

Appendix C:

Random Encounters

If you're running a freeform game, this appendix provides random NPCs, Locations and Disasters for three flexible pregenerated milieux. If you're not sure which one to run, you can use the following table to decide:

d6	Milieu
1-2	Enchanted Forest
3-4	Magical Gaslight
5-6	Gallant Starship

Enchanted Forest

Let your players loose in their natural stomping ground, where isolated human villages, bear clans and magicians mix with fae creatures that were old when the mountains were young.

This milieu suits fairy-tale and fantasy games best. With some adjustment, it should work for any magical wilderness setting.



Enchanted Forest NPCs (d66)



11–13

Boisterous Kappa

Surprisingly Indecorous, River Princess

One would assume a warrior-scholar of this noble aquatic people would have better things to do than loiter about waiting to annoy passers-by.

M moxie
3

L limit
8

Faithful Waters: The Kappa's personal stream is never more than a few metres away from her, no matter where she ends up. It adds the "Kappa Creek" Location Quirk wherever she is, and inflicts +3 whenever she uses it in a contest.



14–16

Nargun Couturier

Unbreakable, Superior Taste

This stony fashionista has little patience for poseurs but is a staunch friend of those with true chic.

C craft
4

L limit
10

Commit to Your Style: A fairy Quick Changing in the same Location as the Nargun Couturier takes 2 .

Ultimate Judge of Fashion: Nargun Couturier may tag Costume Quirks of opponents in a contest for extra dice. Each opponent counts as a different Quirk source.

Inspired: If Stressed Out or otherwise impressed, the Couturier awards each fairy with a random Costume and the Temporary Quirk "Fashionista".



21–23

Conspiracy Theory Duchess

Foul Seems Fair, First-class Cackle

The rumours are true! But no-one will believe that you really encountered the Duchess up to pointless evil in the forest.

S shine
4

L limit
7

Summon Conspirators: The GM has a 2 discount on Summon Opposition to the same Location as the Duchess. The summoned NPC gains the Temporary Quirk "In League with the Duchess".

Enchanted Forest NPCs (d66)

24–26

Yaksini Philosopher

The Invisible Hand, Economies of Scale

Strictly speaking she's more of an economist. She has deeply nuanced opinions about the optimal trade-offs in clearing forest for agriculture, and is willing to attack any given audience with them.

C *craft*
3

L *limit*
5

Keynote Lecture: When the Yaksini Philosopher is introduced, all fairies in that Location must test either Craft or Focus (their choice). Any fairy who fails gains the Temporary Quirk “Irrational Actor”; while this Quirk remains, their Result in any contest with the Yaksini is considered to be 0. If they succeed, they gain the Temporary Quirk “Apprentice Economist”.

31–33

Wicked Stepchildren

The Real Monsters, We'll Spin It in the Fairy-tale

This pair of brats are currently running away from their new home in an attempt to shatter its domestic bliss, but they'll make time to torment fairies.

F *focus*
3

L *limit*
5

Cruelty of Children: Wicked Stepchildren inflict +2 **L**.

Surprisingly Effective Teamwork: Wicked Stepchildren take -2 **L** from all sources unless they have a Temporary Quirk or other effect preventing them from working together.

34–36

Shy Spider

This Is All a Terrible Misunderstanding, Arthropods Are People Too

Most interactions between giant spiders and forest-folk involve predation, fire or stabbing. She's lonely but has developed understandable paranoia.

G *grace*
4

L *limit*
7

Reaction to Past Trauma: A fairy who takes **L** from Shy Spider gains the Temporary Quirk “Bound and Poisoned”. While that Quirk remains, she takes 1 **L** every minute or post, and may not change Costume.

Spiders Make the Best Friends: If befriended, Shy Spider will accompany the fairies and provide help on all rolls for the next ten minutes or posts before all the excitement gets a bit much for her.

Enchanted Forest NPCs (d66)

41–43

Snow Woman

The Elegance of Frost, Indifference of Winter

She may not mean to drain the warmth and essence from all things; maybe she just likes standing around looking beautiful and creepy, with the withering frost being an unintended side-effect.

