



## ACT TWO: IMPISH INVESTIGATIONS

- I'll Find My Dog Who Took My Dog (10 Motes)**  
Find Baxter.
- Clue Hunters (10 Motes)**  
Actually gather evidence toward proving Marcy's innocence.
- Tempting Fate (5 Motes)**  
Taunt Arista by telling her about the very evidence you plan to use to destroy her case in court tomorrow.  
**Special:** Completing this Shenanigan also earns 3 🍵.

## ACT THREE: COURTING DISASTER

- Just Doing Our Job (15 Motes)**  
Get anybody other than Marcy convicted of Vera's murder.
- Gnome Alone (5 Motes)**  
Get Volubilis or Agatha convicted of Vera's murder.
- Stand Up and Fight, You Coward, Bully, Cad, and Thief (5 Motes)**  
Get Sam Slideback convicted of Vera's murder.
- Arista'd Development (10 Motes)**  
Get Arista de Best convicted of Vera's murder.
- Queen Wrong (10 Motes)**  
Get the Queen convicted of Vera's murder.
- Courtroom Turnabout (10 Motes)**  
Convince the Judge to convict herself of Vera's murder.
- Certain Things Have Come to Light (15 Motes)**  
Get Marcy reconvicted of Vera's murder.
- This Whole Trial's Out of Order! (10 Motes)**  
Prevent the court from convicting anyone at all.

### Baxter Fluffbottom

- Doggie! (1 Mote)**  
Pet Baxter.
- Belle of the Ball (5 Motes)**  
Baxter loves chasing his favourite ball. Find it and throw it until he's tired out.
- Num-nums (5 Motes)**  
Baxter deserves a snack! Bust open Baudelina's pumpkin pork chop piñata for the hungry little guy. She'll understand. (She won't understand.)

## COURT DISMISSED!

- Learning the Law (5 Motes)**  
Hit the Palace Library and fabricate uh, "research" some obscure laws that radically change the rules of the trial in your favour.
- Insurrection! (10 Motes)**  
Hijack some pumpkin tanks and prepare to stage a revolution. Down with the monarchy!
- Costume Coup d'Etat (10 Motes)**  
Steal the Spirit of Fall Dress and/or the Judge's Robes in hopes of using your new position to declare yourselves the winners of the trial.
- I Live! (5 Motes)**  
Construct a new body for Murgatroyd.

### Arista de Best

- That Was Objectionable (5 Motes)**  
Annoy Arista with your flagrant lack of respect for the justice system until she throws a tantrum in court.
- No, I'm de Best! (5 Motes)**  
Impersonate Arista well enough to trick the Judge or the Fairy Queen of Autumn.
- Thrown Out on a Technicality (5 Motes)**  
Accuse the Royal Prosecutor of dognapping and murder. Get the charge to stick for a while. Completing this Shenanigan and spending 1 🍵 gives Arista the Quirk "Suspicious".

### The Fairy Queen of Autumn

- I Accuse My Parents (5 Motes)**  
Accuse the Queen of dognapping and temporary murder. Get the charge to stick for a while. Completing this Shenanigan and spending 1 🍵 gives the Queen the Quirk "Suspicious".
- Beforeparty (5 Motes)**  
Convince the Queen to cut loose with a seasonally appropriate dance in the Spooky Graveyard.



### The Judge

**True Names and Other Dangers (5 Motes)**  
Learn the Judge's name – and why she keeps it a secret.

**No, You're Out of Order! (5 Motes)**  
Accuse the Judge of dognapping and temporary murder. Get the charge to stick for a while. Completing this Shenanigan and spending 1 🐾 gives the Judge the Quirk "Suspicious".

### Marcy Splott

**Courtroom Cartographer (5 Motes)**  
Draw a map of the murder scene as Marcy describes it, and convince the Judge to accept it as evidence. Crayons and glitter are very persuasive.

**The Wisdom of the Sauce Sage (5 Motes)**  
Convince Marcy to make you a heap of tasty sausages in the Sausage-Grinding Room. Eating the sausages provides 5d6 🍷 recovery divided however you like.

