



Fair Folk *Fashion Week*

a game of fickle fashion
by Gabe Sopocy

Fair Folk Fashion Week

In this game, you will play Queen Titania and a group of fae fashion designer hopefuls who are desperate to win the top prize at Fashion Week: a boon from their queen.

This is a game for 3-7 players lasting 60-90 minutes. Play can be in-person or online. Players will each require a smartphone or other device and a Pinterest account.* If playing in-person, you will also use notecards and a pen. You'll need a six-sided die and a twenty sided-die, or a [digital dice roller](#). If playing online, players should use Zoom, Discord, or another application with video conferencing, screen-sharing, and chat features.

*As an optional in-person variation, you can use old magazines and collage materials in place of Pinterest.

0. Discuss player boundaries.

This is a lighthearted game, but roleplay is unpredictable and player safety should always be the priority. Use Lines & Veils, the [Monte Cook RPG consent checklist](#), or another tool to determine what themes are acceptable during play.

1. Choose who will play the role of Titania, the Queen of Faerie.

The player who chooses to play Titania will be responsible for facilitating the game, but you will also play a unique narrative role. Titania is the Queen of all Faerie, terrifying and beautiful, prone to both fits of rage and acts of dramatic largesse. She will determine who succeeds and who fails each challenge.

2. Titania, read this introduction out loud. Afterwards, you will facilitate gameplay and read all game instructions out loud, save those that require secrecy.

Beloved members of my court and esteemed guests, Fair Folk Fashion Week is upon us once more! [hold for applause; react appropriately if it doesn't follow]

This auspicious week will set the tone for what will undoubtedly be a season of bold choices, outrageous beauty, and unparalleled courage. Fashion Week shows our admirers why we are worthy of their worship and our enemies why they should envy and fear us. It is the climax of culture across all Fairyland! And so, who among the gathered designers will be the champion of Fashion Week? You and you alone shall be granted a boon. Anything within my considerable power to give you, will be yours.

Choose a setting.

[Titania should take over as facilitator at this point.] Your setting will determine where this season's Fashion Week takes place and influence the tone of your game. You may roll a six-sided die to choose randomly or select a suitable option together as players.

1. **Idyllic Glade.** An ancient, enchanted glade surrounded by trees as large as mountains.
2. **Floating City.** The gleaming community square of a floating metropolis.
3. **Elven Ruins.** The crumbling ruins of the Elves' once-great civilization.
4. **Fae Nexus.** The nexus of fae magic, encircled by dancing iridescent lights.
5. **Throne Room.** The decadent throne room of the Summer Court palace.
6. **Royal Statuary.** A courtyard garden filled with statues of mythological beasts and ancient heroes.

Once you've chosen your setting, each player (including Titania!) should take a moment to write on an index card one to three things the inhabitants can see, hear, or smell in this place. Take turns sharing your details, then place the index cards in the center of play where everyone can see them. If playing online, use chat to capture these details.

3. Choose your character.

Each character, except Lin, is a member of Titania's court or inhabitant of her domain. Players (not Titania) may choose one who appeals to them or let the six-sided dice decide.

1. **Mr. Steal-Your-Name**, a sly dandy and a member of the Summer Court who's not above a playing few tricks to win. He copies and claims mortal fashion trends as his own, but usually misinterprets them or warps them to suit his own narrative.
2. **Bloody Bill**, a bearded redcap (a violent, goblin-like creature whose red hat is said to be stained with blood). Bill is a master of shock value and is fond of invoking gore and viscera in his designs.
3. **Ganymede**, a silver-haired moon elf. Elegance personified, Ganymede commands tiny moonbeam spirits to create invisible, elaborate stitchwork and stunning large-scale textile statement pieces.
4. **Tyro**, a water spirit who manifests as a spray of shimmering droplets. A favorite of queer mortals and plus-size fae, Tyro's designs incorporate bold color and movement and tend to show a lot of skin. Or feathers, or scales, or whatever.
5. **Birgit**, an awakened oak tree. Birgit wants her clients to feel powerful and courageous, and her designs show it. She's fond of dramatic makeup, uniform motifs, and ostentatious jewelry.
6. **Lin**, a mortal who crossed into Fairyland by accident. She's never designed a thing in her life. She's doing her best to read the room and design something that will convince Titania to send her back to the mortal realm.

Once players have chosen characters, each should take a moment to write down on a notecard:

- One meaningful object in their character's possession.
- The boon their character would request of Titania should they win.

Take turns introducing your characters and reading these details out loud. Players may keep their notecards nearby to remind and guide their in-character decisions.

- Titania may respond to each character introduction with an idle observation about their personality or appearance.

4. Determine character relationships and run a short scene.

You all know or vaguely know of each other (even Lin). Each player, except Titania, should go around the circle and choose, or roll, one of the prompts to decide your relationship with one to two other characters. Make it a collaborative conversation with the other players. It's fine to reuse options.

1. **Object of Your Affection.** You've watched them from afar. What small ritual does this character regularly perform that secretly delights you?
2. **Bully.** They use status or power to push you around. How do they make you feel small? What did they once say that cut you to the quick?
3. **Talk of the Court.** You are fascinated by the salacious gossip they seem to inspire. What juicy rumor have you heard about this character?
4. **Mysterious Figure.** This character showed up in your dreams last night. What were they doing? How do you feel about seeing them today?
5. **Muse.** Their art and aura inspires you. What notable work of design have you created in their honor?
6. **Bitter Rival.** You fight this character for the spotlight. How have you or they sabotaged the other's success or played an underhanded trick on them in the past?

Backstage Scene: Take no more than 5 minutes to run this scene. Your characters are backstage waiting for Titania to kick off the first challenge. How do you greet one another? Do you intimidate one another? Make pleasantries? The scene can end any time after each player has shared one observation or opinion about Titania.