F focus
4

⚡ limit
10

Haunting Presence: Snow Woman does not initiate contests but will defend herself normally. The GM has a 1 🧠 discount on using Summon Opposition on her.

Unseasonable Cold: This Power is considered to be a Location Power at Snow Woman's Location. All characters other than Snow Woman in this Location take 1 ⚡ every minute or post unless protected by an appropriate Temporary Quirk or Power. For each ⚡ inflicted in this way, remove ⚡ from Snow Woman.



44–46

The Lumberjacks

Superior Work Ethic, Getting Paid

The Baroness is paying good money to have this place cleared, and cleared it shall be. It's nothing personal.

M moxie
4

⚡ limit
7

To the Ground: The Lumberjacks may engage their current Location in a contest. The Location is assumed to have a Result of 0. If the Lumberjacks win, remove a Power or Quirk from the Location.

51–53

Wolf in Sprite's Clothing

Poor Fit, All the Better to Eat You With

On one hand, that's the worst fairy impression you've ever seen. On the other, you're not very bright.

M moxie
3

⚡ limit
8

Cunning Disguise: When Wolf in Sprite's Clothing is introduced, draw a Costume. She may use its Powers and Quirks normally. She may Quick Change into a new randomly drawn Costume for 1 🧠.

Enchanted Forest NPCs (d66)



54–56

Daughter of the Fae Queen

Eternal Aristocracy, Rose of the Forest

You don't really get "Princess" when your mother's rule is an integral part of the universe. You do get a lot of free time, though.



I'll Make My Own Court!: A fairy who takes ⚡ from this NPC gains the Temporary Quirk "Royal Appointee". While it remains she must help the Daughter of the Fae Queen whenever asked.

Let Them Eat Cake: If Stressed Out, this NPC rewards the fairies for the diversion. Each fairy may remove 1d6 ⚡.



61–63

Gnome G necromancer

Evil for Giggles, Exploiting the Ancestors

Widely-held prejudices aside, neither gnomes nor necromancers are inherently evil. This particular example is utterly vile!



A Murder of (ex)Gnomes: Gnome G necromancer enters play with three skeletal gnomes. Each has the following profile: **Moxie 2, Stress Limit 1, Unthinking Obedience**; they take no actions. They assist all of Gnome G necromancer's rolls. Whenever she takes ⚡, she may sacrifice a skeletal gnome to prevent the ⚡. She may summon additional skeleton gnomes for 1 ⚡ each.



64–66

Princess-rescuing Princess

Honestly a Bit Gullible, The Most Dashing

Princesses fall into two camps: helpless serial abductees and omniscient unstoppable forces. Someone has convinced one of the latter that you have kidnapped one of the former.



Invincible Sword Princess: Any character scuffling this NPC is considered to have a Result of 0. She inflicts +3 ⚡ in scuffles.

Misdirection: Deception, flim-flam and lies have +1 edge against this NPC.

Here's One We Prepared Earlier: Presented with any plausible princess, this NPC will "rescue" her from the fairies and leave play.

Enchanted Forest Locations (d66)



11–13

The Mushroom Palace

Edible Architecture, Bioluminescent

The eerie beauty of this fungal manse distracts from its status as a mushroom where mushrooms live, eat and trade with other mushrooms.

A Place That Stays with You: The next Location each fairy visits gains the Temporary Quirk “Spore Infestation”.



Decree from the Mushroom Throne (Shenanigan, 5 Motes): Win over the distrustful Mushroom People. **Special:** Upon completing this Shenanigan, the fairies may apply one Temporary Quirk to all Locations with any fungus-related Quirks.



14–16

Moon-viewing Pond

Second-most-picturesque Spot, Seething with Magical Resonance

While exquisite in its own right, this secluded spot’s claim to fame is the permanent reflection of the full moon in its still water.

Sympathetic Correspondence: Wishful Thinking to travel to the Moon enjoys a 2 🌀 discount from this Location. By default, the wishing fairy arrives at a lunar Location that has the Quirks “So Very Far Away” and “So Very Many Rabbits”.