### Vera Bumpo

**She Only Had Herself to Blame (5 Motes)**  
Find a way to pin the crime on the victim. Completing this Shenanigan and spending 1 🐾 gives Vera the Quirk "Suspicious".

**Vera's Flimsy Disguise (5 Motes)**  
Assist a corgi with stealing Vera's Angelic Dress.

### Agatha, Countess of Winthrop-on-Rye

**True Believer (5 Motes)**  
Convince Agatha you're a trustworthy fairy who has been convinced of gnomish superiority.

**A Time to Kill (10 Motes)**  
Determine the exact time of an event crucial to the murder case.

### Amber Bravo

**Turnabout Tournament (5 Motes)**  
Steal Amber's knightly panoply (that's her jacket and goggles!), grab a few corgis and have a joust.

**If It Weren't for You Meddling Kids (5 Motes)**  
Publicly unmask Amber as the mastermind behind the "hauntings".

### Baudelina Tatuma

**It's What's Inside That Counts (5 Motes)**  
Fill Baudelina's piñatas with something more exciting than candy. Observe the results for science.

**Smash the World's Shell (5 Motes)**  
Trick Baudelina into breaking something precious.

### Murgatroyd Grimm

**Matchmaker (5 Motes)**  
Murgatroyd's lonely. Find her a new friend.  
**Special:** Completing this Shenanigan removes 2 🐾 from the Trouble Pool. It also changes Murgatroyd's "Lonely" Quirk to "Newfound Friendship".

### Sam Slideback

**Marisa Stole the Precious Wings (5 Motes)**  
Acquire a new act for the travelling menagerie.

**Jerk du Soleil (5 Motes)**  
Steal Sam's Silk Topper, lead the animals of the menagerie out to the Festival Grounds, and put on a show for the festival-goers. It'll give Baudelina a break from dealing with all those corgi escapes!



### Sir Volubilis Oleander

- But We're Not Done Having Fun Yet! (5 Motes)**  
Extend Sir Volubilis' stay in Mirabile by at least three more years.
- Shave the Gnomes! (5 Motes)**  
You know what you must do.
- The Art of Bore (5 Motes)**  
Steal the military manuals Sir Volubilis is writing for the fairies of Mirabile and improve them.

### Beatrice Baudrillard, Badger

- We Don't Need No Stinkin' Badgers (5 Motes)**  
Give Beatrice a bath. This removes her Indifferent Sphere of Deterrence.

### Goobella Mills

- Caps for Sale (1 Mote)**  
Balance all of Goobella's hats on someone else's head. This Shenanigan provides 2 🌀.

### The Scarlet Pimpernel & Don Knotts

- Starstruck (5 Motes)**  
Get your picture taken with the surprise witness. What's a camera? Is it good to eat?

### Fairy Court, in the Sky Forest of Mirabile

- Order in the Court! (5 Motes)**  
Introduce the animals in Sam Slideback's menagerie to the court and turn it into a literal three-ring circus.
- Sedition! (5 Motes)**  
Force a ruling by surrounding the court with pumpkin tanks.
- It Worked in Phoenix, Right? (10 Motes)**  
Cross-examine a corgi, and get some useful evidence out of the exercise (or at least convince the court you did).

### The Corgi Cavalry Kennels

- Who Deserves a Snack? Is It You? (5 Motes)**  
Those sure are some hardworking puppers! Bring them a feast consisting of foodstuffs that were meant for the festival.
- Get a Clue (10 Motes)**  
Dig up something that can be used as a clue in the Bumpo case. If the clue implicates a specific individual, impose the "Suspicious" Quirk on that person.

### The Cuckoo Clock House

- Like Clockwork (5 Motes)**  
Trick someone into getting hit at least three times by the mechanical rooster.
- They're Taking the Habits to Isambard! (5 Motes)**  
Destroy Agatha's home and turn it into the Clockwork Couture Costume.
- Chekhov's Rooster (5 Motes)**  
Get the mechanical bird admitted as evidence.

