

In the Name of Titania Regina

A Hysterical Game of the 18th century High Seas, Adventure, and Romance

By

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Needed

Paper/Pencil

1d12

1d4

1d6- with 6 colors on the sides (Red, Orange, Yellow, Green, Blue, Purple)

The Quest- What you have been assigned to find. They always come in combinations of three. Why? Because her majesty LIKES the number, that's WHY!

Faewine- What keeps you going. A liquid distilled from dreams and aged in barrels of rosewood and pure silver

Port Irisopolis- the City of the Faeries

Companion- your crewmates, whoever they be

Pranks- the elaborate schemes used to get your Quest item

You have the Queen's letter of marque and have been given a quest. The winner shall be granted the Queen's favor for eternity! The loser shall be publicly mocked as a disgrace to all privateers and no true Seelie faerie, perhaps even an enemy of the crown!

Character Creation

First thing, is to roll up your stats.

You shall have five, very important stats:

Guts

Style

Strength

Cunning

Heroics

One shall take the colored six sided die and roll five times. Then write each color beside one stat, wherever you feel it is most appropriate.

The colors are:

Red- Worthless

Orange- Trivial

Yellow- Fair

Green- Good

Blue- Excellent

## Purple- Unequaled

Next, roll the twelve sided die to determine under which star you were born.

- 1=Aries (you have ram's horns and the power of fire)
- 2=Taurus (you have the head of a bull/cow and can control mud)
- 3=Gemini (you can duplicate yourself and speak to birds)
- 4=Cancer (you have crab claws for hands and are immune to cutting blows)
- 5=Leo (you have the mane of a lion and can summon and command cats to do your bidding)
- 6=Virgo (you are heartbreakingly beautiful and can control weather to a small degree)
- 7=Libra (you have large butterfly wings and can see the truth behind illusions)
- 8=Scorpio (you have a scorpion's tail and can attract members of the opposite sex)
- 9=Sagittarius (you are a centaur and can create small earth tremors)
- 10=Capricorn (you have goat horns and can make yourself physically unmoveable)
- 11=Aquarius (you have gills and can control the wind)
- 12=Pisces (you have webbed fingers and can speak to fish)

## The Quest

The Queen is a just and good ruler, but a fickle one. The only way to stay in her good graces is to accept her missions, no matter how impossible they seem. At the beginning of each game, a twelve sided die will be rolled three times. According to the roll of the die, there are three possibilities of quest item.

- 1- A piece of chocolate held by the Queen of China, A lock of hair from a turtle, A rose found in the gardens of Morgan Le Fae
- 2- The last breath of a dying mother, Stardust from the hem of an Elf Maiden's robe, Three thorns plucked from the paw of the Nemean Lion
- 3- Seven arrows shot by Cupid into the arm of Diana, Feathers from the winged sandals of Hermes, A mandrake's sword
- 4- Venus' hairbrush, a flask of water from the bottom of a whirlpool, a kiss from a German Princess
- 5- The wand of Merlin, the crown of Guinevere, a piece of clothing from a child who never lied
- 6- Gold beads from a grandfather's rosary, Thunder from the forge of Vulcan, a claw from a witch's cat
- 7- A spare wing from a crippled faerie, a nail from a vampire's coffin, the left hand glove of the Queen of France

- 8- Ashes from Vesta's firepit, a hammer used by a dwarf, a faun's whistle
- 9- The horn from a young minotaur, the favorite chewed-up slipper of Cerberus, a petal from the skirt of a sylph dancer
- 10- The girdle of the Sultan's Daughter, fern seeds, a violin string from Satan's own fiddle
- 11- Strawberries from the Horn of Cornucopia, the diamond ring of an Indian Maharajah, the Green Girdle of Sir Gawain
- 12- The tears of laughter of Apollo, a sailor's shoe, a Gypsy's gold earring

The players may be as creative or as literal as they wish in obtaining these items, but they must get them!

After each roll, a four sided die is rolled to determine which choice is taken. On a roll of four, the roll must be made again.

### Oberon's Armada, Combat, and Weapons

Oberon and Titania: the greatest love story and war epic all wrapped into one. Their love-hate relationship has spanned the centuries. While you quest for Titania's treasures and gifts, Oberon's Armada hunts you, seeking to lay ruin to her navy of privateers and bring glory to his own fleet.

Combat is as follows: When combat is declared, the two opponents roll the colored dice against either their own Strength, Heroics, or Style. The color indicates whether they've done a good job. Then they roll against each other to see whether it was "good enough", declaring a body part they're aiming for. The second roll may be rerolled if there is a tie.

Weapons deal one of three kinds of damage.