Scenic Enhancement (Shenanigan, 15 Motes): Make a mark on the Moon visible from this Location.



21–23

The Young Oaks

Oaktivism, Reformist Horticulture

Tree moots have a well-deserved reputation for ponderous and inconclusive debate. But not these strapping saplings! They’re fired up and really going places... just not literally.

Ashtag: A fairy in this Location may make a Craft or Shine test to convince the Young Oaks to apply a short catchphrase of her choice to all fairies as a Temporary Quirk. If she fails, the Young Oaks apply a catchphrase of their choice instead.

Enchanted Forest Locations (d66)



24–26

Abandoned Village

Still-warm Teapots, A Very Light Fog

It's as if the entire population vanished just moments ago...

Ill-gotten Gains: Anything that might plausibly be found in a human village is here, unguarded, and easily taken by any fairy with a mind to do so. However, while in possession of such an item, she generates +1 ☹️ whenever she rolls one or more 6s.



31–33

House of Dolls

Meticulously Ornamented, Witch Magnet

When you live in an enchanted forest brimming with thieves and pranksters, an autonomous combat doll defence array is just common sense.

This Location has a permanent Hazard:

Stubbornly Territorial Forest Dolls (Hazard)

Grace 4, Stress Limit 10, Lace and Lances, Swarm of Swords

Puppets of the Magus: This Hazard inflicts +2 ⚡. If Stressed Out, it returns after three minutes or posts.

The Greatest Treasure: Each time this Hazard is Stressed Out, each fairy in this Location may take a Costume of her choice.



34–36

Haunted Mansion

Harrowing Hospitality, Decomposing Decor

This once-elegant home has fallen into frightful decay, and its warm-hearted residents into the cold grip of undeath, but it's still the most sincerely welcoming place in the forest.

Spectral Tea-time: A fairy in this Location may test Moxie to partake of their hosts' generous but ghoulish spread. If she succeeds, she removes up to 5 ⚡. If she fails, she takes 1d6 ⚡.

Enchanted Forest Locations (d66)



41–43

(Probably) Dwarven Mine

Graffiti Is in Runes, Lots of Empty Bottles

While their tools indicate that the miners are smaller than humans, it's culturally insensitive to assume they're dwarves.

Digging Too Deep: A fairy may test Focus to dig up magic gems. If she succeeds, she gains 2 . Each time this Power is used, the GM rolls a number of dice equal to the total gained via this Power. If she rolls any 6s, the following NPC appears:

The Flame of the Darkness (NPC)

Moxie 5, Stress Limit 10, Miner's Bane, Relic of a Darker Age

Terror of the Deep: This NPC has +1 edge while in (Probably) Dwarven Mine. A fairy may use Wishful Thinking to voluntarily Stress Out and also Stress Out this NPC.



44–46

Bear Fort

Caniform Hegemony, One or More Druids

Their smiths ceaselessly hammer steel, and the Ursine flag flies in eloquent challenge to those who would dare test the bears' might. What are these grizzly warriors planning?



Equal Parts Rage and Mirth (Shenanigan, 10 Motes): Prank the bear legion in a fashion even they find funny. A fairy who takes while attempting to advance this Shenanigan Stresses Out. **Special:** Once after completing this Shenanigan, the fairies may call on their bear friends to automatically Stress Out an NPC or Hazard.



51–53

Generic Evil Ritual Circle

Non-specific Blasphemy, Too Mainstream for Real Demons

While this vile altar seems authentic at first glance, there's something suspiciously family-friendly about it. Off-the-shelf implements, lack of dried blood... either this is the work of mildly rebellious teenagers, or the humans have learned to cosplay!

Re-enactment Equipment: A fairy Scrounging at this Location may take the Witch's Hat, Evil Overlord Armour or Devil Corset if they're available.

Close Enough: Wishful Thinking costs -1 in this Location.

Enchanted Forest Locations (d66)

 54–56

Source of the River

Highest Ground, Liquid Purity

High on the mountainside, the mighty river is eternally born in this pristine spring.

