Cybil	Michael
Ester	Leonard
Rebecka	Josias
Rose	Humphrey
Sidney	Hughe

<i>HER NAME:</i>
<i>HER HEART'S DESIRE:</i>
<i>HER PROMISE:</i>
<i>WHAT SHE LEARNED ABOUT HERSELF:</i>
<i>WHAT SHE LEARNED ABOUT THE WORLD:</i>
<i>WHAT SHE LEARNED ABOUT HER HEART'S DESIRE:</i>
<i>HOW SHE WAS CHANGED:</i>