Piercing- Rapier, Flintlock, Arrow, Dart, Scorpion's Tail, Teeth  
Crushing- Crab Claws, Cannonballs, Cudgel, Fists, Feet, Headbutt  
Cutting- Saber, Cutlass, Fingernails, Knives, Bonesaw, Axe

Faeries are a fragile bunch. Once they take 10 hits to a part, it's gone. It takes a day to heal up, with the exception of lost limbs and eyes. But not to worry! Lots of pirates get along fine with peg legs, hook hands and eyepatches!

### Yer Mates

No man or woman is an island, especially not on a ship. In a fight, your crewmates are what stands between you and death. Depending on who everyone is, they have different uses for all the crew. If that crewman falls, find another, quick! You'll need 'em, skipper!

*Captain*- +1 to Guts rolls  
*First Mate*- +1 to Style rolls  
*Navigator*- +1 to Cunning rolls  
*Bursar*- +1 to locating a treasure  
*Healer*- Healing rate halved  
*Crewman*- +1 to Heroics rolls

### Faewine, Pranks, and Magic

#### *Faewine*

Mortals speak of them in hushed tones: The Water of Life, The Fountain of Youth, The Rivers Lethe and Mnemosyne. But they all pale in comparison to the fuel of faerie life and magic. This mystical liquor is distilled from the purest, deepest, dreams of mortals and aged in barrels of rosewood and pure silver. It is only bottled when the moon is at a crescent or half, for the influence of either dark or full would destroy the magical properties of the wine. This liquid sorcery is called Faewine.

A faerie can drink a pint of this once a day to gain +3 to all stats. But this effect only lasts an hour. Any attempt to drink more will only make the faerie in question drunk and it takes one hour per pint to sober up again. Some faeries choose to drink more than a pint, for the "pixelated" sensation, but in a fight or on the job, it's generally frowned upon.

There are two kinds of Faewine that will create a different effect to the one seen with regular Faewine. Pure Faewine is bottled at full moon and distilled from the perfect dreams of children and innocents. This drink is VERY RARE and can only be obtained with the Queen's written permission (of course, one could "acquire" it from a ship of Oberon's fleet). One pint of this, makes a faerie untouchable by normal weapons. A second pint renders a faerie impervious to magic. By the third drink, however, the faerie is not only invincible, but quite mad. They will strike out at anyone and everyone, before exploding at sunrise or sunset--whichever is sooner--into a cloud of glittering pixie dust and stars that shoot skywards.

Faegut is like cheap rum: caustic, disgusting, and easy to get hold of. Faegut is distilled from nightmares or the wicked dreams of foul mortals, bottled at moon-dark and either treated with pixie dust or simply left in a swamp for a few years. It tastes and smells revolting, but in a pinch, it can be a faerie's best friend. It can turn the most coolheaded faerie into a berserker, but at the price of bringing down their stats by three.

#### *Pranks*

Sometimes, a faerie privateer will run into a situation where someone has what they want and that someone doesn't want to give it up. Here's where you and your mates must procure the item by less-than-scrupulous means.

Everybody makes a Cunning roll. The player with the highest roll must come up with a

scheme, using everyone in your crew. No prank is too over the top, as fae are great scavengers and often collect a great deal of odds-and-ends, on account of you never know. Then, everyone makes a Style roll to see how well their part goes off. The moment a roll hits yellow or worse, the prank begins to fall apart. Only if the person to the left of the failed roll rolls a blue or better can the prank be saved.

### *Magic*

Magic is what faeries do best. Every faerie knows at least how to grant a wish or vanish from mortal sight. Magic comes from the hands, so each gesture declared as magical must have a meaning that fits; i.e. twisting your hand like turning a key is to unlock something. Then a Cunning and a Style roll is made to see if it works.

### Pixies

They're fickle, evil-tempered, loose moraled and irresistably cute (so the mortals say). Pixies are knee-high berserker warriors, who might be cute under the filth and war paint. Only two things placate them: Faewine and mushrooms. Don't have them? A likely story! They tear ships to shreds trying to locate them, meaning a carefully collected treasure hoard can be ruined by hungry, sober, pixies in a matter of minutes. Beating up on them won't stop them and you just can't kill them. They reassemble and leave, to hunt you down in greater numbers later. But pixies also have attention spans no longer than a pin, so if another ship comes along, they'll leave you alone and forget you. A Cunning roll of Blue or Purple will achieve this. If you fail there, a Heroics roll must be made to see if you are brave (read: foolish) enough to throw yourself at the mercy of the Pixie band to save your mates. Failing that, a Style roll must be FAILED to determine whether or not the little rogues decide you are worth long-term interest.

### Conclusion

Well, mates, you have your letter of marque and the Queen has given your mission and her best wishes! Never forget, a faerie privateer has three things on his side: the invincibility of Faewine, the swords of your mates, and the magic in your own two hands! Go forth and seize the day, in the name of Titania Regina!