It's All Downstream from Here: Anything done in this Location is reflected at any other Location with an aquatic Quirk, name or description. A Temporary Quirk inflicted on this Location is inflicted on all such Locations. An item left at this Location may be retrieved at any such Location.

Guardian Naiad: The Naiad knows better than to contend with fairies, but may curse an individual fairy for 1 ☹️ with a Temporary Quirk of her choice, or 3 ☹️ for all fairies present.

 61–63

Fairy Ring

Mushrooms Are Magic, Meadow and Stream

This pretty glade sports a perfect circle of mushrooms, just another reminder that Nature loves her bratty little daughters.

Optimal Fairy Conditions: Each 6 rolled by a fairy in this Location generates 2 🧚 and does not generate ☹️.

Spirited Away: A fairy generating a total of 6 or more 🧚 across any number of rolls in this Location by rolling 6s Stresses Out.

 64–66

Tomb of the First Queen

Bronze Age Riches, Ancient Injustice

There's something hauntingly familiar about this long-dead lady in her splendid burial mound.

Old Age and Treachery: Any fairy entering this Location gains the Temporary Quirk “Oathbreaker” and takes 2 ☹️ every post or minute she remains here.

10★

Redemption of the Archtraitors (*Shenanigan, 10 Motes*): Make good on your long-forgotten promise to the First Queen. It's probably not difficult if you can figure out what it was!

Special: Completing this Shenanigan removes the “Oathbreaker” Temporary Quirk from all fairies and the “Old Age and Treachery” Power from this Location.

Enchanted Forest Disasters (d66)

11–13

Migrating Hills

Is it that time of the millenium again? The geography of the forest is shuffling itself about, looking for a more comfortable attitude.

When this Disaster occurs, the forest gains the Temporary Quirk “Persistent Earthquake”. While it remains, each Location in the forest has the following Location Power:

Wandering Terrain: The GM may spend 3 ☹️ to merge any Location with the current Location. The resulting Location has the Quirks and Powers of both Locations. The GM may assign the new Location a Temporary Quirk reflecting the geographical mashup.

14–16

Divine Ire

While you’re not sure why the gods of the mountains and rivers are angry with you, you can’t rightly claim you don’t deserve it.

When this Disaster occurs, the forest gains the Temporary Quirk “Rage of Heaven and Earth”. While it remains, each Location in the forest gains the following Location Powers:

Natural Vengeance: During any contest in this Location, roll three dice against Moxie 4 to represent the gods’ influence. Any fairy rolling equal or less than the gods’ Result takes 1 ⚡ equal to that Result, even if she wins the contest.

The Sacred Mirror: If a fairy finds the shrine of this Location’s god and makes restitution, she gains 2 🌀 and “Natural Vengeance” can no longer be used in this Location. If this is done in three Locations, remove “Rage of Heaven and Earth” from the forest.

21–23

Stand and Deliver!

You know your noble revolution against the aristocracy is going poorly when you stoop to robbing fairies.

This Disaster creates a Hazard:

Hard-up Bandits (Hazard)

Moxie 3, Stress Limit 10, Merry Band, Friends of the Poor

Your Money or Your Life: This Hazard inflicts +2 ⚡ on any fairy with items of material worth in her possession (not Costumes!). Allowing this Hazard to take possession of an item of value automatically inflicts 2 ⚡ on Hard-up Bandits.

Enchanted Forest Disasters (d66)



24–26

Somebody Else's Backstory

This poor orphan girl is being assaulted by all the arbitrary cruelty of narrative causality – lost friends, wicked stepmothers, fences of enchanted thorns. One day she'll be a protagonist, and it's not safe to be near her!

This Disaster creates a Hazard:

Poor Orphan Girl (Hazard)

Shine 4, Stress Limit 15, Living a Flashback, Sepia Filter

Pathos Engine: This Hazard enters play with the Temporary Quirk “Not Tragic Enough”. While it remains, the Hazard has +2 dice on all contests.

The Present Day... The fairies may choose to go on Break as a group. This special Break lasts ten years of game time and causes this Hazard to Stress Out.



