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The Town of Betwixt spreads across a broad acreage of charming English countryside, evenly spaced between the nearest Town of Man and the nearest Town of Fae. The people of Betwixt are meticulous, quiet, and half-cut with Fae blood, although they'd never admit such an indecency to visitors. To live for very long in Betwixt, you must have an open mind and a quick wit.

One player will be the narrator and will take a large role in determining the shape of the story. The other players will all control individuals from Betwixt.

Each such player will take the role of two households, with seven people total spread between them. These people can be relatives, adopted visitors, boarders, or even sufficiently clever pets, but they cannot be Fae. Betwixt has a small but appropriate number of residents besides those being played. To play, you require some paper for notation and tracking your households, and a set of six dice with different numbers of sides - the suggested dice are the d4, d6, d8, d10, d12, and d20, but if you have rarer dice you are encouraged to substitute them.

Each scene takes place seventeen seasons apart - slightly over four years - and each player will control one character from their flock in each scene. Do not choose the same character in consecutive scenes. The seasons have indelible effects on the Fae, and by extension the people of Betwixt know to expect certain annual delights. These seasonal events are the primary focus of this game.

The Summer is known for the **Summer Solstice**, a time where the veil between the worlds is thinnest and Fae run amok in the worlds of Man. Towns besides Betwixt will start running into Fae encounters that they will struggle to understand.

The Fall holds Betwixt's world-famous **Harvest Festival**. Some years, the Festival is a gay time for Fae and Man to intermingle in peaceful games and trading - sometimes, it is time for cruel Fae to drive famine through the fields and smother babes in cribs.

The Winter is when the Fae's **Winter Court** meets. The winter Fae are curmudgeonly old wisps who traded control of the other seasons for some very attractive investments, and they've been punishing the world for their poor yield rate ever since.

The Spring is time of the **Fayre and Ball**, a grand and notorious spectacle. The Fayregrounds in Betwixt are home to games and contests, while the Faeland's Ball displays fashion trends from the future on the most eligible young Fae.

Each scene, roll your set of dice in ascending order. Each roll must be higher than the roll of the previous die. When you fail to roll over your last roll, stop rolling. Example: Roll your d4 and get a 3, then roll your d6 and get a 5, then roll your d8 and get a 6, then roll your d10 and get a 2 - stop because you rolled lower than the previous die.

These dice results will let you succeed on things in this scene. Even numbered results are used to succeed on Man things - strength, commerce, logic, family, and so on. Odd numbered results are used to succeed on Fae things - magic, cunning, love, trickery, and sundry. At the end of each scene, you can use any unspent dice to shape the growth of Betwixt - spend one Fae die to marry one of your characters to a willing character. Spend one Man die to cause a married couple (not necessarily your own) to have a child.

Characters must be 8 years old to be played and 20 years old to marry or have children. Such is the practice of Betwixt. All characters die or retire to Yorkshire when they turn 80. At any time, you may cede one of your characters to the narrator and add a different character from your households to your retinue.

All scenes, by default, end in failure and tragedy. Every scene will result in the death of one character being played in that scene. A character's death galvanizes the town, and the player character closest to the deceased is pulled into a state of Wrath and Ruin. While in this half-mad state, a character can roll all their dice regardless of what results they see, and the character is allowed to kill in revenge. Revenge is a well-acknowledged right amongst the Fae, and although they do not know the value of a Man life, they permit a certain moderated amount of polite revenge. Other killings of Fae are strictly outlawed, and to commit such an atrocity would doom Betwixt to a thousand withered harvests.

Whenever a character successfully avenges a loved one, they acquire a Scar or Artifact which they can use to help them in later scenes. Artifacts can be passed down the family line.

Remember, Fae are tricksters but they do not lie! Although they will deceive anyone they can for personal gain, they are creatures of inherent truth. They cannot be beaten with brute strength, but they could be defeated with inescapable logic.

It is impossible to win Betwixt because things are as they have always been and will always be as they are. Success comes from finding love, coming to agreement with people unlike yourself, and visiting places far from home.

Connor Roberson, 2017

- Children are better-suited for understanding the eccentric rules of the Fae world. Anyone characters under the age of 20 can succeed on one Fae task each scene without using a die.
- Unmarried characters between the ages of 20 and 40 can bear half-Fae children if someone spends two Fae dice at the end of a scene. The babe will be delivered to their door, beautiful and healthy, but the Fae parent will never raise such a creature.
- Half-Fae characters use prime number results for Fae tasks, and composite number results for Man tasks.