### The Dungeons

- Not That Kind of Dungeon (5 Motes)**  
Where are all the mobs and loot? Install some monsters and traps to turn this into a place worthy of a proper dungeon crawl.
- Iron Maiden? Excellent! (5 Motes)**  
Capture someone hostile using the "Dramatic Ironing" Power.
- The Great Escape (5 Motes)**  
Bust Marcy out of prison.



### The Festival Ground

**They're Good Dog Piñatas, Brent (5 Motes)**

Pilfer some of Baudelina's supplies to create the Best Costume.

**Special:** Completing this Shenanigan requires the fairy to discard her current Costume and Quick Change into a new one from her hand or the top card of the Costume Deck. This Costume's Quirks are replaced with "Covered in Paste" and "Filled with Candy".

**Cry Havoc! (5 Motes)**

Unleash the entire corgi cavalry in the fairgrounds just when preparations are at their most delicate stage.

### The Palace Kitchen

**I'm Doing It Ironically (5 Motes)**

Bake a tasty pie and contribute to the success of the festival. No, really.

**File O: Dough (5 Motes)**

Discover a key piece of evidence being hidden in a dessert. I double dare you! If the evidence implicates a specific individual, that character gets the "Suspicious" Quirk.

### The Palace Library

**I'm a Real Detective (5 Motes)**

Solve a mystery completely unrelated to the Bumpo case.

**We're Helping! (5 Motes)**

Alter the legal code to do something silly.

### The Parade Grounds

**Ghofts! (5 Motes)**

Chase the ghosts away so the corgi cavalry and pumpkin tanks can return to the Parade Grounds.

**The Marching Band Refused to Yield (5 Motes)**

Incite a battle between corgi cavalry and pumpkin tankers.

**Grand Theft Pumpkin (5 Motes)**

Take a pumpkin tank off a sweet jump.

### The Pumpkin Patch

**Strike! (5 Motes)**

Did someone just say "pumpkin bowling"? I think I just heard someone say "pumpkin bowling".

**The Weirdest Form of Creativity (10 Motes)**

Forge a crucial piece of evidence out of a pumpkin.

### Sausage-Grinding Room

**Gourmet (5 Motes)**

Invent a flavour of sausage no-one's ever attempted before.

**MacGuyver (5 Motes)**

Dismantle the sausage grinder and turn it into a machine that does something really awesome.

### Slideback's Sensational Menagerie

**Your Secret's Safe With Us, Probably (5 Motes)**

Establish an alibi – prove that a key suspect was secretly moonlighting as a circus performer at the time of the crime. Having a rock-solid alibi removes the "Suspicious" Quirk. No-one who's a circus performer could be an evil fairy.

**My True Passion Is the Stage (5 Motes)**

Ditch the murder case to audition as a circus act.

### The Spooky Graveyard

**Battle of the Bands (5 Motes)**

Exactly what it says on the tin.

**Monster of Ceremonies (10 Motes)**

Establish that one of the suspects was at a concert when the crimes took place. **Special:** Completing this Shenanigan removes the "Suspicious" Quirk from the chosen suspect.



### The Throne Room

- Game of Thrones (5 Motes)**  
Play musical chairs with the Queen.
- Seat of Power (5 Motes)**  
Steal the throne. Literally.

### Fairy Queen's Picnic

- The Flavour of a Thousand Splendid Suns (1 Mote)**  
**[Festival Grounds]**  
The Fairy Queen of Spring's Ancestral Sun Tea waits patiently in a delicate glass decanter. A card next to it reads: "The Fairy Queen of Spring's Sun Tea. Do Not Drink!" Drink it all.
- Carved by Goblin Artisans from Elemental Ice (1 Mote)**  
**[Palace Kitchen]**  
The Fairy Queen of Winter's Ancestral Snow Cone rests under a glass case. A brass plaque reads: "The Fairy Queen of Winter's Snow Cone. Do Not Eat!" Eat it.
- Good Dog! (1 Mote)**  
**[Sausage-Grinding Room]**  
The Fairy Queen of Summer's Ancestral Hot Dog rests under a brass case. A glass plaque reads: "The Fairy Queen of Summer's Hot Dog. Do Not Eat!" Eat it.