31–33

Invisibility Plague

The worst part of catching invisibility is you never see whom you're catching it from! I hear there's a bad case of it going around...

When this Disaster occurs, the GM chooses a fairy at random, who gains the Temporary Quirk “Invisible”. Any character who participates in a contest or is otherwise in close contact with a character with “Invisible” gains that Temporary Quirk. The GM does not need to pay ☹️ to tag this Quirk.



34–36

Spring Overdrive

Blossoms everywhere, incessant birdsong, dappled sunlight through the leaves – the forest is suddenly trying to have all of Spring all at once!

When this Disaster occurs, each fairy gains the Temporary Quirk “So Full of Spring I Could Burst!”. Each player should roll one die; her fairy gains that much 🌀 and takes twice as much ☹️.

Enchanted Forest Disasters (d66)



41–43

White Water Stampede

A sorceress is amusing herself by conjuring herds of spectral beasts from the river; they're striking in their majestic procession across the forest, but give quite the dousing when burst.

When this Disaster occurs, the forest gains the Temporary Quirk “Bored Sorceress”. While it remains, the GM may pay 1 ☹️ to add the “Aquatic Charge” Temporary Quirk to any Location. Five minutes or posts later, if “Aquatic Charge” still remains, replace it with “Flooded”, and all characters in that Location take 2 ⚡.



44–46

Only You Can Prevent...

A single fear unites the hearts of every forest-dweller, that even the smallest flame could become a mighty blaze. Do you smell smoke?

When this Disaster occurs, place the “Careless Spark” Temporary Quirk on one Location and the “Awfully Flammable” Temporary Quirk on all other forest Locations. The GM may introduce the following Hazard for free in a Location with “Careless Spark”, or for 3 ☹️ in a Location with “Awfully Flammable”.

Forest Fire (Hazard)

Focus 3, Stress Limit 6, Nascent Inferno, Cycle of Rebirth

Fuel for the Fire: If this Hazard enters play while another Forest Fire Hazard is in play, they are combined into a single Hazard. Add their Stress Limits together and remove all Stress.



51–53

The Grand Hunt

Human nobles gather to indulge in cruel sport at the forest's expense. Never has there been a more fitting target for your pranks!

This Disaster creates a Hazard:

Hunting Party (Hazard)

Craft 3, Stress Limit 5, Veteran Carousers, Skilled Servants

Weapons of a New Age: A fairy that takes ⚡ from this Hazard Stresses Out.



Forest Justice (Shenanigan, 10 Motes): Humiliate the nobles in front of their servants and drive them from the forest.

Enchanted Forest Disasters (d66)

54–56

The Fae Procession

That haunting melody, those dancing lights... it's the Fae Queen's Court in procession, all icy beauty and fiery mirth. Hide before you're drawn into their aesthetic vortex; that's hours of good pranking time wasted prancing and posing.

When this Disaster occurs, each fairy must test Focus. Those who fail go on a forced Break and discard their worn Costume in favour of a new one of the GM's choice.

61–63

Epic Fantasy Battle



The Companions of Light and their allies are storming the dread domain of the Archwarlock; her fiendish armies take to the field! This really doesn't suit your idiom.

This Disaster creates a Hazard:

Climactic Clash of Good and Evil (Hazard)

Moxie 4, Stress Limit 15, Overly Simplistic Morality, High Fantasy

Pick a Side: While in the same Location as this Hazard, each character must take on the Temporary Quirk "Lawful Good" or "Chaotic Evil".


Fairy Ex Machina: A fairy successfully using Wishful Thinking in the same Location as this Hazard may pay an additional 1  to inflict 3  on it.



64–66

The Stars Are Right

The stars burn in the sky, moonlight sears the trees, and the joyous cries of forgotten things from the time before time echo through the mountains.

When this Disaster occurs, each fairy gains the Temporary Quirk "In the Time of Madness". When she gains this Quirk, her Stress Limit becomes 2 and she gains  equal to her former Stress Limit. If her current Stress is greater than the new Stress Limit, she Stresses Out. When this Quirk is removed, her Stress Limit returns to normal.