5. Titania, call the category of the challenge and kick off the first challenge.

Titania, choose or roll a 20-sided die to determine the category of the fashion challenge from the table below. Announce: *“The category is....[category].”* Then, repeat your imperative: *“Let the looks begin!”*

1. Let’s Have a Selkie	2. Summer Camp at the Summer Court	3. Satyr-Day Night Fever	4. Pixie Whimsy
5. Boho Sea Hag	6. The Wild Hunty	7. The Tapestry of Fate, Unraveled	8. Enchanted Athleisure
9. Brownies & Girl Scouts	10. Thousand-Year Slumber	11. Fractured Looking Glass	12. The End of the Rainbow
13. The Wintour Court	14. It’s Giving Three Wishes	15. Decadence and Decay	16. Troll the Audience: a Call for Mischief
17. The Giant’s Dance	18. Straw into Gold	19. Mer-Mod	20. Mortal Normcore

Titania and the designers now each have five minutes to respond **to different, simultaneous** challenges.

Designers

6. You have five minutes to plan your look for the design category challenge.

Each designer gets one model who will walk the runway for Titania and the royal court. Players will use Pinterest to create a board for the challenge. (For an in-person variation, use old magazines and collage materials.)

Your model may be any denizen of Fairyland. You are free to imagine them, or choose from this list: leprechaun, kitsune, goblin, centaur, pumpkin-headed automaton, wood elf, battalion of 49 pixie sprites, buff man with antlers, kelpie draped in algae, Sidhe battle maiden.

Consider your character’s motivations and how they approach design. What would they do with this prompt?

Now, create a Pinterest board that reflects your look! Gather 3-10 images that align to your vision and add them to a Board. Consider how the model will walk and perform to portray your vision. How is the catwalk decorated? How do you finish with a flourish? Plan to be as evocative as possible.

Titania

6. Do not read this aloud! While the designers plan their looks, Titania will experience a random event.

Strange events occur all the time in Fairyland. As they happen to Titania, they will influence her mood and her personal criteria for who she believes should win the design challenge.

Refer to “Titania’s Table of Random Events” on the following page. Roll a 20-sided die to find out what random event occurs as the designers prepare their shows. Imagine the scene unfolding, and then write on your index card 1) how it has affected your mood and 2) what you are hoping to see and feel as a judge this next round.

Don’t reveal your scene to the other players!

After the designers’ models have walked the runways, you will play it out and use it to justify your choice of winner for that round.

Titania's Table of Random Events

1. Due to one careless move, you lose a ten-year chess match with the court jester.
2. Oscar Wilde appears in a whorl of purple smoke. He leans over to whisper in your ear, "Beauty is the only thing that time cannot harm" before disappearing in the same mysterious manner.
3. A butterfly alights on your finger and begins to age backwards—chrysalis, to caterpillar, to a tiny, golden egg.
4. The wind blows, smelling of cinnamon. You hunger for mortal baked goods for the first time in 1,000 years.
5. A kneeling elf in battered armor says she wishes only to gaze upon your beauty before returning to war.
6. A capering faun impresses the court by playing a pan flute, a violin, and a hand drum at the same time.
7. A member of your retinue is revealed to be a spy for the Winter Court.
8. A snowy-white cat with sparkling sapphires for eyes leaps onto your lap and begins to purr.
9. An aloof dryad servant finally gathers the courage to meet your eyes; you realize their gaze is full of longing.
10. Flowers spring up under your every footfall, whispering dreams of dewdrops and the sun's warming rays.
11. You see a spider. The design on its back looks uncannily like the profile of your mortal ex-lover.
12. A banshee fills the air with anguished screams as visions of her lost love fill your head.
13. An irate mortal seeks an audience. He has been cursed to possess the head of a man and the body of a stag.
14. Your royal painter reveals a portrait of you, lit by a ring of will o' the wisps, looking thoughtful and wise.
15. You realize a member of your court is wearing the same jeweled brooch as you.
16. The royal chef debuts a new menu item: candy floss, spun from a schoolchild's daydreams of summer.
17. Your guards have apprehended the thief stealing the ever-blooming roses from your garden.
18. A wizened hag from the Outlands presents you with the gift of a crow that can detect deceitful intentions.
19. You notice that Oberon has chosen to wear a truly unflattering nixie-hair jumpsuit to this occasion.
20. (Special) You doze off and dream you are a titan who can reshape the world as you want to see it. When players share their looks, feel free to interrupt and change details in the moment to suit your own liking.

7. Players, take turns sharing your looks. Titania, judge the winner of this category challenge.

Each player, in character, take 2-3 minutes showing your Pinterest board and describing your look: the model, the clothing, the runway, the whole experience. Be descriptive!

Titania, as each of them shares, take notes. Consider the random experience you just had (but don't share it yet). How does it influence your mood? What are you looking for in the winner of this challenge? In character, comment on each look: what pleased you? Enraged you? Amazed you? Declare a winner for this challenge. Share the random experience you had and perform your internal monologue about why it inspired you to choose the winner you chose this round.

8. Repeat steps 5-7 until you've run three category challenges. When finished, play a brief scene of Titania's decision and the resulting events.

After players have had a chance to compete for three rounds of challenges, it's time for Titania to determine who she believes should win her boon, and consequently, her favor.

Titania may base her decision on performance in the challenges, her overall impression of the designer, a complete whim, or a passing fancy. Whoever wins, how do they react to this incredible honor? What boon do they wish for, and how does Titania respond to their request?

When the winner has been declared and had a chance to react, cut to the other contestants. Each should perform a brief inner monologue sharing how they feel about the results of the challenge.

Together, discuss the epilogue. What events befall each contestant when Fashion Week is over?



Enjoy your
Boon!